



SNS COLLEGE OF TECHNOLOGY, COIMBATORE –35  
(An Autonomous Institution)  
19CSB303 and Composing Mobile Apps  
UNIT 3



---

## SharedPreferences

### Saving Key-Value Sets

1. Get a Handle to a SharedPreferences
2. Write to Shared Preferences
3. Read from Shared Preferences

### Using Shared Preferences

If you have a relatively small collection of key-values that you'd like to save, you should use the `SharedPreferences` APIs. A `SharedPreferences` object points to a file containing key-value pairs and provides simple methods to read and write them. Each `SharedPreferences` file is managed by the framework and can be private or shared.

### Get a Handle to a SharedPreferences

create a new shared preference file or access an existing one by calling one of two methods:

- [`getSharedPreferences\(\)`](#) — Use this if you need multiple shared preference files identified by name, which you specify with the first parameter. You can call this from any [`Context`](#) in your app.
- [`getPreferences\(\)`](#) — Use this from an [`Activity`](#) if you need to use only one shared preference file for the activity. Because this retrieves a default shared preference file that belongs to the activity, you don't need to supply a name.

For example, the following code is executed inside a [`Fragment`](#). It accesses the shared preferences file that's identified by the resource string `R.string.preference_file_key` and opens it using the private mode so the file is accessible by only your app.

```
Context context = getActivity();  
SharedPreferences sharedPreferences = context.getSharedPreferences(  

```

---

```
        getString(R.string.preference_file_key),
Context.MODE_PRIVATE);
```

When naming your shared preference files, you should use a name that's uniquely identifiable to your app, such as "com.example.myapp.PREFERENCE\_FILE\_KEY"

### **Write to Shared Preferences**

To write to a shared preferences file, create a [SharedPreferences.Editor](#) by calling [edit\(\)](#) on your [SharedPreferences](#).

Pass the keys and values you want to write with methods such as [putInt\(\)](#) and [putString\(\)](#). Then call [commit\(\)](#) to save the changes. For example:

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

### **Read from Shared Preferences**

To retrieve values from a shared preferences file, call methods such as [getInt\(\)](#) and [getString\(\)](#), providing the key for the value you want, and optionally a default value to return if the key isn't present. For example:

```
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);
```

---