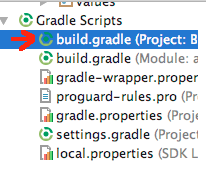
Guia 16 Base de datos Realm

1. Agregar la clase de dependencia al proyecto



.

*// Top-level build file where you can add configuration options common to all sub-projects/modules.*

buildscript {

repositories {

jcenter()

}

dependencies {

classpath **'com.android.tools.build:gradle:2.3.1'**

**classpath "io.realm:realm-gradle-plugin:3.1.3"**

*// NOTE: Do not place your application dependencies here; they belong*

*// in the individual module build.gradle files*

}

}

allprojects {

repositories {

jcenter()

}

}

task clean(**type**: Delete) {

delete rootProject.buildDir

}

2. Agregar el plugin de Realm al build.gradle de la aplicación.

apply **plugin**: **'com.android.application'**

apply **plugin**: **'realm-android'**

android {

compileSdkVersion 25

buildToolsVersion **"26.0.1"**

defaultConfig {

applicationId **"mobile.miempresa.com.realmdb"**

minSdkVersion 14

targetSdkVersion 25

versionCode 1

versionName **"1.0"**

testInstrumentationRunner **"android.support.test.runner.AndroidJUnitRunner"**

}

buildTypes {

release {

minifyEnabled **false**

proguardFiles getDefaultProguardFile(**'proguard-android.txt'**), **'proguard-rules.pro'**

}

}

}

dependencies {

compile fileTree(**dir**: **'libs'**, **include**: [**'\*.jar'**])

androidTestCompile(**'com.android.support.test.espresso:espresso-core:2.2.2'**, {

exclude **group**: **'com.android.support'**, **module**: **'support-annotations'**

})

compile **'com.android.support:appcompat-v7:25.3.1'**

compile **'com.android.support.constraint:constraint-layout:1.0.2'**

testCompile **'junit:junit:4.12'**

}

3. Crear la clase DbApplication

**package** mobile.miempresa.com.realmdb;

**import** android.app.Application;

**import** io.realm.Realm;

**import** io.realm.RealmConfiguration;

**public class** DbApplication **extends** Application {

@Override

**public void** onCreate() {

**super**.onCreate();

Realm.*init*(**this**);

RealmConfiguration configuration = **new** RealmConfiguration.Builder()

.name(**"Mibasededatos.realm"**)

.build();

Realm.*setDefaultConfiguration*(configuration);

}

}

4. Modificar el AndroidManifest.xml

*<?***xml version="1.0" encoding="utf-8"***?>*

<**manifest xmlns:android="http://schemas.android.com/apk/res/android"**

**package="mobile.miempresa.com.realmdb"**>

<**application**

**android:name=".DbApplication"**

**android:allowBackup="true"**

**android:icon="@mipmap/ic\_launcher"**

**android:label="@string/app\_name"**

**android:roundIcon="@mipmap/ic\_launcher\_round"**

**android:supportsRtl="true"**

**android:theme="@style/AppTheme"**>

<**activity android:name=".MainActivity"**>

<**intent-filter**>

<**action android:name="android.intent.action.MAIN"**/>

<**category android:name="android.intent.category.LAUNCHER"**/>

</**intent-filter**>

</**activity**>

</**application**>

</**manifest**>

5. Crear la clase Usuario.java

**package** mobile.miempresa.com.realmdb;

**import** java.util.Date;

**import** io.realm.RealmObject;

**import** io.realm.annotations.Ignore;

**import** io.realm.annotations.PrimaryKey;

**public class** Usuario **extends** RealmObject {

@PrimaryKey

**private** String **id**;

**private** String **name**;

@Ignore

**private** String **edad**;

**private** Date **birthday**;

**public** String getId() {

**return id**;

}

**public void** setId(String id) {

**this**.**id** = id;

}

**public** String getName() {

**return name**;

}

**public void** setName(String name) {

**this**.**name** = name;

}

**public** String getEdad() {

**return edad**;

}

**public void** setEdad(String edad) {

**this**.**edad** = edad;

}

**public** Date getBirthday() {

**return birthday**;

}

**public void** setBirthday(Date birthday) {

**this**.**birthday** = birthday;

}

@Override

**public** String toString() {

**return "Usuario{"** +

**"name='"** + **name** + **'\''** +

**'}'**;

}

}

6.Modificar la clase MainActivity.java

package mobile.miempresa.com.realmdb;  
  
import android.support.v7.app.AppCompatActivity;  
import android.os.Bundle;  
  
import java.util.UUID;  
  
import io.realm.Realm;  
import io.realm.RealmResults;  
  
public class MainActivity extends AppCompatActivity {  
 private Realm myRealm;  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.activity\_main);  
 this.myRealm = Realm.getDefaultInstance();  
  
 this.myRealm.executeTransaction(new Realm.Transaction() {  
 @Override  
 public void execute(Realm realm) {  
 Usuario usuario = realm.createObject(Usuario.class, UUID.randomUUID().toString());  
 usuario.setName("Roberto Carlos");  
 usuario.setEdad("31");  
 }  
 });  
  
 RealmResults<Usuario> list = this.myRealm.where(Usuario.class).findAll();  
 for (Usuario u : list) {  
 System.out.println(u.getId() + " Nombre" + u.getName());  
 }  
  
 }  
}

<https://github.com/calyr/RealmDB>