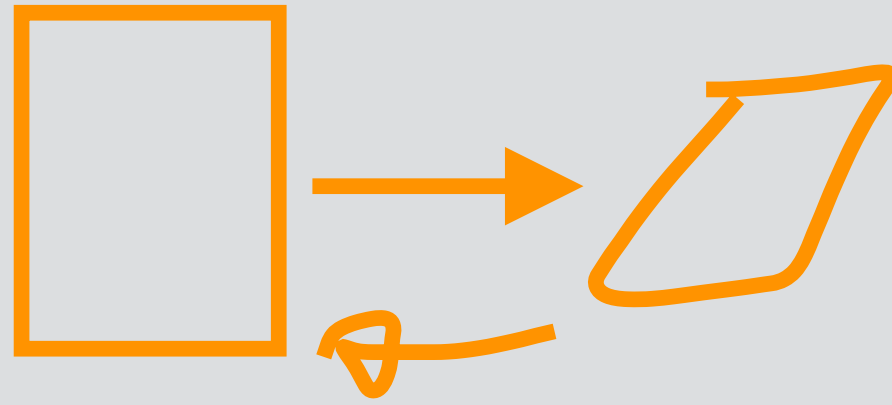


# 게임파일의 안드로이드 세뇌교실

5-F SharedPreferences



# SharedPreferences

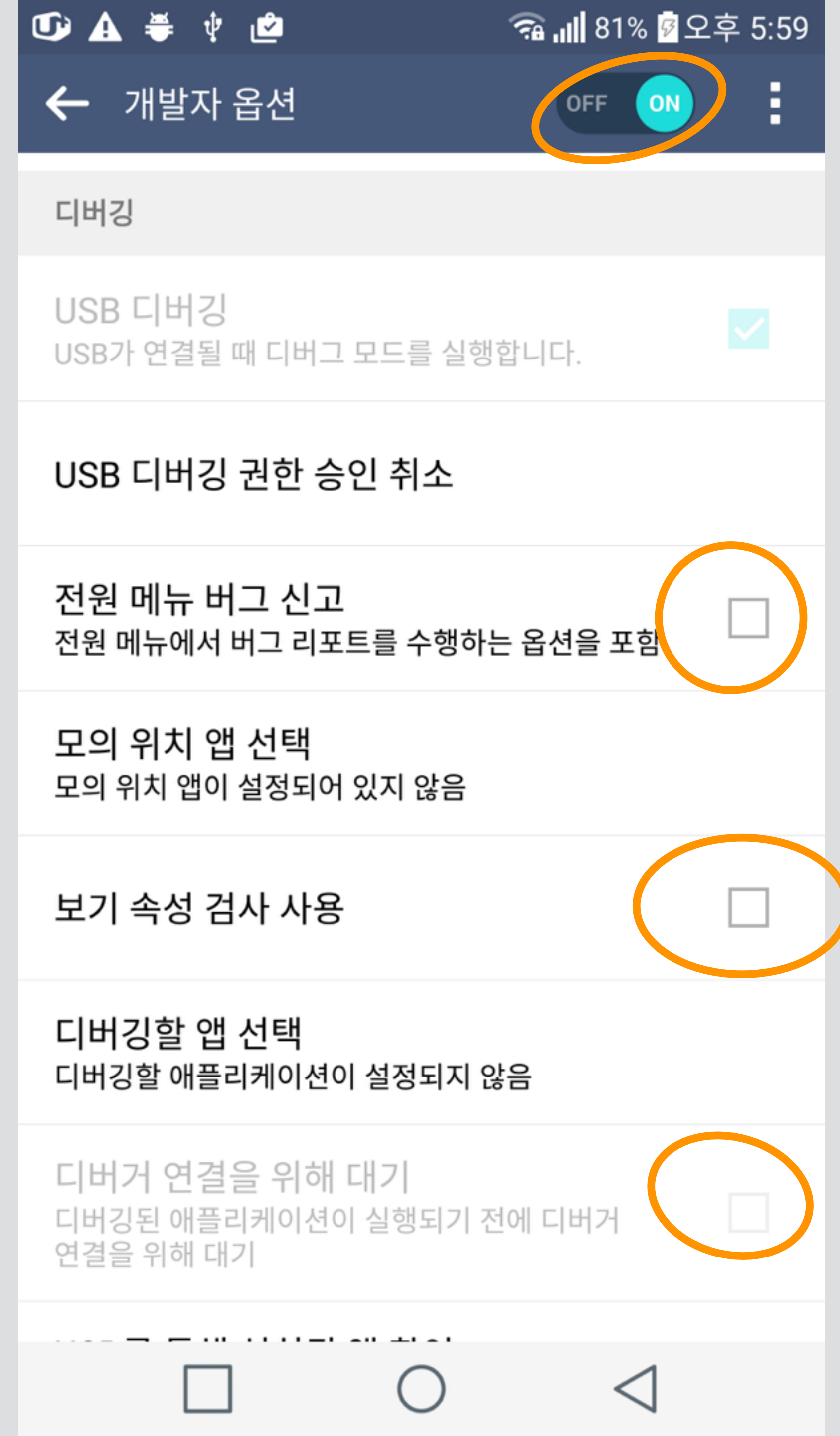


Android가 제공하는 간단한 값 저장기능

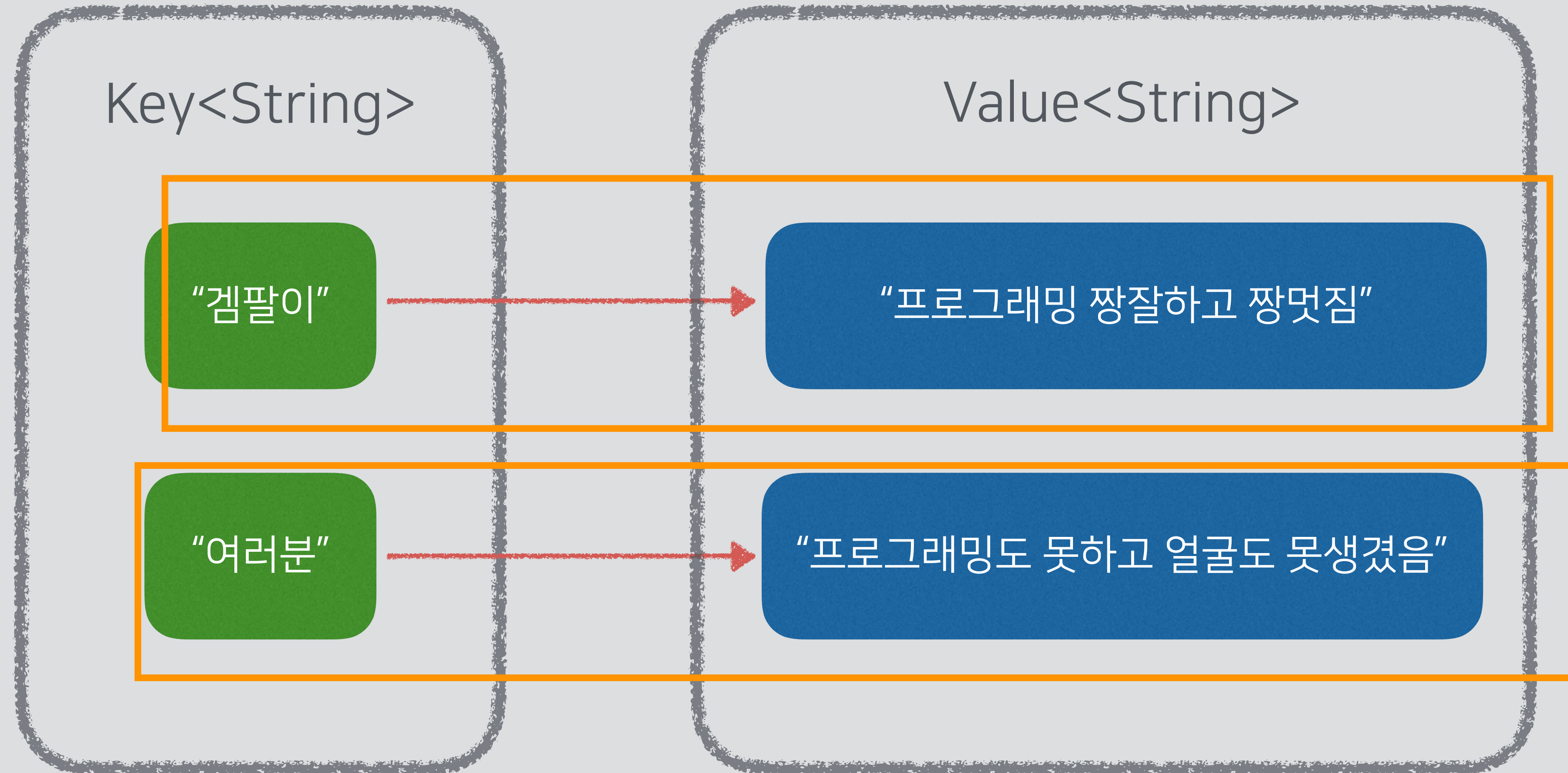
키워드 - 값 형태로 저장하고 불러온다.

앱의 알림, 소리, 진동 On/Off  
앱의 최초실행 유무 등...

설정 값들 저장할 때 많이 쓰임

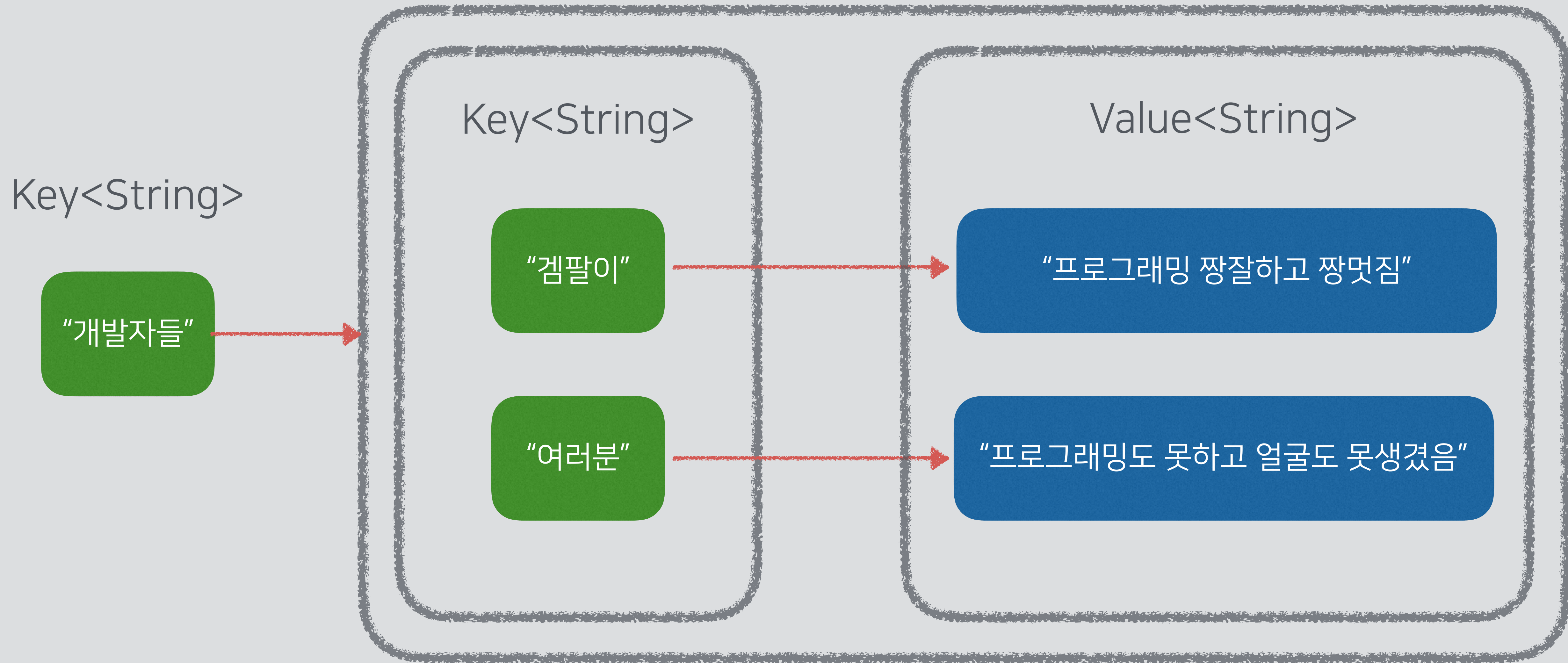


# Key-Value





# Key-Value



# 으뜨케 슝니까

## 저장

```
SharedPreferences sharedPref = getActivity().getPreferences(Context.MODE_PRIVATE);  
SharedPreferences.Editor editor = sharedPref.edit();  
editor.putInt(getString(R.string.saved_high_score), newHighScore);  
editor.commit();
```

## 불러오기

```
SharedPreferences sharedPref = getActivity().getPreferences(Context.MODE_PRIVATE);  
int defaultValue = getResources().getInteger(R.string.saved_high_score_default);  
long highScore = sharedPref.getInt(getString(R.string.saved_high_score), defaultValue);
```

참조

<http://developer.android.com/intl/ko/training/basics/data-storage/shared-preferences.html>  
(공식,한글)

