

# CSCB07 - Software Design

## **Android – Storing Data**

# Data storage options

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

# File System

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- 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

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- 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

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

# Firestore Realtime Database

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- 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

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- **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"  
    }  
}
```