



# Banco de Dados no Mobile: Do JavaME ao Flutter

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# Agenda



# Agenda

→ Quem eu sou?

→ Java ME

- ◆ Record Management System

→ Android e iOS

- ◆ SQLite

- ◆ Arquivos

- ◆ Chave-Valor

- ◆ ORM

- ◆ Realtime

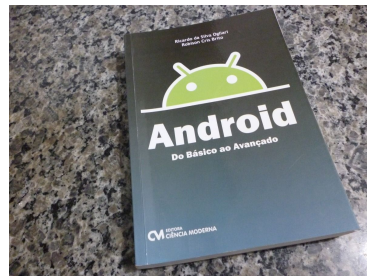


Quem sou?



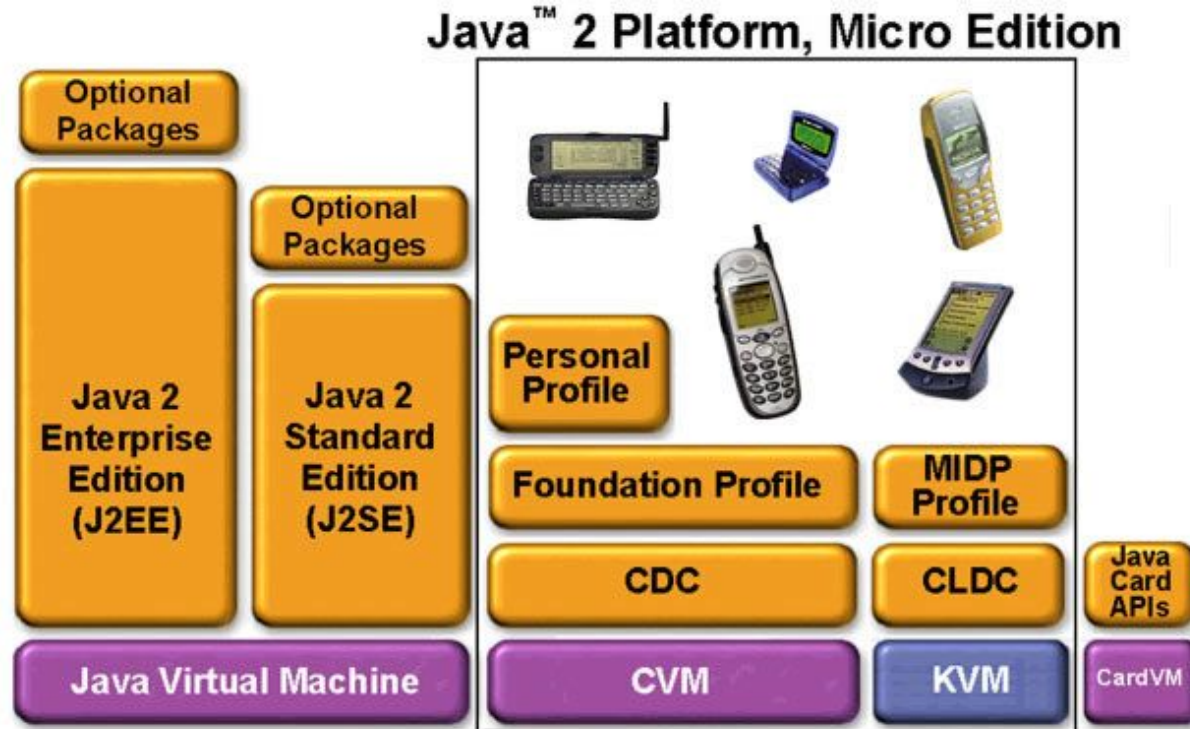
# Quem sou?

- Ricardo da Silva Ogliari.
- Ciência da Computação UPF.
- Pós Web Senac SP.
- MBA em Desenvolvimento de Apps e Jogos Móveis FIAP.
- Desenvolvedor Flutter na Bradootech.
- Co-autor do livro Android: do Básico ao Avançado.
- Autor do livro Internet das Coisas para Desenvolvedores.
- Mobile desde 2002.



# Java ME - RMS

# Java Micro Edition



# Java Micro Edition





# Java Micro Edition - RMS

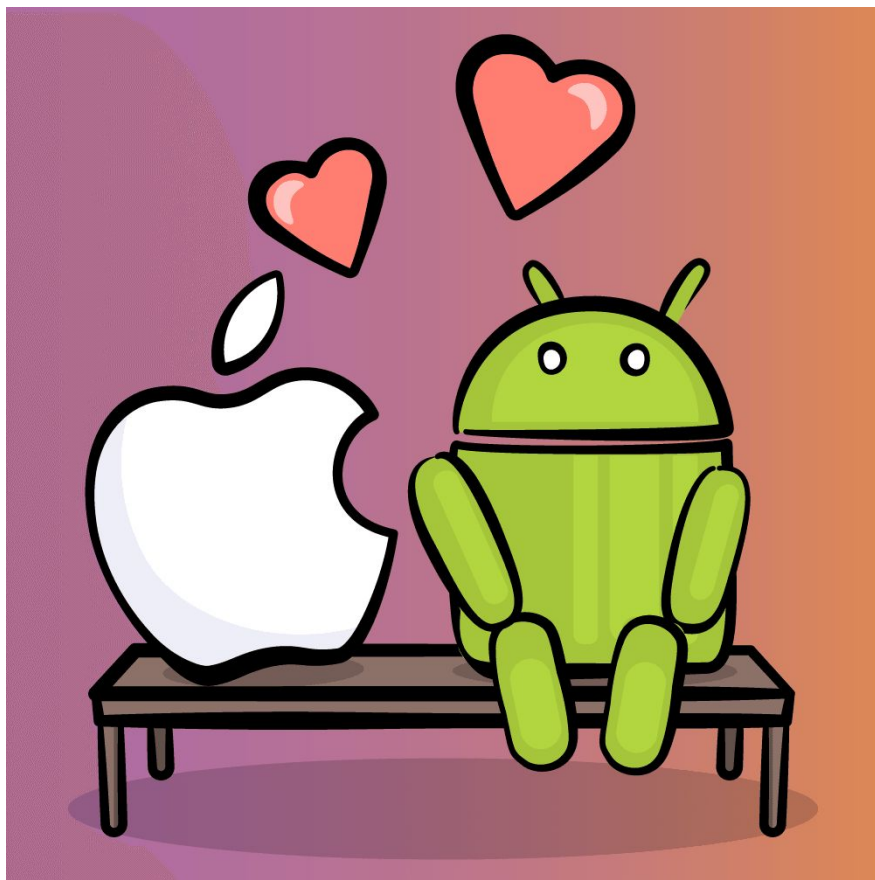
Record ID	Data
1	Array of bytes
2	Array of bytes
3	Array of bytes
...	...

# Set Record

```
try{  
    Byte[] data = "rmsdata".getBytes();  
    rs.setRecord(1, data, 0, data.length);  
} catch (Exception ex) {  
}
```

# Read Record

```
byte[] getData;  
try {  
    for (int i = 1; i <= rs.getNumRecords(); i++) {  
        getData = new byte[rs.getRecordSize(i)];  
        rs.getRecord(i, getData, 0);  
        System.out.println(new String(getData));  
    }  
} catch (Exception exe) {}
```



# SQLite

- Único banco de dados relacional no mobile
- API para uso de linguagem de alto nível
- Plataformas híbridas, cross-platform, também tem suporte

# SQLite

```
// Gets the data repository in write mode
```

```
val db = dbHelper.writableDatabase
```

```
// Create a new map of values, where column names are the keys
```

```
val values = ContentValues().apply {
```

```
    put(FeedEntry.COLUMN_NAME_TITLE, title)
```

```
    put(FeedEntry.COLUMN_NAME_SUBTITLE, subtitle)
```

```
}
```

```
// Insert the new row, returning the primary key value of the new row
```

```
val newRowId = db?.insert(FeedEntry.TABLE_NAME, null, values)
```

# Arquivos

- Bibliotecas de I/O de alto nível.
- Pode parecer simples, mas, no Java ME tinha o conceito de Sandbox.

# Chave-Valor

- Feature para salvar um dado associado a uma chave. Ex: fase de um jogo, som habilitado ou desabilitado, logado ou deslogado...
- Android e iOS tem APIs bem semelhantes pra isso, muda só o nome.
- Android - SharedPreferences
- iOS - UserDefaults



# Chave-Valor

```
val sharedPref = activity?.getPreferences(Context.MODE_PRIVATE) ?: return
    with (sharedPref.edit()) {
        putInt(getString(R.string.saved_high_score_key), newHighScore)
        commit()
    }
```

```
val sharedPref = activity?.getPreferences(Context.MODE_PRIVATE) ?: return
val highScore = sharedPref.getInt(getString(R.string.saved_high_score_key),
defaultValue)
```

# ORM

- Object Relational Mapping.
- Diversas opções.
- Realm, Room, Floor.. Etc e etc e etc

ORM



**realm**

# ORM - Realm

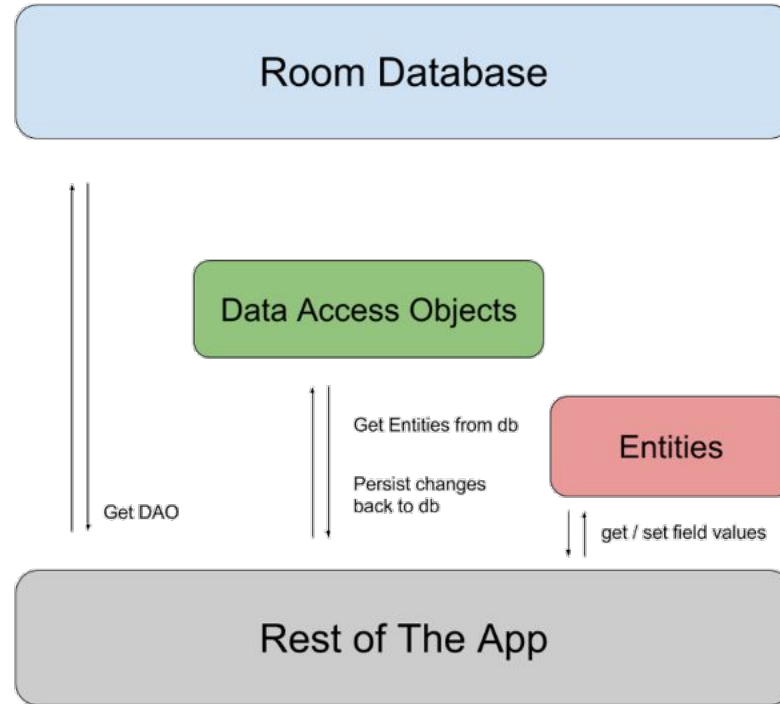
```
public class Dog extends RealmObject {  
    public String name;  
    public int age;  
}
```

```
Dog dog = new Dog();  
dog.name = "Rex";  
dog.age = 1;
```

```
Realm realm = Realm.getDefaultInstance();  
realm.beginTransaction();  
realm.copyToRealm(dog);  
realm.commitTransaction();
```

```
RealmResults<Dog> r = realm.where(Dog.class).lessThan("age", 2).findAll();
```

# ORM - Room



# ORM - Room

```
@Entity
data class User(
    @PrimaryKey val uid: Int,
    @ColumnInfo(name = "first_name") val firstName: String?,
    @ColumnInfo(name = "last_name") val lastName: String?
)
```

# ORM - Room

```
@Dao
interface UserDao {

    @Query("SELECT * FROM user") fun getAll(): List<User>

    @Query("SELECT * FROM user WHERE uid IN (:userIds)")
    fun loadAllByIds(userIds: IntArray): List<User>

    @Query("SELECT * FROM user WHERE first_name LIKE :first LIMIT 1")
    fun findByName(first: String): User

    @Insert fun insertAll(vararg users: User)

    @Delete fun delete(user: User)
}
```

# ORM - Room

```
@Database(entities = arrayOf(User::class), version = 1)
abstract class AppDatabase : RoomDatabase() {
    abstract fun userDao(): UserDao
}
```



# ORM - Room

```
val db = Room.databaseBuilder(  
    applicationContext,  
    AppDatabase::class.java,  
    "database-name"  
).build()
```

## ORM - Room

<https://codelabs.developers.google.com/codelabs/android-room-with-a-view-kotlin/>

ORM - Room - Floor

<https://pub.dev/packages/floor>

Firebase



Firebase



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Firebase

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# Firebase

```
var database: FirebaseDatabase = FirebaseDatabase.getInstance()  
var myRef: DatabaseReference = database.getReference("finalizado");  
  
myRef.setValue(false);  
myRef.setValue(true);
```

# Firebase

```
var firebase = require('firebase');
var config = {
  apiKey: "AIzaSyBJ...
};
firebase.initializeApp(config);

var rootRef = firebase.database().ref("finalizado");

rootRef.on('value', function(snapshot) {
  if (snapshot.val() == 1){
    ...
  });
```

# Hasura



# HASURA





Live Action





Raíssa  
Antonella





# Questions?

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