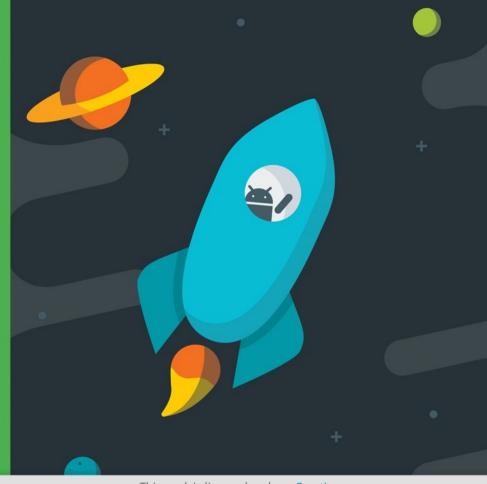
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# Preferences and settings

Lesson 9



# 9.0 Data Storage

#### Contents

- Android File System
- Internal Storage
- External Storage
- SQLite Database
- Other Storage Options

Data storage

# Storage **Options**

#### **Storing data**

- <u>Shared Preferences</u>—Private primitive data in key-value pairs
- <u>Internal Storage</u>—Private data on device memory
- <u>External Storage</u>—Public data on device or external storage
- <u>SQLite Databases</u>—Structured data in a private database
- <u>Content Providers</u>—Store privately and make available publicly

Data storage

# Storing data beyond Android

- <u>Network Connection</u>—On the web with your own server
- Cloud Backup—Back up app and user data in the cloud
- <u>Firebase Realtime Database</u>—Store and sync data with NoSQL cloud database across clients in realtime

# **Files**

## **Android File System**

- External storage -- Public directories
- Internal storage -- Private directories for just your app

Data storage

Apps can browse the directory structure

Structure and operations similar to Linux and java.io

#### Internal storage

- Always available
- Uses device's filesystem
- Only your app can access files, unless explicitly set to be readable or writable
- On app uninstall, system removes all app's files from internal storage

## External storage

- Not always available, can be removed
- Uses device's file system or physically external storage like SD card
- World-readable, so any app can read
- On uninstall, system does not remove files private to app

#### When to use internal/external storage

#### Internal is best when

 you want to be sure that neither the user nor other apps can access your files

#### External is best for files that

don't require access restrictions and for

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- you want to share with other apps
- you allow the user to access with a computer

#### Save user's file in shared storage

 Save new files that the user acquires through your app to a public directory where other apps can access them and the user can easily copy them from the device

Data storage

Save external files in public directories

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# Internal Storage

#### Internal Storage

- Uses private directories just for your app
- App always has permission to read/write
- Permanent storage directory—<u>getFilesDir()</u>
- Temporary storage directory—<u>getCacheDir()</u>

# Creating a file

```
File file = new File(
    context.getFilesDir(), filename);
```

Use standard <u>java.io</u> file operators or streams to interact with files

# **External** Storage

#### **External Storage**

- On device or SD card
- Set permissions in Android Manifest
  - Write permission includes read permission

```
<uses-permission</pre>
   android:name="android.permission.WRITE EXTERNAL STORAGE" />
<uses-permission</pre>
    android:name="android.permission.READ_EXTERNAL_STORAGE" />
```

Data storage

# Always check availability of storage

```
public boolean isExternalStorageWritable() {
    String state = Environment.getExternalStorageState();
    if (Environment.MEDIA_MOUNTED.equals(state)) {
        return true;
    }
    return false;
}
```

# Example external public directories

- <u>DIRECTORY\_ALARMS</u> and <u>DIRECTORY\_RINGTONES</u>
   For audio files to use as alarms and ringtones
- <u>DIRECTORY\_DOCUMENTS</u>
   For documents that have been created by the user
- <u>DIRECTORY\_DOWNLOADS</u>
   For files that have been downloaded by the user

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<u>developer.android.com/reference/android/os/Environment.html</u>

#### Accessing public external directories

- 1. Get a path <u>getExternalStoragePublicDirectory()</u>
- 2. Create file

```
File path = Environment.getExternalStoragePublicDirectory(
            Environment.DIRECTORY PICTURES);
File file = new File(path, "DemoPicture.jpg");
```

Data storage

#### How much storage left?

- If there is not enough space, throws <u>IOException</u>
- If you know the size of the file, check against space

Data storage

- getFreeSpace()
- getTotalSpace().
- If you do not know how much space is needed
  - try/catch <u>IOException</u>

#### Delete files no longer needed

 External storage myFile.delete();

 Internal storage myContext.deleteFile(fileName);

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#### Do not delete the user's files!

When the user uninstalls your app, your app's private storage directory and all its contents are deleted

Do not use private storage for content that belongs to the user!

For example

- Photos captured or edited with your app
- Music the user has purchased with your app

# Shared Preferences & SQLite Database

#### **SQLite Database**

Ideal for repeating or structured data, such as contacts

Data storage

- Android provides SQL-like database
- Covered in following chapters and practicals
  - **SOLite Primer**
  - Introduction to SQLite Databases
  - **SQLite Data Storage Practical**
  - Searching an SQLite Database Practical

#### **Shared Preferences**

 Read and write small amounts of primitive data as key/value pairs to a file on the device storage

Data storage

- Covered in later chapter and practical
  - **Shared Preferences**

# Other Storage Options

#### Use Firebase to store and share data

Store and sync data with the Firebase cloud database

Data is synced across all clients, and remains available when your app goes offline

firebase.google.com/docs/database/



#### Firebase Realtime Database

- Connected apps share data
- Hosted in the cloud
- Data is stored as JSON
- Data is synchronized in realtime to every connected client



#### **Network Connection**

 You can use the network (when it's available) to store and retrieve data on your own web-based services

- Use classes in the following packages
  - o <u>java.net.\*</u>
  - android.net.\*

# **Backing up data**

- Auto Backup for 6.0 (API level 23) and higher
- Automatically back up app data to the cloud
- No code required and free
- Customize and configure auto backup for your app
- See <u>Configuring Auto Backup for Apps</u>

#### Backup API for Android 5.1 (API level 22)

- Register for Android Backup Service to get a Backup Service Key
- 2. Configure Manifest to use Backup Service
- 3. Create a backup agent by extending the BackupAgentHelper class
- 4. Request backups when data has changed

More info and sample code: <u>Using the Backup AP</u> and <u>Data Backup</u>

#### Learn more about files

- Saving Files
- getExternalFilesDir() documentation and code samples
- getExternalStoragePublicDirectory() documentation and code samples
- <u>java.io.File class</u>
- Oracle's Java I/O Tutorial

#### Learn more about backups

- Configuring Auto Backup for Apps
- Using the Backup API
- Data Backup

#### What's next?

- Concept Chapter: 9.0 Data Storage
- No practical, this was an overview lecture

# **END**