There are several ways we can persist data in the device’s storage:

1. Shared preferences class

This is a class that provides access to data that can be edited and accessed by all the activities in application.

We first create objects and as with all objects we first need to initialise them before we can use them.

1. JSON classes

//the process of converting data objects into bits and bytes for storage is called //serialization, and the reverse is called de-serialization.

They make use of java exceptions

Making use of the soundpool class

There are two ways, the old way and the new way:

1. AudioAttributes(new way)
2. The old way where we just create an object of the class and call its methods.