

Android 存储

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课程目标

- 系统理解 Android 设备的存储设计
- 学会在应用内以文件、键值对、数据库等形式保存数据
- 了解如何在应用间分享文件和数据



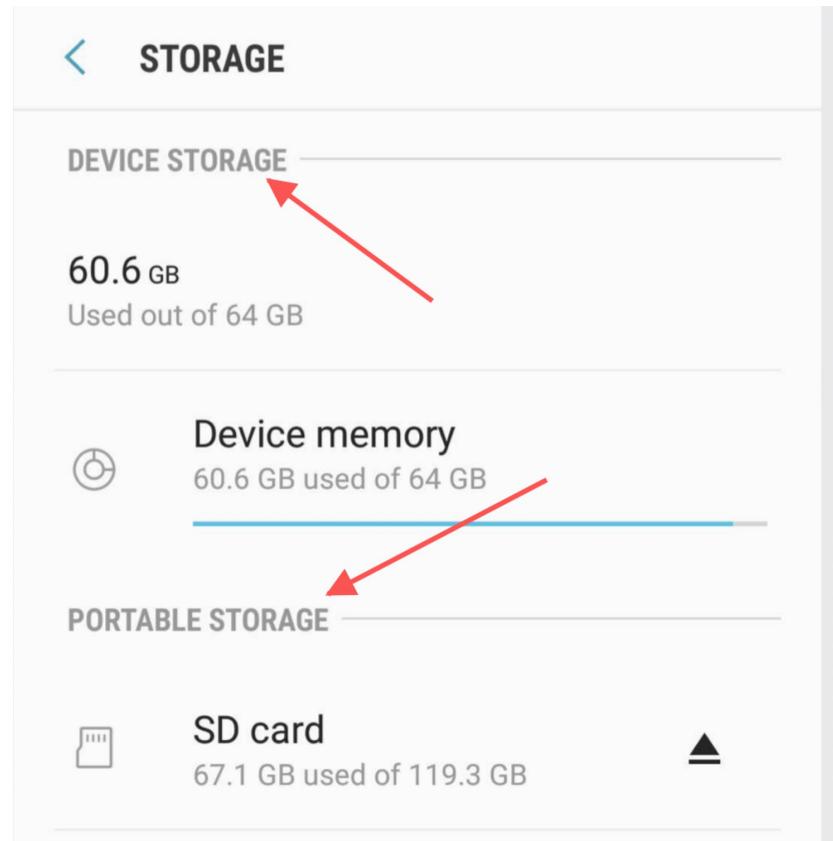
Contents

1. Storage overview
2. Files
3. SharedPreferences
4. Database
5. Content providers
6. Project: To-do list app

#Storage Overview

存储的物理介质

- ❑ Device Storage
- ❑ Portable Storage



存储的逻辑分区

Internal storage

- 一般只存在于 Device Storage
- App-private
- 用户不可直接读写
- 应用卸载时自动清空
- 保证可用
- 有且仅有一个

External storage

- 一般存在于 Device 和 Portable Storage
- World-accessible
- 用户可直接读写
- 可以卸载后仍保留
- 不保证可用性(可能被挂载或物理移除)
- 可以有多个

存储目录 App-specific directory

Internal Storage

- └ App-specific directory

- ├ files

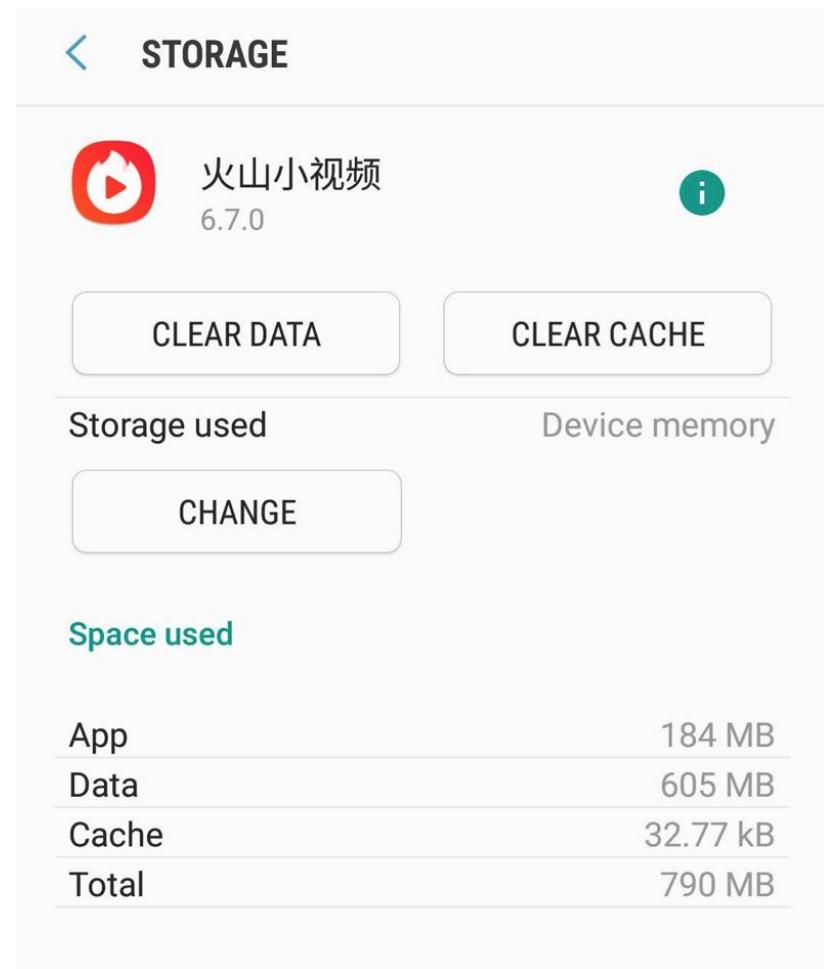
- └ cache

External Storage

- └ App-specific directory

- ├ files

- └ cache



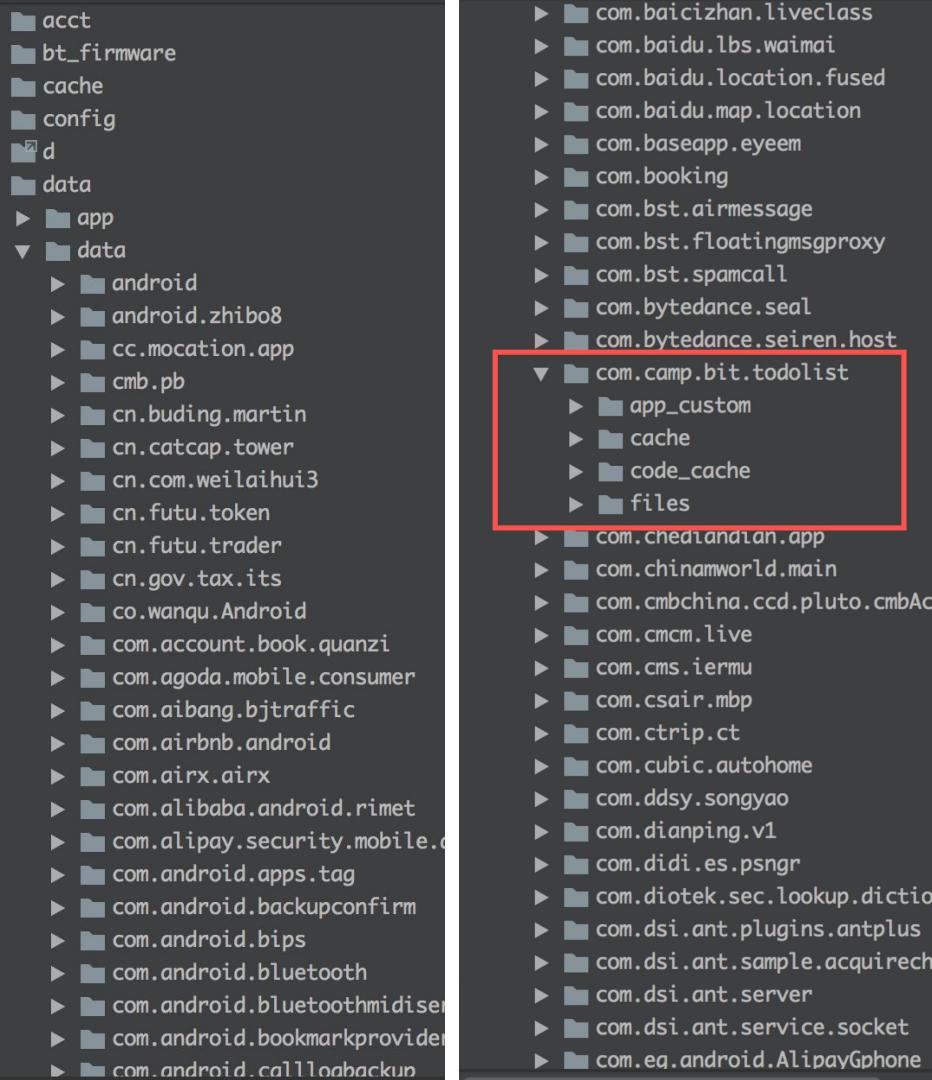
存储目录 App-specific dir

Internal Storage

└ App-specific directory

 └ files

 └ cache



```
> acct
> bt_firmware
> cache
> config
> d
└ data
  > app
  > data
    > android
    > android.zhibo8
    > cc.mocation.app
    > cmb.pb
    > cn.buding.martin
    > cn.catcap.tower
    > cn.com.weilaihui3
    > cn.futu.token
    > cn.futu.trader
    > cn.gov.tax.its
    > co.wanqu.Android
    > com.account.book.quanzi
    > com.agoda.mobile.consumer
    > com.aibang.bjtraffic
    > com.airbnb.android
    > com.airx.airx
    > com.alibaba.android.rimet
    > com.alipay.security.mobile.e
    > com.android.apps.tag
    > com.android.backupconfirm
    > com.android.bips
    > com.android.bluetooth
    > com.android.bluetoothmidise
    > com.android.bookmarkprovider
    > com.android.calloohackun
    > com.baicizhan.liveclass
    > com.baidu.lbs.waimai
    > com.baidu.location.fused
    > com.baidu.map.location
    > com.baseapp.eyeem
    > com.booking
    > com bst airmessage
    > com bst floatingmsgproxy
    > com bst spamcall
    > com bytedance seal
    > com bytedance seiren host
    > com camp bit todolist
      > app_custom
      > cache
      > code_cache
      > files
    > com.chediandian.app
    > com.chinaworld.main
    > com.cmbchina.ccd.pluto.cmbAc
    > com.cmcmlive
    > com.cms.iermu
    > com.csair.mbp
    > com.ctrip.ct
    > com.cubic.autohome
    > com.ddsy.songyao
    > com.dianping.v1
    > com.didi.es.psngr
    > com.diotech.sec.lookup.dictio
    > com.dsi.ant.plugins.antplus
    > com.dsi.ant.sample.acquirech
    > com.dsi.ant.server
    > com.dsi.ant.service.socket
    > com.ea.android.AlipayGphone
```

存储目录 App-specific dir

External Storage

└ App-specific directory

 └ files

 └ cache

►	└ sbin
►	└ sdcard
▼	└ storage
▼	└ 1DD4-C36B
►	└ Android
►	└ DCIM
►	└ LOST.DIR
►	└ emulated
└	└ enc_emulated
▼	└ self
▼	└ primary
►	└ 1
►	└ 183
►	└ 360
►	└ 365Shengri
►	└ 97ting_sdk
►	└ airchina
►	└ airmessage
►	└ Alarms
►	└ alipay
►	└ amap
►	└ Android
►	└ androidquery
►	└ ariesPath
►	└ at
►	└ Autohome
►	└ autohome_statistics
►	└ autohome_ums
►	└ autohomemain
►	└ autolog
►	└ autonavi
►	└ aweme
►	└ sacard
▼	└ storage
▼	└ 1DD4-C36B
▼	└ Android
▼	└ data
►	└ android.zhibo8
►	└ cmb.pb
►	└ cn.buding.martin
►	└ cn.catcap.tower
►	└ cn.com.weilaihui3
►	└ cn.futu.token
►	└ cn.futu.trader
►	└ cn.gov.tax.its
►	└ co.wanqu.Android
►	└ com.agoda.mobile.consumer
►	└ com.airbnb.android
►	└ com.airx.airx
►	└ com.alibaba.android.rimet
►	└ com.android.chrome
►	└ com.android.phone
►	└ com.android.systemui
►	└ com.android.vending
►	└ com.antfortune.wealth
►	└ com.asiainno.uplive
►	└ com.autonavi.minimap
►	└ com.baidu.lbs.waimai
►	└ com/bytedance.seal
►	└ com/bytedance.seiren.host
▼	└ com.camp.bit.todolist
►	└ cache
►	└ files
►	└ com.chediandian.app

存储目录 Public directory

External Storage

└ Public directory

└ DCIM

└ Download

└ Movies

MY FILES



RECENT FILES



CATEGORIES



Images



Audio



Videos



Documents



Downloads



APK

PHONE



Internal storage
60.47 GB / 64.00 GB



SD card
67.07 GB / 119 GB

总结: 存储目录的区别

	Internal Private	External Private	External Public
本应用可访问	Yes	Yes(4.3 以前需要授权)	有授权时 Yes
其他应用可访问	No	有授权时 Yes	有授权时 Yes
用户可访问	No(除非root)	Yes	Yes
可用性保证	Yes	No	No
卸载后自动清除	Yes	Yes	No

应用的安装位置 *

□ 从 API Level 8 开始支持应用指定安装位置

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"  
    android:installLocation="preferExternal">
```

Value	Description
"internalOnly"	The app must be installed on the internal device storage only. If this is set, the app will never be installed on the external storage. If the internal storage is full, then the system will not install the app. This is also the default behavior if you do not define android:installLocation .
"auto"	The app may be installed on the external storage, but the system will install the app on the internal storage by default. If the internal storage is full, then the system will install it on the external storage. Once installed, the user can move the app to either internal or external storage through the system settings.
"preferExternal"	The app prefers to be installed on the external storage (SD card). There is no guarantee that the system will honor this request. The app might be installed on internal storage if the external media is unavailable or full. Once installed, the user can move the app to either internal or external storage through the system settings.

#Files



File APIs

```
public class File  
    extends Object implements Serializable, Comparable<File>  
  
    java.lang.Object  
        ↳ java.io.File
```

Public constructors

`File(String pathname)`

Creates a new `File` instance by converting the given pathname string into an abstract pathname.

`File(String parent, String child)`

Creates a new `File` instance from a parent pathname string and a child pathname string.

`File(File parent, String child)`

Creates a new `File` instance from a parent abstract pathname and a child pathname string.

`File(URI uri)`

Creates a new `File` instance by converting the given `file:` URI into an abstract pathname.

App-specific directory 的获取

Context

Added in API level 1

Kotlin | Java

```
abstract class Context
```



[kotlin.Any](#)

↳ [android.content.Context](#)

▼ Known Direct Subclasses

[ContextWrapper](#), [MockContext](#)

▼ Known Indirect Subclasses

[AbstractInputMethodService](#), [AccessibilityService](#), [AccountAuthenticatorActivity](#), [Activity](#), [ActivityGroup](#), [AliasActivity](#), [Application](#), [AutofillService](#), [BackupAgent](#), [BackupAgentHelper](#), [CallRedirectionService](#), [CallScreeningService](#), and 46 others.

Interface to global information about an application environment. This is an abstract class whose implementation is provided by the Android system. It allows access to application-specific resources and classes, as well as up-calls for application-level operations such as launching activities, broadcasting and receiving intents, etc.

字节跳动

App-specific directory 的获取

- **Internal**

- files 目录: `context.getFilesDir()`
- cache 目录: `context.getCacheDir()`
- 自定义目录: `context.getDir(name, mode)`

- **External**

- file 目录: `context.getExternalFilesDir(String type)`
- cache 目录: `context.getExternalCacheDir()`

App-specific directory 的获取

- 自定义目录: `context.getDir(name, mode)`

Parameters

`name`

String: Name of the directory to retrieve. This is a directory that is created as part of your application data.

`mode`

int: Operating mode.

Value is either **0** or combination of **MODE_PRIVATE**, **MODE_WORLD_READABLE**, **MODE_WORLD_WRITEABLE** or **MODE_APPEND**.

Public directory 的获取

Environment

added in API level 1

```
public class Environment  
extends Object  
  
java.lang.Object  
↳ android.os.Environment
```

Provides access to environment variables.

Public directory 的获取

- Public
 - 标准目录:
`Environment.getExternalStoragePublicDirectory(String type)`
 - 根目录:
`Environment.getExternalStorageDirectory()`

Public directory 的获取

- 标准目录
 - DIRECTORY_ALARMS
 - DIRECTORY_DCIM
 - DIRECTORY_DOCUMENTS
 - DIRECTORY_DOWNLOADS
 - DIRECTORY_MOVIES
 - ...

Public directory 的前置检查

- ❑ 1. 获得授权
- ❑ 2. 检查 External Storage 的可用性

External Storage 的授权

1. 声明权限

```
<manifest ...>

    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />

    <uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />

</manifest>
```

2. 动态申请权限

```
ActivityCompat.requestPermissions(this, new
String[]{Manifest.permission.WRITE_EXTERNAL_STORAGE}, REQUEST_CODE);
```

External Storage 的可用性检查

```
/* Checks if external storage is available for read and write */
public boolean isExternalStorageWritable() {
    String state = Environment.getExternalStorageState();
    if (Environment.MEDIA_MOUNTED.equals(state)) {
        return true;
    }
    return false;
}

/* Checks if external storage is available to at least read */
public boolean isExternalStorageReadable() {
    String state = Environment.getExternalStorageState();
    if (Environment.MEDIA_MOUNTED.equals(state) ||
        Environment.MEDIA_MOUNTED_READ_ONLY.equals(state)) {
        return true;
    }
    return false;
}
```

File APIs

- ❑ exists()
- ❑ createNewFile()
- ❑ mkdir() vs mkdirs()
- ❑ listFiles()
- ❑ getFreeSpace() & getTotalSpace()
- ❑ ...

Java I/O - 流的分类

- 按流向分为：
 - 输入流
 - 输出流
- 按传输单位分为：
 - 字节流：InputStream 和 OutputStream 基类
 - 字符流：Reader 和 Writer 基类

Java I/O - 字节流

InputStream

added in API level 1



```
public abstract class InputStream  
extends Object implements Closeable  
  
java.lang.Object  
↳ java.io.InputStream
```

Known direct subclasses

[AssetManager.AssetInputStream](#), [BackupDataInputStream](#), [ByteArrayInputStream](#), [FileInputStream](#), [FilterInputStream](#),
[ObjectInputStream](#), [PipedInputStream](#), [SequenceInputStream](#), [StringBufferInputStream](#)

Known indirect subclasses

[AssetFileDescriptor.AutoCloseInputStream](#), [Base64InputStream](#), [BufferedInputStream](#), [CheckedInputStream](#), [CipherInputStream](#),
[DataInputStream](#), [DeflaterInputStream](#), [DigestInputStream](#), [GZIPInputStream](#), [InflaterInputStream](#), [JarInputStream](#),
[LineNumberInputStream](#), [ParcelFileDescriptor.AutoCloseInputStream](#), [PushbackInputStream](#), [ZipInputStream](#)

Java I/O - 字符流

Reader

added in API level 1

```
public abstract class Reader  
extends Object implements Readable, Closeable
```

[java.lang.Object](#)
↳ [java.io.Reader](#)

▼ Known direct subclasses
[BufferedReader](#), [CharArrayReader](#), [FilterReader](#), [InputStreamReader](#), [PipedReader](#), [StringReader](#)

▼ Known indirect subclasses
[FileReader](#), [LineNumberReader](#), [PushbackReader](#)

Java I/O 流的串联

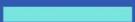
```
public boolean copy(File from, File to) throws IOException {
    if (from == null || !from.exists() || from.isDirectory())
        || to == null || !to.exists() || to.isDirectory()) {
        return false;
    }
    FileReader fileReader = null;
    FileWriter fileWriter = null;

    BufferedReader bufferedReader = null;
    BufferedWriter bufferedWriter = null;
    try {
        fileReader = new FileReader(from);
        fileWriter = new FileWriter(to);

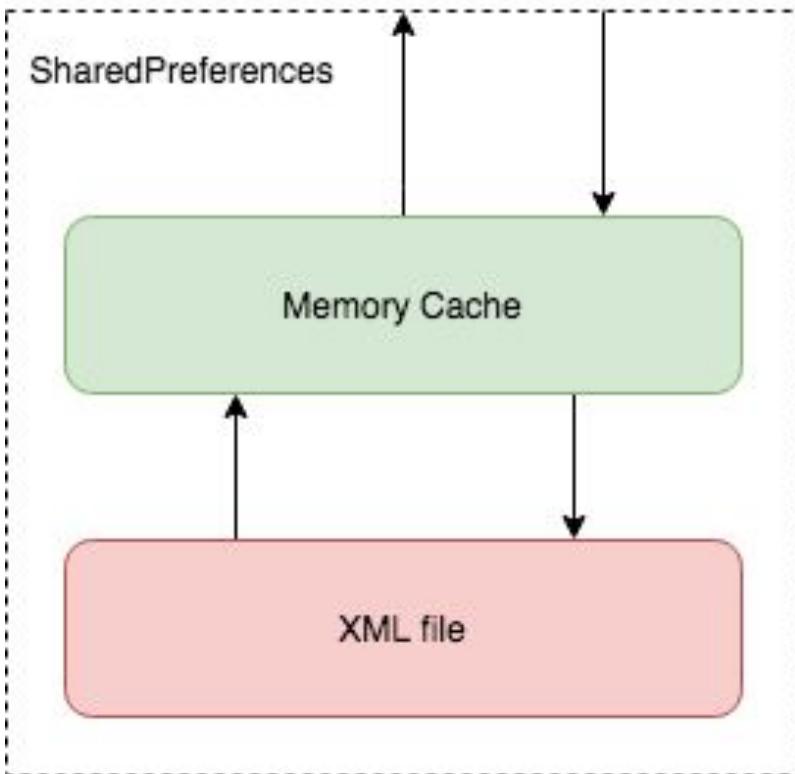
        bufferedReader = new BufferedReader(fileReader);
        bufferedWriter = new BufferedWriter(fileWriter);

        String line;
        while ((line = bufferedReader.readLine()) != null) {
            bufferedWriter.write( str: line + "\n");
        }
    } catch (FileNotFoundException e) {
        e.printStackTrace();
        return false;
    } catch (IOException e) {
        e.printStackTrace();
        return false;
    } finally {
        if (bufferedWriter != null) {
            bufferedWriter.close();
        }
        // TODO close other streams
    }
    return true;
}
```

#SharedPreferences



SharedPreferences 的原理



- 通过 XML 文件存储
- 一次性读取到内存
- 提供同步和异步两种写回文件的方式

```
<?xml version='1.0' encoding='utf-8' standalone='yes' ?>
<map>
    <string name="Name">ider</string>
    <boolean name="Android" value="true" />
    <set name="Subsites">
        <string>code.iderzheng.com</string>
        <string>blog.iderzheng.com</string>
        <string>manual.iderzheng.com</string>
    </set>
    <int name="VersionCode" value="21" />
    <long name="VersionNumber" value="1355" />
    <float name="Version" value="5.0" />
    <null name="Null" />
</map>
```

获取 SharedPreferences

- `context.getSharedPreferences(name, Context.MODE_PRIVATE);`
- `getActivity().getPreferences(Context.MODE_PRIVATE);`

Mode 只能填 MODE_PRIVATE, 以下都废弃

- `MODE_WORLD_READABLE`
- `MODE_WORLD_WRITEABLE`
- `MODE_MULTI_PROCESS`

读 SharedPreferences

1. `String getString(String key, String defaultValue);`
2. `Set<String> getStringSet(String key, Set<String> defValues);`
3. `int getInt(String key, int defaultValue);`
4. `long getLong(String key, long defaultValue);`
5. `float getFloat(String key, float defaultValue);`
6. `boolean getBoolean(String key, boolean defaultValue);`

写 SharedPreferences

□ 通过 Editor 类来提交修改事务

```
SharedPreferences sharedPref = getActivity().getPreferences(Context.MODE_PRIVATE);

SharedPreferences.Editor editor = sharedPref.edit();

editor.putInt(getString(R.string.saved_high_score_key), newHighScore);

editor.commit();
```

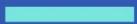
写 SharedPreferences

- commit 和 apply 的区别
 - commit()
 - 同步写入内存和磁盘
 - 有返回值
 - 同时调用时，最后一次调用获胜
 - apply()
 - 同步写入内存，异步保存磁盘
 - 无返回值
 - 同时调用时，最后一次调用覆盖

和 Preference APIs 的区别

- Preference Library 是一个 UI 框架, 用于实现一个设置页面;
- SharedPreferences 是一个存储实现, 可以用于任何适用的场景;
- 通常 Preference Library 会使用 SharedPreferences 来存储页面的设置选项;

#Database



适用场景

- ❑ 重复的数据
- ❑ 结构化的数据
- ❑ 关系型数据

数据库的设计

□ 基本概念

- 表、主键、外键、索引、唯一索引
- SQL 语法: <https://www.w3schools.com/sql/default.asp>

	主键	外键	索引
定义:	唯一标识一条记录，不能有重复的，不允许为空	表的外键是另一表的主键, 外键可以有重复的, 可以是空值	该字段没有重复值，但可以有一个空值
作用:	用来保证数据完整性	用来和其他表建立联系用的	是提高查询排序的速度
个数:	主键只能有一个	一个表可以有多个外键	一个表可以有多个唯一索引

数据库的设计 *

- 数据库冗余
 - 数据库范式: 1NF、2NF、3NF、BCNF...
 - JOIN: inner join、left join、right join...
- 查询效率
 - 索引
 - Full-text-search
- 写入效率
 - 事务处理

1、关闭事务模式（默认）

数据库的设计 *

- FTS 查询效率提升
- 事务的写入效率提升

查询关键字

a

b

g

cons (consumer前半部分)

consumer (完整单词)

prof (profile前半部分)

profile (完整单词)

操作类型 Counts TotalTime(us) AverageTime(us)

插入 1000 31307617 31307.000000

查询 1000 944442 944.000000

更新 1000 32264043 32264.000000

删除 1000 30638604 30638.000000

2、开启事务模式

操作类型 Counts TotalTime(us) AverageTime(us)

插入 1000 23326 23.000000

查询 1000 935739 935.000000

更新 1000 39197 39.000000

删除 1000 24394 24.000000

数据库的设计

- 定义 Contract 静态类
 - 定义表名、列名等常量
 - 定义表结构和关系
 - 定义 SQL 指令

数据库的设计

```
public final class FeedReaderContract {  
    // To prevent someone from accidentally instantiating the contract class,  
    // make the constructor private.  
    private FeedReaderContract() {}  
  
    /* Inner class that defines the table contents */  
    public static class FeedEntry implements BaseColumns {  
        public static final String TABLE_NAME = "entry";  
        public static final String COLUMN_NAME_TITLE = "title";  
        public static final String COLUMN_NAME_SUBTITLE = "subtitle";  
    }  
}
```

Create

1. 在 Contract 类中定义建表和删表的 SQL 代码

```
private static final String SQL_CREATE_ENTRIES =
    "CREATE TABLE " + FeedEntry.TABLE_NAME + " (" +
    FeedEntry._ID + " INTEGER PRIMARY KEY, " +
    FeedEntry.COLUMN_NAME_TITLE + " TEXT, " +
    FeedEntry.COLUMN_NAME_SUBTITLE + " TEXT)";

private static final String SQL_DELETE_ENTRIES =
    "DROP TABLE IF EXISTS " + FeedEntry.TABLE_NAME;
```

Create

2. 实现一个 SQLiteOpenHelper

```
public class FeedReaderDbHelper extends SQLiteOpenHelper {  
    // If you change the database schema, you must increment the database version.  
    public static final int DATABASE_VERSION = 1;  
    public static final String DATABASE_NAME = "FeedReader.db";  
  
    public FeedReaderDbHelper(Context context) {  
        super(context, DATABASE_NAME, null, DATABASE_VERSION);  
    }  
    public void onCreate(SQLiteDatabase db) {  
        db.execSQL(SQL_CREATE_ENTRIES);  
    }  
    public void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion) {  
        // This database is only a cache for online data, so its upgrade policy is  
        // to simply to discard the data and start over  
        db.execSQL(SQL_DELETE_ENTRIES);  
    }  
}
```

Create

3. 实现数据库升级逻辑

```
@Override  
public void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion) {  
    for (int i = oldVersion; i < newVersion; i++) {  
        switch (i) {  
            case 1:  
                try {  
                    db.execSQL("ALTER TABLE " + TABLE_NAME + " ADD " + EXTRA + " text");  
                } catch (Exception e) {  
                    e.printStackTrace();  
                }  
                break;  
            default:  
                break;  
        }  
    }  
}
```

Insert

1. new 一个 DBHelper 对象

```
FeedReaderDbHelper mDbHelper = new FeedReaderDbHelper(getContext());
```

2. 获得数据库引用

```
SQLiteDatabase db = mDbHelper.getWritableDatabase();
```

Insert

3. 通过 ContentValues 写入 DB

```
// Create a new map of values, where column names are the keys
ContentValues values = new ContentValues();
values.put(FeedEntry.COLUMN_NAME_TITLE, title);
values.put(FeedEntry.COLUMN_NAME_SUBTITLE, subtitle);

// Insert the new row, returning the primary key value of the new row
long newRowId = db.insert(FeedEntry.TABLE_NAME, null, values);
```

Insert

4. 在合适的时机 close 数据库连接：

- 过早：`getWritableDatabase()` 和 `getReadableDatabase()` 是耗时操作（需要异步执行），`close` 后再建连成本巨大；
- 过晚：没有及时释放，内存泄露；

```
@Override  
protected void onDestroy() {  
    mDbHelper.close();  
    super.onDestroy();  
}
```

Query

```
SQLiteDatabase db = mDbHelper.getReadableDatabase();

// Define a projection that specifies which columns from the database
// you will actually use after this query.
String[] projection = {
    BaseColumns._ID,
    FeedEntry.COLUMN_NAME_TITLE,
    FeedEntry.COLUMN_NAME_SUBTITLE
};

// Filter results WHERE "title" = 'My Title'
String selection = FeedEntry.COLUMN_NAME_TITLE + " = ?";
String[] selectionArgs = { "My Title" };

// How you want the results sorted in the resulting Cursor
String sortOrder =
    FeedEntry.COLUMN_NAME_SUBTITLE + " DESC";

Cursor cursor = db.query(
    FeedEntry.TABLE_NAME,           // The table to query
    projection,                   // The array of columns to return (pass null to get all)
    selection,                    // The columns for the WHERE clause
    selectionArgs,                // The values for the WHERE clause
    null,                         // don't group the rows
    null,                         // don't filter by row groups
    sortOrder                     // The sort order
);
```

Query

2. 遍历游标 Cursor

- 默认位置为 -1

```
List itemIds = new ArrayList<>();
while(cursor.moveToNext()) {
    long itemId = cursor.getLong(
        cursor.getColumnIndexOrThrow(FeedEntry._ID));
    itemIds.add(itemId);
}
cursor.close();
```

Query

3. 从 cursor 到 JavaBeans

```
private List<Note> loadNotesFromDatabase() {
    if (database == null) {
        return Collections.emptyList();
    }
    List<Note> result = new LinkedList<>();
    Cursor cursor = null;
    try {
        cursor = database.query(TodoNote.TABLE_NAME,
            new String[]{TodoNote.COLUMN_CONTENT, TodoNote.COLUMN_DATE,
                TodoNote.COLUMN_STATE},
            selection: null, selectionArgs: null,
            groupBy: null, having: null,
            orderBy: TodoNote.COLUMN_DATE + " DESC");

        while (cursor.moveToNext()) {
            String content = cursor.getString(cursor.getColumnIndex(TodoNote.COLUMN_CONTENT));
            long dateMs = cursor.getLong(cursor.getColumnIndex(TodoNote.COLUMN_DATE));
            int intState = cursor.getInt(cursor.getColumnIndex(TodoNote.COLUMN_STATE));

            Note note = new Note();
            note.setContent(content);
            note.setDate(new Date(dateMs));
            note.setState(State.from(intState));

            result.add(note);
        }
    } finally {
        if (cursor != null) {
            cursor.close();
        }
    }
    return result;
}
```

Delete

```
// Define 'where' part of query.  
String selection = FeedEntry.COLUMN_NAME_TITLE + " LIKE ?";  
// Specify arguments in placeholder order.  
String[] selectionArgs = { "MyTitle" };  
// Issue SQL statement.  
int deletedRows = db.delete(FeedEntry.TABLE_NAME, selection, selectionArgs);
```

Update

```
SQLiteDatabase db = mDbHelper.getWritableDatabase();

// New value for one column
String title = "MyNewTitle";
ContentValues values = new ContentValues();
values.put(FeedEntry.COLUMN_NAME_TITLE, title);

// Which row to update, based on the title
String selection = FeedEntry.COLUMN_NAME_TITLE + " LIKE ?";
String[] selectionArgs = { "MyOldTitle" };

int count = db.update(
    FeedReaderDbHelper.FeedEntry.TABLE_NAME,
    values,
    selection,
    selectionArgs);
```

Debug

❑ adb + sqlite3: <https://www.sqlite.org/cli.html>

```
$ adb shell
generic_x86:/ $ su
generic_x86:/ # sqlite3 /data/data/com.camp.bit.todolist/databases/todo.db
SQLite version 3.22.0 2018-01-22 18:45:57
Enter ".help" for usage hints.
sqlite> .table
android_metadata  note
sqlite> .head on
sqlite> .mode column
sqlite> .schema note
CREATE TABLE note(_id INTEGER PRIMARY KEY AUTOINCREMENT, date INTEGER, state INTEGER, content TEXT);
sqlite> select * from note;
_id      date      state      content
-----  -----  -----
1        1234      0          FIRST CONTENT
sqlite> |
```

Debug

```
sqlite> insert into note (date, state, content) values(5678, 1, "SECOND NOTE");
sqlite> select * from note;
_id      date      state      content
-----  -----  -----  -----
1        1234      0          FIRST CONTENT
2        5678      1          SECOND NOTE
sqlite> delete from note where data=1234;
Error: no such column: data
sqlite> delete from note where date=1234;
sqlite> select * from note;
_id      date      state      content
-----  -----  -----  -----
2        5678      1          SECOND NOTE
sqlite> █
```

Demo

使用 sqlite 调试数据库

Room Library *

- Room：
 - JetPack 中的库
 - 对数据库的使用做了一层 ORM 抽象
 - 通过 APT 减少模板代码
- SQLite APIs 的痛点：
 - SQL 语句无编译时校验，容易出错，调试成本大；
 - 表结构变化后需要手动更新，并处理升级逻辑；
 - 使用大量模板代码从 SQL 查询向 JavaBeans 转换；

Room Library *

```
// Use `@Fts3` only if your app has strict disk space requirements or if you
// require compatibility with an older SQLite version.
@Fts4
@Entity(tableName = "users")
public class User {
    // Specifying a primary key for an FTS-table-backed entity is optional, but
    // if you include one, it must use this type and column name.
    @PrimaryKey
    @ColumnInfo(name = "rowid")
    public int id;

    @ColumnInfo(name = "first_name")
    public String firstName;
}
```

Room Library *

@Dao

```
public interface MyDao {  
    @Query("SELECT * FROM user WHERE age BETWEEN :minAge AND :maxAge")  
    public User[] loadAllUsersBetweenAges(int minAge, int maxAge);  
  
    @Query("SELECT * FROM user WHERE first_name LIKE :search " +  
        "OR last_name LIKE :search")  
    public List<User> findUserWithName(String search);  
}
```

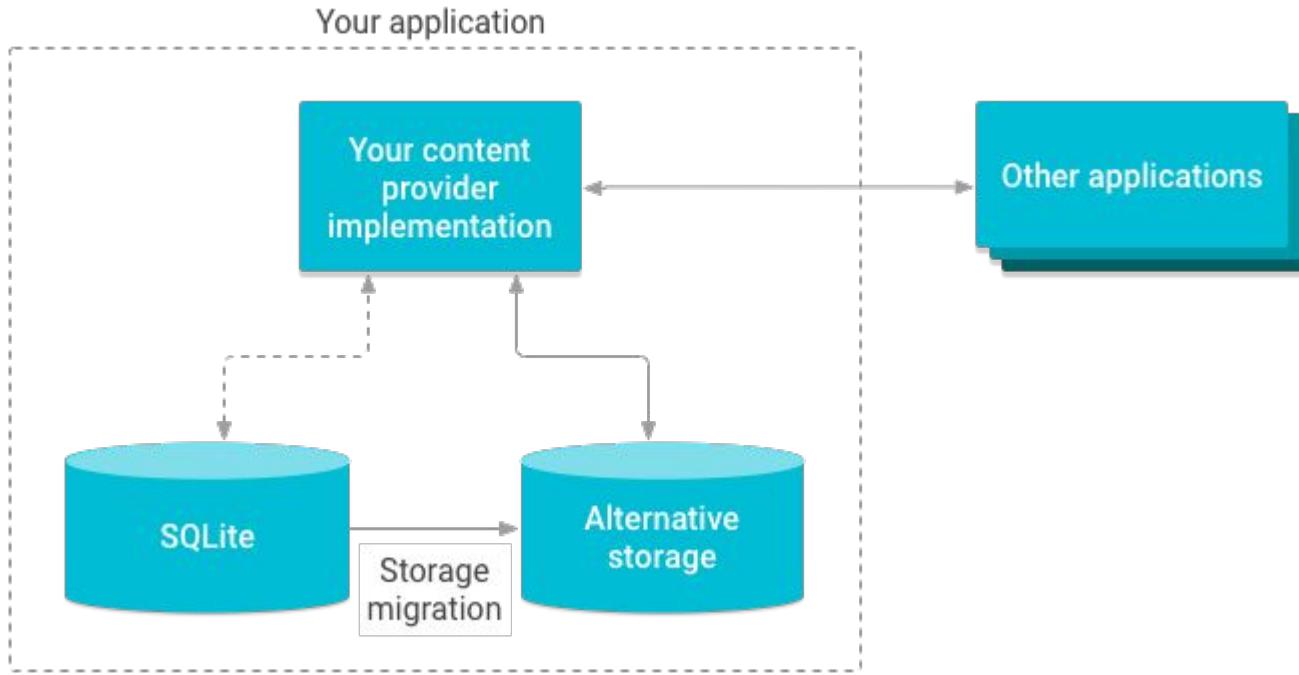
#Content Providers*



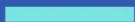
Why

- 跨应用分享数据
 - 系统的 providers 有 联系人、图库 等；
- 是对数据层的良好抽象
- 支持精细的权限控制

Content provider 架构



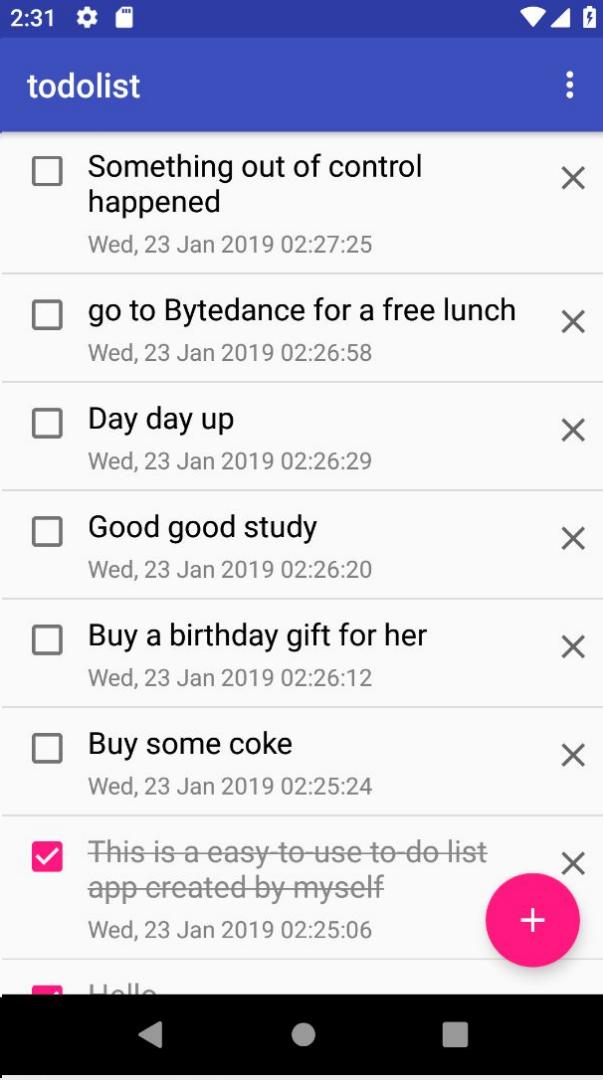
#Project



一个简单的 To-do List App

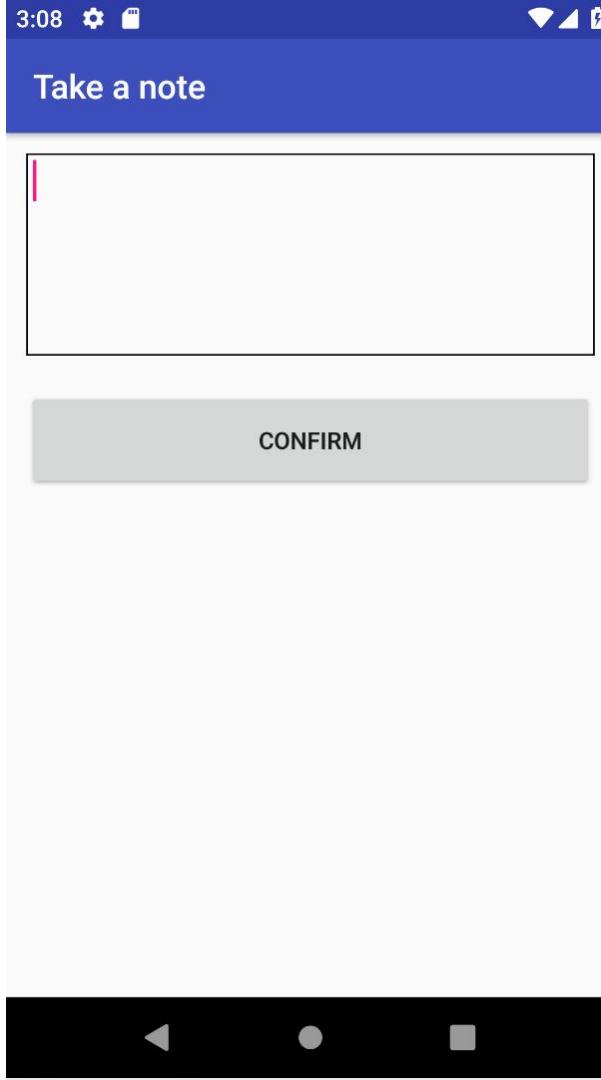
基础版要求

- 为 To-do List 的场景建立一个数据库，完成数据库表的设计和创建；
- 进入主页后，从数据库中查询出所有的数据，并以列表形式呈现出来；



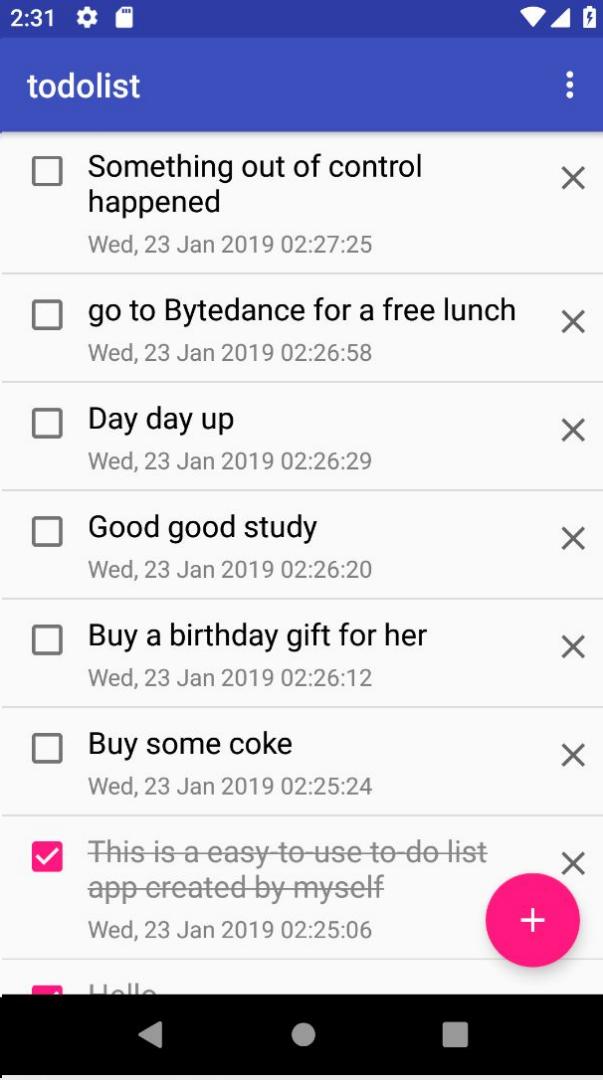
基础版要求

- 点击加号后跳转到一个新页面，输入任意内容，
点击 CONFIRM 后把内容插入数据库中，返回
主页并更新主页数据；



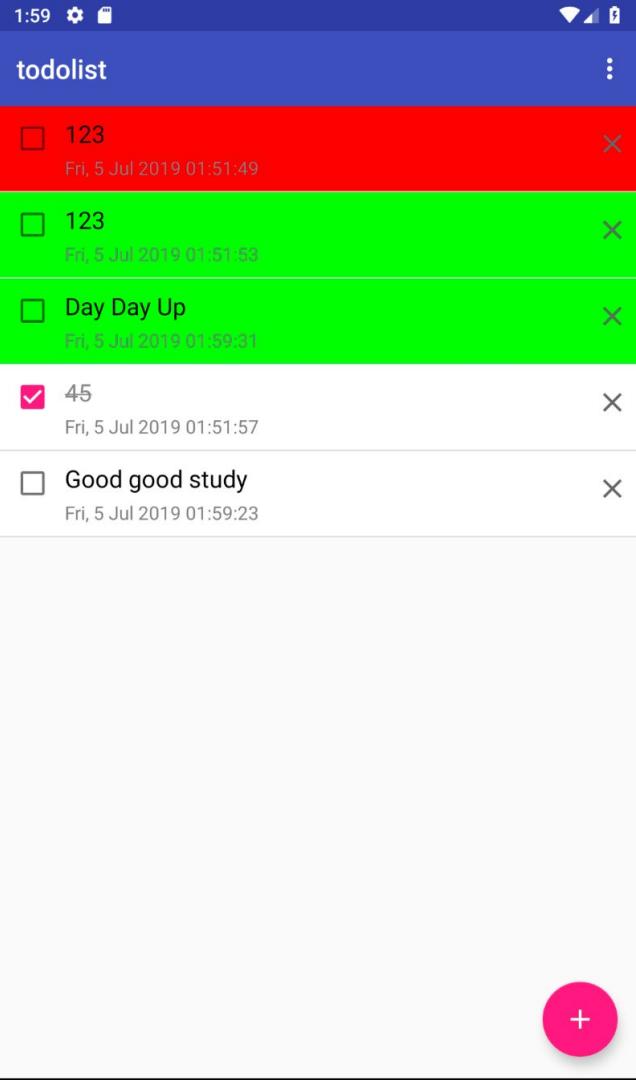
基础版要求

- 点击每个 note 前边的 checkbox 能把该条 note 置为“已完成”，并更新数据库和 UI；
- 点击每个 note 后边的 x 能把该条 note 删除，并更新数据库和 UI；



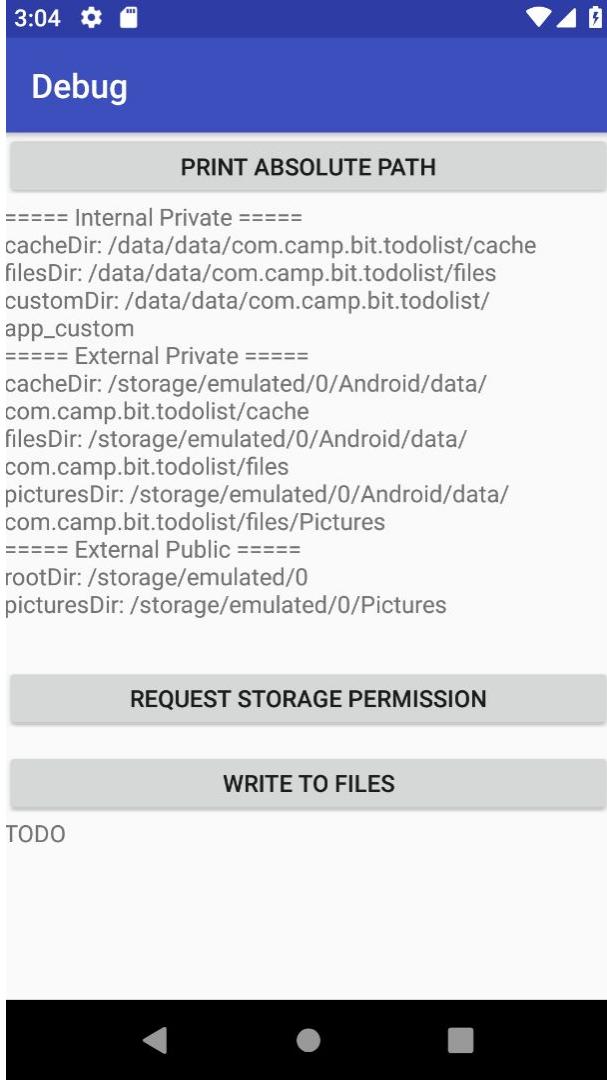
pro 版要求

- 在基础版的基础上增加“优先级”功能：
 - 升级原数据库，增加“优先级”字段；
 - 创建 note 时可以选择优先级；
 - 显示 note 时，不同的优先级背景色不一样；
 - 优先级越高 todo 的显示在越顶部；



文件操作和其他练手

- 点击“WRITE TO FILES”时把一段文本写入某个存储目录下的文件里；
- 再把这个文件的内容读出来，并显示在下方的 TextView 里；



Demo

To-do list app

作业上交

- 使用 github 托管你的项目
 - github 里提供截图和 apk
- 发邮件
 - 发给 :xuyingyi@bytedance.com
 - 标题 : 北理 Android 实训课设 - 存储
 - 内容 : 姓名、学号和项目地址



THANKS

