

CSCB07 - Software Design

Android - Storing Data

Data storage options

- File system
- Shared preferences
- Databases
 - E.g. SQLite, Firebase Realtime Database

File System

- Android's file system consists of six main partitions
 - /boot
 - /system
 - /recovery
 - /data
 - /cache
 - /misc
- Reading/writing data to a file on internal storage can be done using
 - **`openFileInput()`**
 - **`openFileOutput()`**

Shared preferences

- Suitable for simple data that could be stored as key/value pairs
- A **SharedPreferences** object refers to a file containing key/value pairs and provides methods to read and write them
- Creating/accessing shared preference files can be done using:
 - **getPreferences()**
 - **getSharedPreferences()**

SQLite

- Relational database
- Serverless
- Zero-configuration
- File-based
- Widely used

Firestore Realtime Database

- Cloud-hosted
- Employs data synchronization
 - Every time data changes, all connected clients automatically receive updates
- NoSQL
 - Data is stored as JSON
- The Firestore SDK provides many classes and methods to store and sync data. E.g.
 - **DatabaseReference**
 - **DataSnapshot**
 - **ValueEventListener**

JSON

- **J**ava**S**cript **O**bject **N**otation
- Language-independent
- Supported by many programming languages
- Uses readable text to represent data in the form of key/value pairs
- Example
 - {

```
    "name": "Alex",  
    "age": 25,  
    "address": {  
        "country": "Canada",  
        "city": "Toronto"  
    }
```

```
}
```