

# University of Stirling Computing Science Mobile App Development

## Android Practical 4

### Android Shared Preferences and Files

#### Overview

This practical is for you to experiment with Shared Preferences and Files on Android.

#### Step 1: Shared Preferences

Create a new Android Project (empty activity) and create a basic layout which includes a TextView (for outputs), an EditText field for the user to input a value and a Button to trigger an action. The aim of the app is

- to check if a Shared Preference value has previously been stored. If not, output a corresponding message to the user. If a value was stored, output a message to include the value.
- The user should input a short string (or numeric value) which will be stored as a Shared Preference value when the button is clicked. This value should then be loaded and displayed on the next start of the app.

#### Step 2: Files

In this step you should add eternal File storage to your app. Rather than saving the string in Shared Preferences implement storage in a File. You may want to add a button to your layout to have the option

- to write to Shared Preferences (as in Step 1) or
- to write to a File. Clearly you want the option of reading the value in the file too. Again an extra button to facilitate this functionality may be a good way to trigger the functionality. You should experiment with both, internal and external files.

### Checkpoint!

**You have now reached a checkpoint. Please show your solution to the staff.**