MOBILE PROGRAMMING LAB PRACTICAL 8

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BATCH: A4

PRACTICAL 8

AIM:-

- 8. Demonstrate the use of Shared Preference in Android Application
- i) Create an application for Blood Donation Registration Camp. The user will enter the signup details as given below in the UI. Create an application in such a way that user has to enter the details only first time. Store these values in a shared preference file. Next time onwards the signup page should not be visible to the user.
- ii) Also make use of the internal storage to store the information of the Blood Donation Registration form and give the count of the different Blood Group by reading the contents of the file.

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent">

    <TextView
        android:id="@+id/titleTextView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Blood Donation Registration"
        android:textSize="20sp"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="20dp"/>

    <EditText
        android:id="@+id/nameEditText"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:layout_below="@id/titleTextView"
        android:layout_below="@id/titleTextView"
        android:layout_marginTop="20dp"
        android:layout_marginTop="20dp"
        android:layout_marginEft="20dp"
        android:layout_marginRight="20dp"/>
```

MainActivity.java

```
private void setupSignUpPage() {
            redirectToHome();
    String name = nameEditText.getText().toString();
   saveToFile(name, bloodGroup);
private void saveToFile(String name, String bloodGroup) {
        FileOutputStream fileOutputStream = openFileOutput(FILE NAME,
```

```
startActivity(intent);
    finish(); // Finish the current activity so the user can't navigate
back
}
```

activity_home.xml

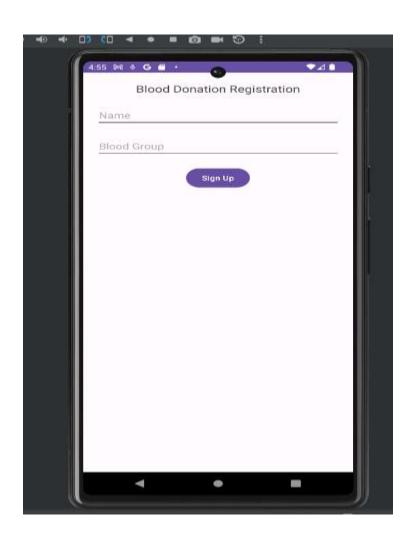
HomeActivity.java

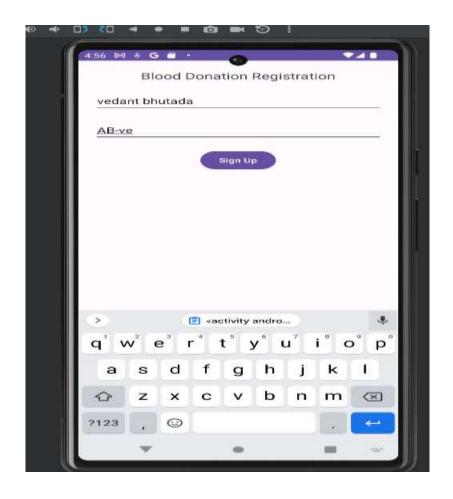
```
package com.example.myapplication;
import androidx.appcompat.app.AppCompatActivity;
import android.annotation.SuppressLint;
import android.os.Bundle;
// HomeActivity.java
import android.os.Bundle;
import android.widget.TextView;
import java.io.BufferedReader;
import java.io.FileInputStream;
import java.io.IoException;
import java.io.InputStreamReader;
public class HomeActivity extends AppCompatActivity {
    private static final String FILE_NAME = "blood_donation_infol.txt";
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_home);
```

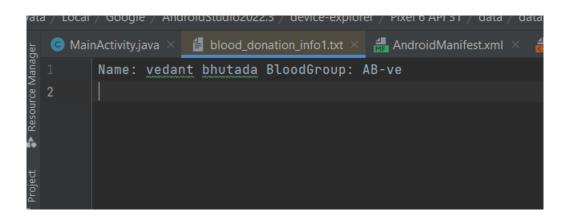
```
Display blood group count
    private void displayBloodGroupCount() {
            BufferedReader bufferedReader = new
BufferedReader(inputStreamReader);
groupOCount = 0;
            fileInputStream.close();
```

```
inputStreamReader.close();
    bufferedReader.close();
} catch (IOException e) {
        e.printStackTrace();
    }
}
```

Output:









Conclusion: In this practical we successfully implemented shared preferences using android studio.