

Kode ISH3J4 – Pemrograman Aplikasi Bergerak

Pemrograman Mobile

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#NgodingDirumahaja

Rencana Pengajaran Mata Kullah Pengembangan Aplikasi Bergerak			
Pertemuan 1: Introduction		Pertemuan 7: Background Tasks ←	
0.1 Peraturan kelas dan Rencana Mengajar		7.1: AsyncTask and AsyncTaskLoader	
0.2 Why Mobile?		7.2: Connect to the Internet	
0.3 Trend Mobile (Android, IOS, Black berry)		7.3: Broadcast Receivers	
		7.4: Services	
Pertemuan 2: Build your first app		Pertemuan 8: UTS	
1.0: Introduction to Android			
1.1: Create Your First Android App			
1.2: Layouts, Views and Resources		Pertemuan 9: Firebase and AdMob	
1.3: Text and Scrolling Views		14.1: Firebase and AdMob	
1.4: Resources to Help You Learn			
Pertemuan 3: Activities and Intents		Pertemuan 10: Presentasi Progress Tubes	
2.1: Understanding Activities and Intents			
2.2: The Activity Lifecycle and Managing State		Pertemuan 11: Preferences and Settings	
2.3: Activities and Implicit Intents		9.0: Storing Data	
		9.1: Shared Preferences	
Pertemuan 4: Testing, debugging, and using support libraries		9.2: App Settings	
3.1: The Android Studio Debugger		Pertemuan 12: Storing data using SQLite	
3.2: Testing your App		10.0: SQLite Primer	
3.3: The Android Support Library		10.1: SQLite Database	
Pertemuan 5: User interaction		Pertemuan 13: Storing data with Room	
4.1: Buttons and clickable images		10.0 : Room, LiveData, and ViewModel	
4.2: Input controls		10.1 Part A: Room, LiveData, and ViewModel	
4.3: Menus and pickers		10.1 Part B: Deleting data from a Room database	
4.4: User navigation			
4.5: RecyclerView		Pertemuan 14: Presentasi Final Tubes	
Pertemuan 6: Delightful user experience			
5.1: Drawables, Styles, and Themes		NB:	
5.2: Material Design		Praktikum	
5.3: Providing Resources for Adaptive Layouts		Ujian	

Sprint 1 →

Shared Preference

Shared preferences allow you to store small amounts of primitive data as key/value pairs in a file on the device

Shared preferences vs. saved instance state

Shared preferences	Saved instance state
Persists across user sessions, even if your app is stopped and restarted, or if the device is rebooted.	Preserves state data across activity instances in the same user session.
Used for data that should be remembered across user sessions, such as a user's preferred settings or their game score.	Used for data that should not be remembered across sessions, such as the currently selected tab, or any current state of an activity.
Represented by a small number of key/value pairs.	Represented by a small number of key/value pairs.
Data is private to the app.	Data is private to the app.
Common use is to store user preferences.	Common use is to recreate state after the device has been rotated.

Saving Shared Preference

(mostly in onPause)

```
SharedPreferences.Editor preferencesEditor =  
getSharedPreferences (MY_PREF,MODE_PRIVATE).edit();  
  
preferencesEditor.putString("key", value);  
  
preferencesEditor.apply();
```

Restoring Shared Preference

```
SharedPreferences user = getSharedPreferences(MY_PREF,MODE_PRIVATE);
```

```
String name=user.getString("user",null); // second argument default value
```

```
welcome.setText("Welcome "+name+"!");
```

Clearing Shared Preference

```
SharedPreferences.Editor preferencesEditor =  
getSharedPreferences(MY_PREF,MODE_PRIVATE).edit();
```

```
preferencesEditor.clear();
```

```
preferencesEditor.apply();
```




**Thank You
Any Question ?**

Daftar Referensi

1) <https://developer.android.com/courses/fundamentals-training/toc-v2>