

<https://www.youtube.com/watch?v=riyMQiHY3V4&index=2&list=PLonJJ3BVjZW5JdoFT0Rlt3ry5Mjp7s8cT>

<https://www.youtube.com/watch?v=Oa1mIObffiA&list=PLonJJ3BVjZW5JdoFT0Rlt3ry5Mjp7s8cT&index=1>

## What are SharedPreferences?

- SharedPreferences is used by apps to save data in name-values pairs, like a Bundle
- Data is stored in XML file in the directory `data/data/<package-name>/shared-prefs` folder
- Store data such as username, password, theme settings, other application settings
- SharedPreferences only allows you to save primitive data types (that is, booleans, floats, longs, ints, and strings)

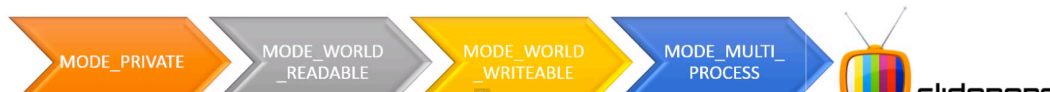


key	value
firstName	Bugs
lastName	Bunny
location	Earth

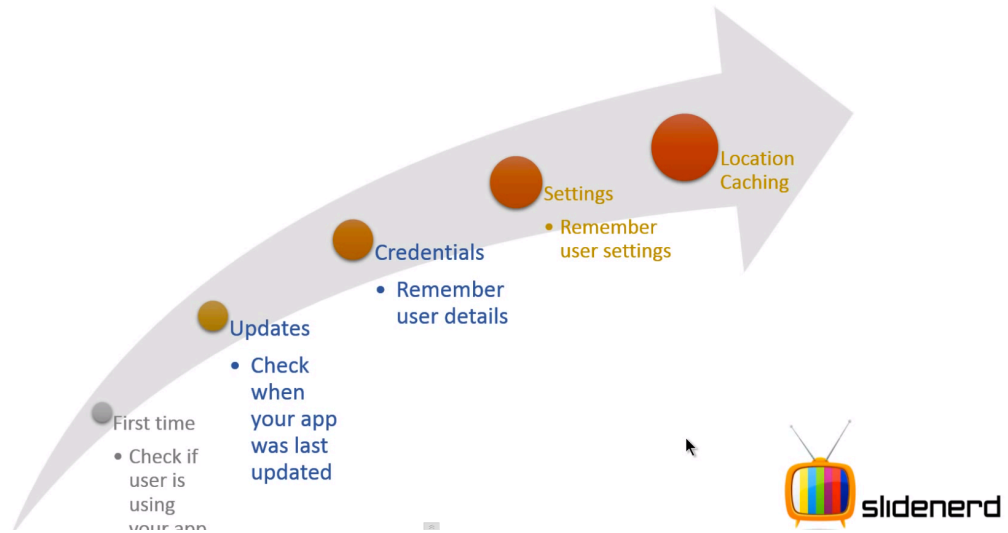


## How to access them?

- If you have only 1 preference file, call `getPreferences(int mode)`
- If you have several files call `getSharedPreferences(String name, int mode)`
- `MODE_PRIVATE`: Only your app can access the file
- `MODE_WORLD_READABLE`: All apps can read the file ✗
- `MODE_WORLD_WRITEABLE`: All apps can write to the file ✗
- `MODE_MULTI_PROCESS`: Multiple processes can modify the same shared preference file



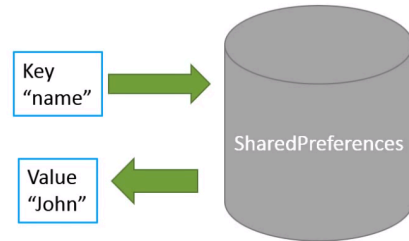
## Some uses of SharedPreferences



# How to use SharedPreferences?

To retrieve data

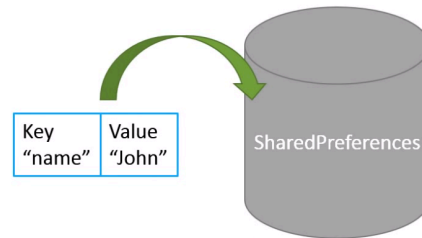
1. Get a reference to the **SharedPreferences** object
  1. For a single file, call **getPreferences(int mode)**
  2. For several files, call **getSharedPreferences(String name, int mode)**
- Use the key provided earlier to get data
- Supply default values if the data is not found



# How to use SharedPreferences?

To Store data

1. Get a reference to the **SharedPreferences** object
  1. For a single file, call **getPreferences(int mode)**
  2. For several files, call **getSharedPreferences(String name, int mode)**
2. Call the editor
3. Use the editor to add the data with a key
4. Commit editor changes



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