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**Introduction**  : One of the most Interesting Data Storage option **Android** provides its users is **Shared Preferences**. **Shared Preferences** is the way in which one can store and retrieve small amounts of primitive data as key/value pairs to a file on the device storage such as String, int, float, Boolean that make up your preferences in an XML file inside the app on the device storage. **Shared Preferences** can be thought of as a dictionary or a key/value pair. For example, you might have a key being “username” and for the value, you might store the user’s username. And then you could retrieve that by its key (here username). You can have simple shared preferences API that you can use to store preferences and pull them back as and when needed. Shared Preferences class provides APIs for reading, writing and

**Shared Preferences** is suitable in different situations. For example, when the user’s settings need to be saved or to store data that can be used in different activities within the app. As you know, onPause() will always be called before your activity is placed in the background or destroyed, So for the data to be saved persistently we prefer saving it in onPause(), which could be restored in onCreate() of the activity. The data stored using shared preferences are kept private within the scope of the application. However, shared preferences are different from that activity’s instance state.

**Uses :**  Important use to share and save preferences to save time to login again and again. Whenever any login pages comes.

**Conclusion** : this is also a very important topic of an android .

**References** : 1. <https://www.google.com/search?q=uses+of+shared+prefrence&oq=uses+of+shared+prefrence&aqs=chrome..69i57.10431j0j7&sourceid=chrome&ie=UTF-8>

2. github

3. geek for geeks.

 