Title: Saving Application Data in Mobile Devices

Introduction

- Mobile applications often need to store and retrieve data efficiently.
- Data storage is crucial for maintaining user preferences, app settings, and database records.
- Android provides multiple storage options, including:
 - Key-Value storage
 - File storage
 - Database storage
 - Cloud storage
- Choosing the right storage method depends on data size, security, and accessibility.

Types of Data Storage in Android

- Android offers different ways to store data:
- **Shared Preferences** Store small key-value data (e.g., user settings).
- Internal Storage Store private files within the app.
- **External Storage** Store larger files accessible by other apps.
- **SQLite Database** Store structured relational data.
- Room Database (Jetpack) A modern SQLite wrapper with easy APIs.
- Cloud Storage Store data on remote servers for synchronization and backup.



Shared Preferences (Key-Value Storage)

- Used for storing small, lightweight data as key-value pairs.
- Best for saving user preferences, settings, login status.
- Stored in an XML file within the app's private storage.
- **Example Usage:** Saving the dark mode setting in an app.

```
modifier_ob.
  mirror object to mirror
mirror_mod.mirror_object
 peration == "MIRROR_X":
mirror_mod.use_x = True
mirror_mod.use_y = False
alrror_mod.use_z = False
 _operation == "MIRROR_Y"
 irror_mod.use_x = False
 lrror_mod.use_y = True
 lrror_mod.use_z = False
  _operation == "MIRROR_Z"
  rror_mod.use_x = False
  lrror_mod.use_y = False
  rror_mod.use_z = True
  selection at the end -add
   ob.select= 1
   er ob.select=1
   ntext.scene.objects.action
   "Selected" + str(modified
   irror ob.select = 0
  bpy.context.selected_obj
   ata.objects[one.name].sel
  int("please select exaction
  -- OPERATOR CLASSES ----
     pes.Operator):
      mirror to the selected
    ject.mirror_mirror_x
  ext.active_object is not
```

Internal Storage (Private File Storage)

- Stores data inside the app's private directory.
- Data cannot be accessed by other apps.
- Best for storing confidential files, cache, and app-specific data.



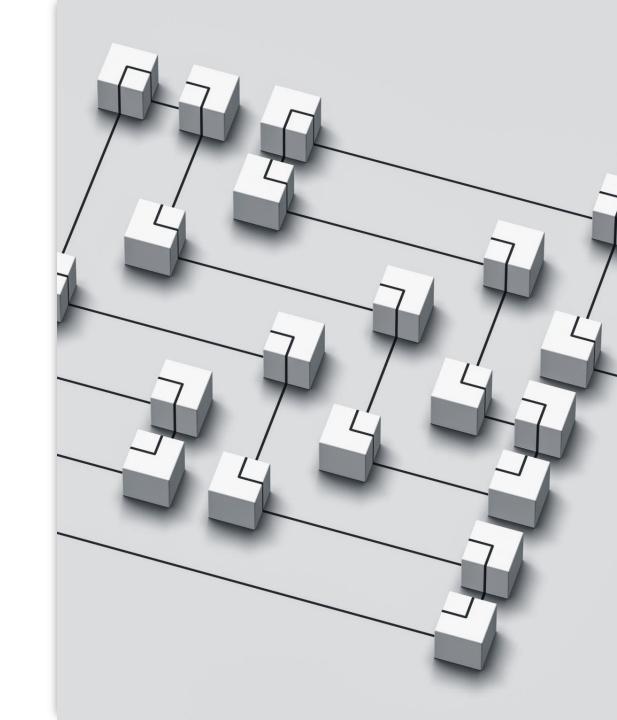
External Storage (Public File Storage)

- Stores files on **SD cards or external** storage directories.
- Can be accessed by other apps if permissions are granted.
- Used for storing media files, documents, and downloads.
- Permissions Required:
- READ_EXTERNAL_STORAGE
- WRITE_EXTERNAL_STORAGE
- **Example Usage:** Saving an image file.



SQLite Database (Structured Data Storage)

- Lightweight **relational database** for storing structured data.
- Used for storing large sets of data, like contacts, orders, or notes.
- Requires writing SQL queries for CRUD operations.
- Example: Creating a Database Table



Slide 8: Room Database (Modern SQLite with Jetpack)

- Room is a **wrapper around SQLite** that simplifies database operations.
- Provides easy-to-use APIs and avoids raw SQL queries.
- Uses DAO (Data Access Object) for database operations.
- Example: Defining a Room Entity (Table)



Cloud Storage (Remote Data Synchronization)

- Cloud storage allows apps to store data remotely, making it accessible across devices.
- Popular Cloud Storage Services:
- Firebase Realtime Database Stores JSON data and syncs in real-time.
- Google Drive API Stores and retrieves files from the user's Google Drive.
- AWS S3 / Firestore Scalable cloud storage for enterprise apps.



Conclusion

Storage Type Best Use Case

Shared Preferences User settings, small key-value data

Internal Storage Private app-specific files

External Storage Media files, downloads

SQLite Structured relational data

Room Database Modern SQLite with easy APIs

Cloud Storage Remote storage, multi-device sync