

# **Android Storing & Retrieving Data**



# Agenda

- ❑ Internal & External Storage
- ❑ Preferences
- ❑ SQLite Database
- ❑ Content Provider

# Internal Storage in Android

- Private data are kept in internal storage on the device's memory.
- When the user deletes or uninstalls your application, these files, which are typically private and accessible only by your application, are also erased. With some exceptions, such as System apps.
- The files stored in an application's private region are not accessible by other apps. Antivirus apps, etc
  - `FileOutputStream` : used to write content in file
  - Using `FileInputStream`: used to read a files content

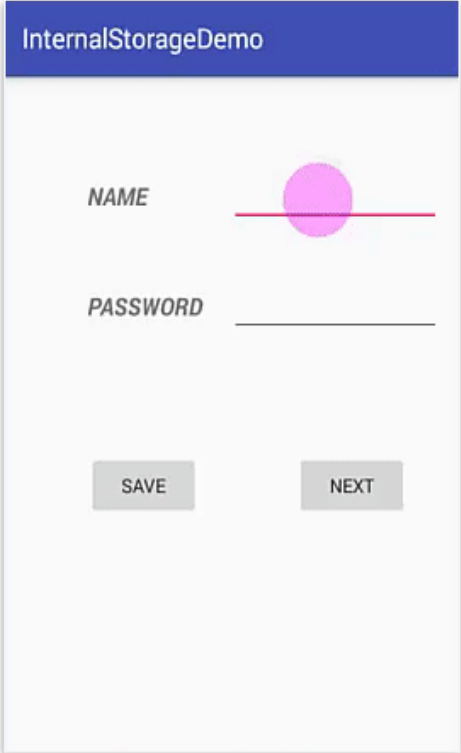
# Internal Storage in Android (File Functions)

**FileOutputStream** class has following methods

- **FileOutputStream(File file, boolean append)**
- **getChannel()**
- **getFD()**
- **write(byte[] buffer, int byteOffset, int byteCount)**

# Internal Storage in Android (Real Interface)

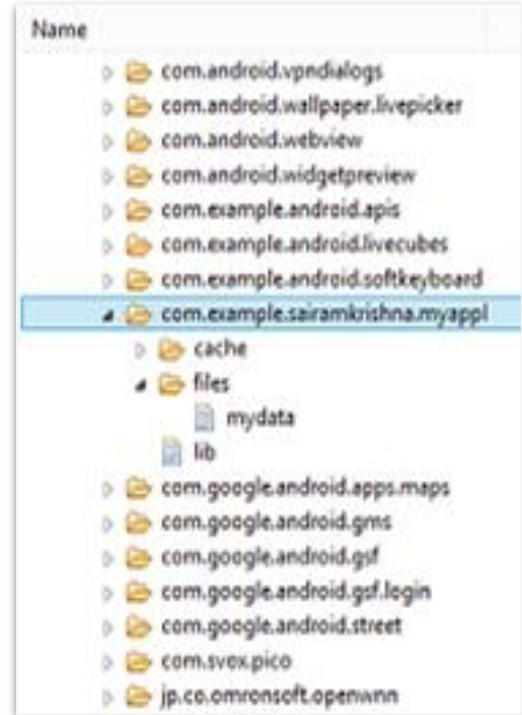
The given App interface display, how can we store the data entered by the user in text boxes and how it can be saved in an Internal Storage File



The screenshot displays a mobile application interface with a blue header bar containing the text "InternalStorageDemo". Below the header, there are two input fields. The first field is labeled "NAME" and has a red circle highlighting a portion of the text input area. The second field is labeled "PASSWORD" and is a standard text input field. At the bottom of the interface, there are two buttons: "SAVE" and "NEXT".

# Internal Storage in Android

- Internal files can be viewed in DDMS Tab.
- In DDMS Tab, the path shown in screenshot need to be navigated to see the data stored in given file



# Internal Storage in Android

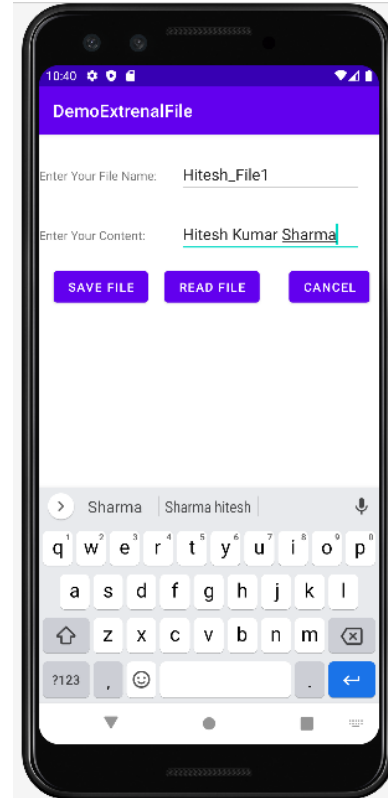
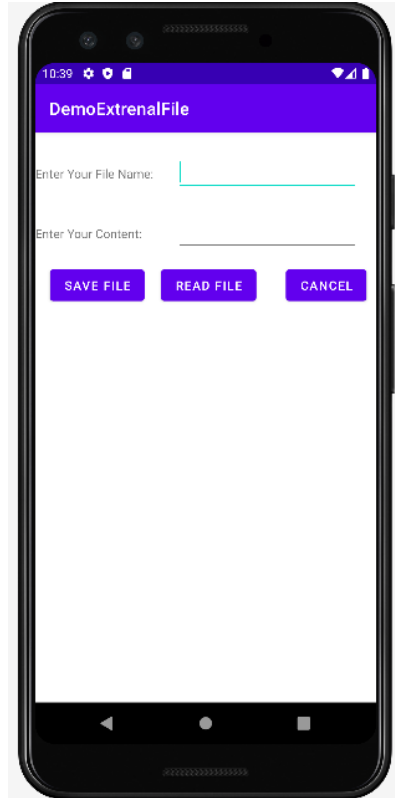
- We can write or read data from the device's external memory, such as an SD card, similarly to internal storage.
- To read and write data into the file, utilize the `FileInputStream` and `FileOutputStream` classes.
- The `WRITE_EXTERNAL_STORAGE` permission is required.

# External Storage in Android

- Like internal storage, we are able to save or read data from the device external memory such as sdcard.
- The `FileInputStream` and `FileOutputStream` classes are used to read and write data into the file.
- You need to provide the `WRITE_EXTERNAL_STORAGE` permission.



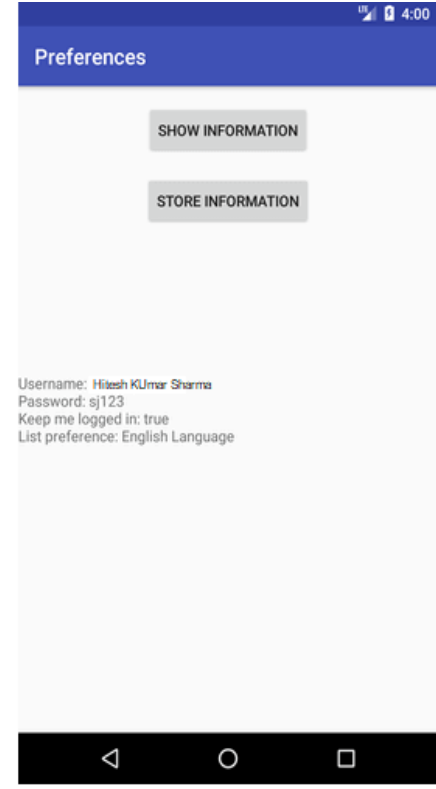
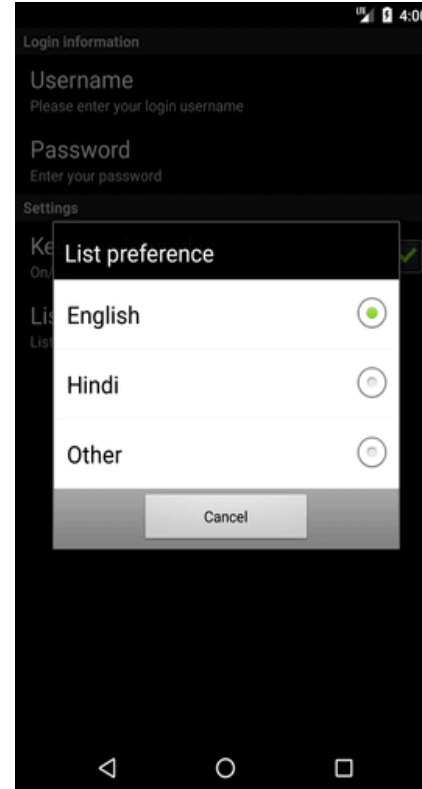
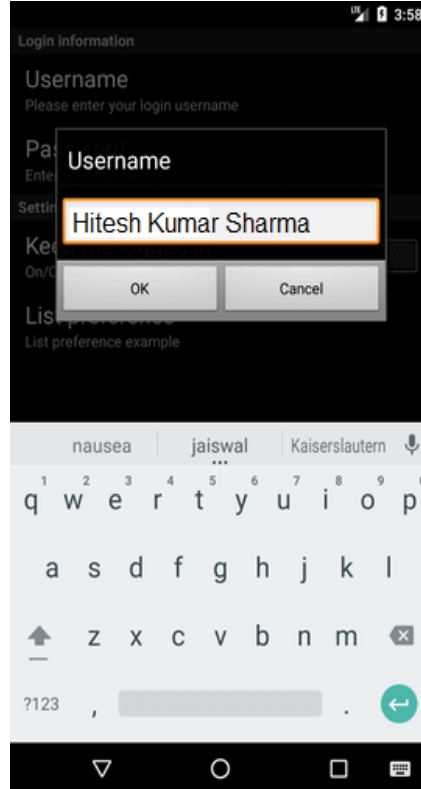
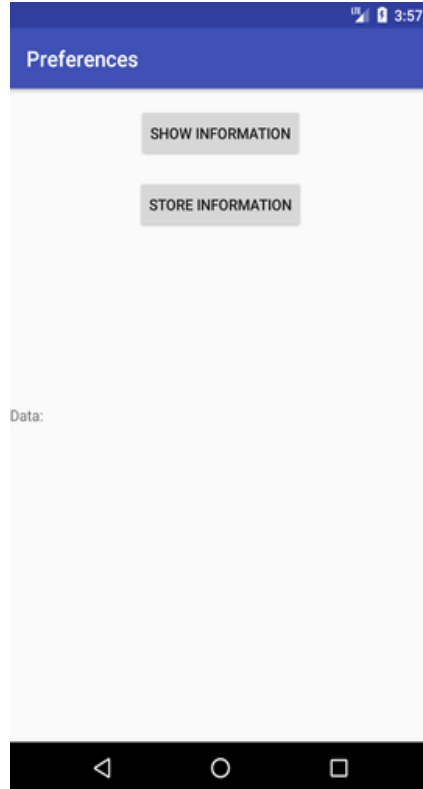
# External Storage in Android (Real Interface)



# Preference in Android

- Information in basic types is stored and retrieved via Android shared preferences. String, integer, long, number, and other primitive data types are regarded as such on Android.
- In order to access the value based on the key, Android Shared Preferences are also used to store data in key and value pairs.
- It is frequently used to obtain user information, such as in settings.

# Preference in Android (Real Interface)



# SQLite databases in Android App

- On Android smartphones, permanent data can be stored, modified, or retrieved using the open-source relational database SQLite.
- There is no need to undertake any database setup or management tasks because it is already integrated into Android.
- The ability to use the SQLite database is provided by the SQLiteOpenHelper class.

## Methods of SQLiteOpenHelper Class

- The class `android.database.sqlite.SQLiteOpenHelper` is used to create databases and manage versioning. The `onCreate()` and `onUpgrade()` methods of this class must be implemented before you can execute any database activities.

## Methods of SQLiteOpenHelper Class

- There are two constructors of SQLiteOpenHelper class described below

```
SQLiteOpenHelper(Context context, String name, SQLiteDatabase.CursorFactory factory, int version)
```

```
SQLiteOpenHelper(Context context, String name, SQLiteDatabase.CursorFactory factory, int version,  
DatabaseErrorHandler errorHandler)
```

# Methods of SQLiteOpenHelper Class

Some Important methods of SQLiteOpenHelper class are as follows:

```
public abstract void onCreate(SQLiteDatabase db)

public abstract void onUpgrade(SQLiteDatabase db, int oldVersion, int newVersion)

public synchronized void close ()

public void onDowngrade(SQLiteDatabase db, int oldVersion, int newVersion)
```

# Database Insertion

The syntax of insert query is given below

```
mydatabase.execSQL("CREATE TABLE IF NOT EXISTS Employee  
(Username VARCHAR,Password VARCHAR);");  
  
mydatabase.execSQL("INSERT INTO Employee VALUES('admin','admin');");
```



# Database Fetching

- Using an object of the Cursor class, we may retrieve anything from the database.
- The cursor will point at the records in the table as we run the `rawQuery()` method of this class, which returns a resultset.
- We can advance the cursor and access the data.

# Database Fetching

```
Cursor resultSet = mydatabase.rawQuery("Select * from Employee",null);  
resultSet.moveToFirst();  
String username = resultSet.getString(0); String password = resultSet.getString(1);
```

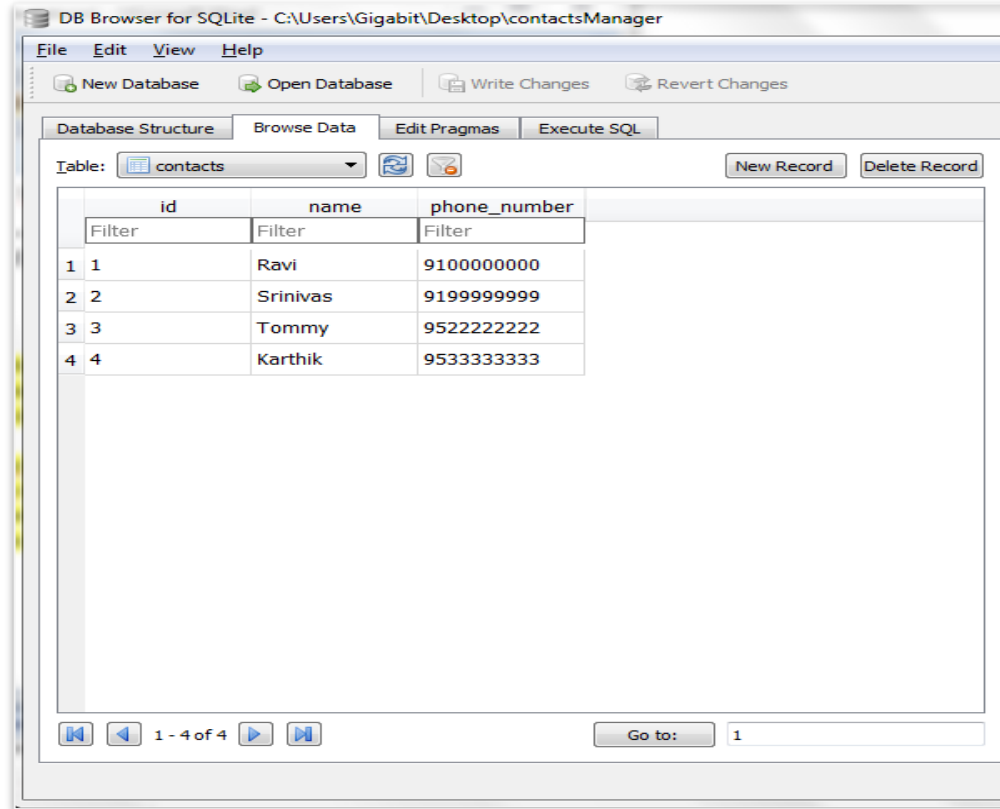
# Database Fetching Methods

- `getColumnCount()`
- `getColumnIndex(String columnName)`
- `getColumnName(int columnIndex)`
- `getColumnNames()`
- `getCount()`
- `getPosition()`
- `isClosed()`

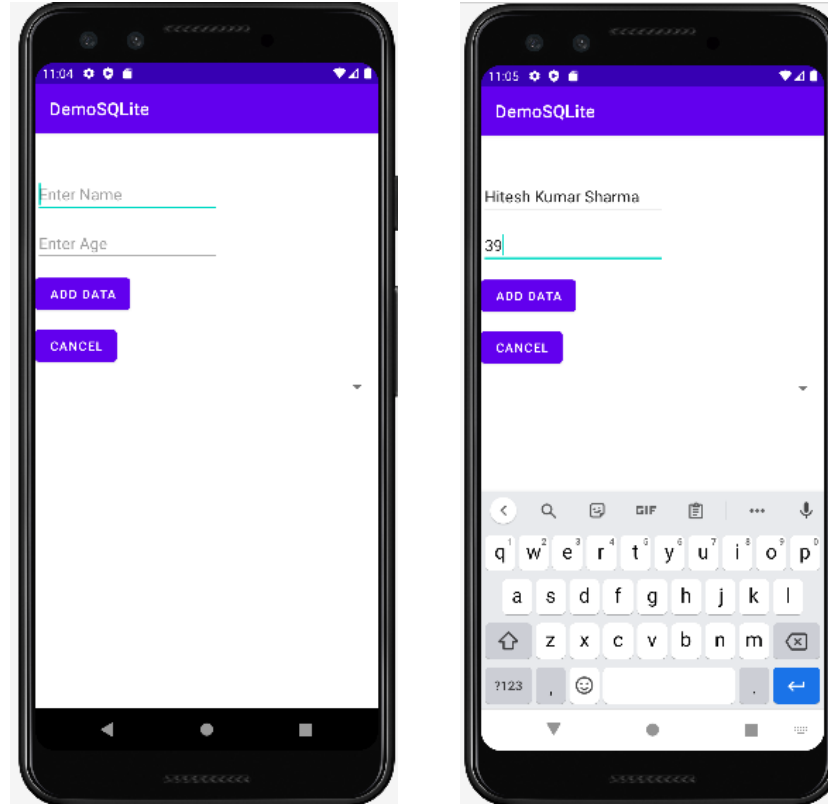
# Steps to View Database in SQLite

- Launching File Explorer
- access the data directory
- Look up the name of your application package in the data directory.
- Go to databases in your application package to access your database (contactsManager)
- A copy of your database can be saved.
- any tool or browser extension for SQLite. DB Browser for SQLite, for instance
- Open your database in the programme (DB Browser for SQLite) by launching it.
- You can then choose and view the data in your database depending on the tool you're using.
- To see the stored data, for instance, pick your table (contacts) from the Browse Data menu in the DB Browser for SQLite.

# Steps to View Database in SQLite (Real Interface)



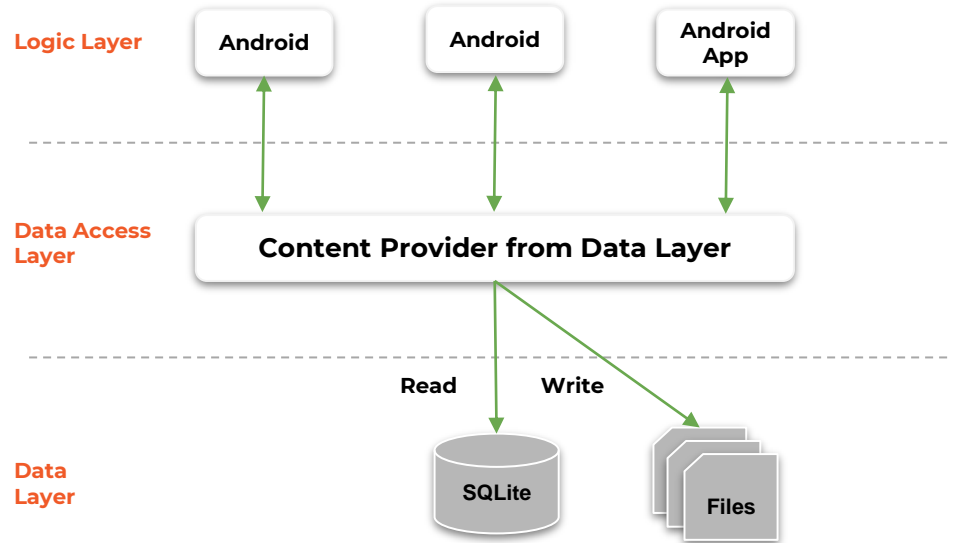
# SQLite Database in Android (Real Interface)



# Content Providers in Android App

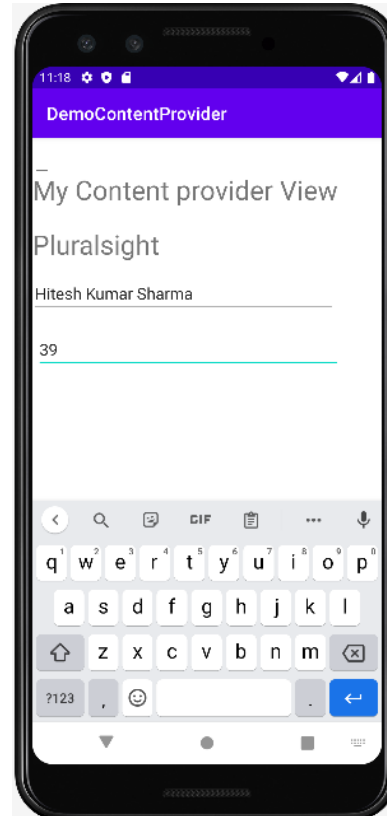
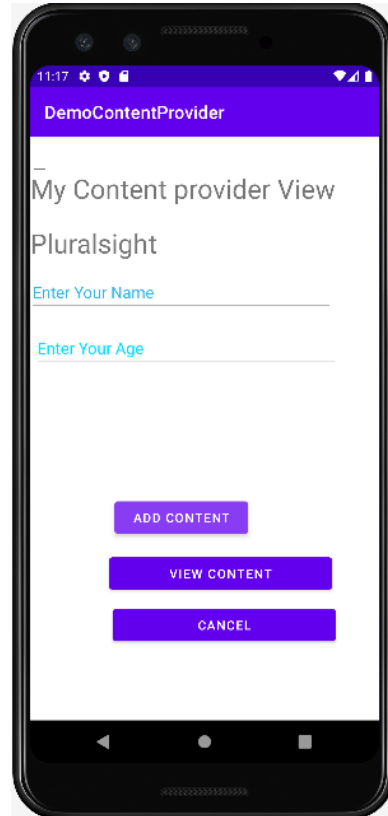
- Sometimes sharing data between applications is necessary.
- Here is where content providers are quite helpful.
- When requested, a content provider component transfers data from one application to another using the methods of the `ContentResolver` class.
- A content provider can store its data in a variety of ways, including as files, databases, or even as a stream via a network.

# Content Providers in Android App





# Content Providers in Android App (Real Interface)



# Questions