## Practical No. 6

# Title: Android program using Shared Preferences, Internal and External Storage

Aim: Create an application to demonstrate Shared Preferences, Internal and External Storage

#### Introduction

Android provides many ways of storing data of an application. One of this way is called Shared Preferences. Shared Preferences allow you to save and retrieve data in the form of key, value pair.

In order to use shared preferences, you have to call a method getSharedPreferences() that returns a SharedPreference instance pointing to the file that contains the values of preferences.

SharedPreferences sharedpreferences = getSharedPreferences(MyPREFERENCES, Context.MODE\_PRIVATE);

The first parameter is the key and the second parameter is the MODE. Apart from private there are other modes available that are listed below –

Sr.No	Mode & description	
1	MODE_APPEND  This will append the new preferences with the already existing preferences	
2	MODE_ENABLE_WRITE_AHEAD_LOGGING  Database open flag. When it is set, it would enable write ahead logging by default	
3		

	MODE_MULTI_PROCESS
	This method will check for modification of preferences even if the sharedpreference instance has already been loaded
4	MODE_PRIVATE  By setting this mode, the file can only be accessed using calling application
5	MODE_WORLD_READABLE  This mode allow other application to read the preferences
6	MODE_WORLD_WRITEABLE  This mode allow other application to write the preferences

You can save something in the sharedpreferences by using SharedPreferences.Editor class. You will call the edit method of SharedPreference instance and will receive it in an editor object. Its syntax is –

```
Editor editor = sharedpreferences.edit();
editor.putString("key", "value");
editor.commit();
```

Apart from the putString method , there are methods available in the editor class that allows manipulation of data inside shared preferences. They are listed as follows –

Sr. NO	Mode & description
1	apply()  It is an abstract method. It will commit your changes back from editor to the sharedPreference object you are calling
2	clear()

	It will remove all values from the editor
3	remove(String key)  It will remove the value whose key has been passed as a parameter
4	<pre>putLong(String key, long value) It will save a long value in a preference editor</pre>
5	<pre>putInt(String key, int value) It will save a integer value in a preference editor</pre>
6	<pre>putFloat(String key, float value) It will save a float value in a preference editor</pre>

## **Exercise - Create android application to demonstrate Shared Preferences**

## Implementation:

**Program:** 

### MainActivity.java

```
package com.example.database;
import androidx.appcompat.app.AppCompatActivity;
import android.content.SharedPreferences;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

public class MainActivity extends AppCompatActivity {
```

```
private TextView t1;
    private EditText e1;
    private Button b1;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        t1=findViewById(R.id.tv);
        e1=findViewById(R.id.editText);
        b1=findViewById(R.id.button);
        b1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                String val=e1.getText().toString();
                SharedPreferences
sp1=getSharedPreferences("myPref", MODE PRIVATE);
                SharedPreferences.Editor ed=sp1.edit();
                ed.putString("name", val);
                ed.apply();
                t1.setText(val);
        });
        SharedPreferences sp1=getSharedPreferences("myPref", MODE PRIVATE);
        String editval=sp1.getString("name", "No value");
        t1.setText(editval);
activity_main.xml
```

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
```

```
<TextView
    android:id="@+id/tv"
    android:layout width="181dp"
    android:layout height="54dp"
    android:text="No pref"
    android:textAlignment="center"
    android:textSize="24sp"
    app:layout constraintBottom toTopOf="@+id/editText"
    app:layout constraintEnd toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout constraintTop toTopOf="parent"
    app:layout constraintVertical bias="0.649" />
<EditText
    android:id="@+id/editText"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout marginBottom="88dp"
    android:ems="1\overline{0}"
    android:inputType="textPersonName"
    android:text="Name"
    app:layout constraintBottom toTopOf="@+id/button"
    app:layout constraintEnd toEndOf="parent"
    app:layout constraintHorizontal bias="0.497"
    app:layout constraintStart toStartOf="parent" />
<Button
    android:id="@+id/button"
    android:layout width="wrap content"
    android:layout height="wrap content"
    android:layout marginBottom="268dp"
    android:text="Click"
    app:layout_constraintBottom toBottomOf="parent"
    app:layout constraintEnd toEndOf="parent"
    app:layout constraintHorizontal bias="0.498"
    app:layout constraintStart toStartOf="parent" />
```

</androidx.constraintlayout.widget.ConstraintLayout>

#### **Output:**



No Value	Sayali
Name	Sayali
CLICK	CLICK
	$\equiv$ $\Box$