Raw data

-Embedded in your app  
-Not common type

Store raw data  
-res/raw  
-assets

Res/raw  
-a<<resource>>  
-convert previously explained resource name convention   
-access with Context.getResource()  
-R.raw.<name>

Assets  
-not a resource  
-Not R.<access>  
-name whatever u like

-use input stream to access binary data  
-use file name with Context.getAssets()