



## Media(image) Store and Load:

I use the MediaStore API to store and load media items locally.

In Save Media:

1. I create a `ContentValues` object and put the display name and MIME type of the image.
2. I use the `ContentResolver` to insert the image into the `MediaStore.Images.Media.EXTERNAL_CONTENT_URI`. This returns a `Uri` that represents the newly created image file.
3. I open an `OutputStream` to write data into the image file.
4. I compress and write the bitmap data into the `OutputStream`.
5. Finally, I close the `OutputStream` and display a toast message to indicate whether the image was saved successfully or not.

In Load Media:

1. I use `MediaStore.Images.Media.getBitmap()` to load the image from the `MediaStore`.
2. I pass the content URI of the image as a parameter to this method.
3. Finally, I set the loaded bitmap to an `ImageView`.

In the pictures shown above, the app saved the image shown in the first `ImageView`. Then it loaded the image from the `MediaStore` and showed it in the second `ImageView`.

### **User Settings Store and Load:**

I use the `SharedPreferences` to store and load locally.

As the pictures shown above, there is 1 `EditText` and 1 `Textview`. You can Edit the user settings in the `EditText` and then Save the settings. Then you can load the setting by clicking the load setting button, the setting will be shown in the `Textview`.