

Module 5: Storage, Media and Animations

Assignment

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Assignment:

- Create an application which will accept username and password from the user and will save it in external file named as credentials.txt. When user will launch the application, it will check if file exist on external storage and If yes it will load credentials from the file and will autofill the text fields.
- Create an application in android with Preference fragment. which will have following preferences.
 - User can choose application tint colour-> put any 3 material colours in list option.
 - User can set username in Preference Edit Text. That name will be displayed on splash screen as Welcome [username]

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