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A one-ton design pattern is a design that limits instant playback to a class to a single object. Wikipedia quote: This is useful when it is one object that is needed to coordinate actions throughout the system. A perfect example of this is S'LiteOpenHelper or any other data source object. Using multiple data sources to store data in your Android database creates an opportunity for leaks in your connection to S'Lite, which we'll discuss later. First, let's talk about the right way to use S'LiteOpenHelper and a monochrome model. This tutorial suggests that you have already created an open assistant class. If you don't have experience with Android databases, I recommend Lars Vogel's tutorial. With ContentProvider If you use ContentProvider in your app, you can store your S'LiteOpenHelper as a class level variable: MyProvider public class expands ContentProvider private MyHelper mOpenHelper; @Override public boulelina onCreate () mOpenHelper - new MyHelper (getContext()); Using the assistant as a class level variable, we are confident that there is only one connection at any time ContentProvider is used. In other words, within the necessary methods, such as querying, deleting, updating, you don't have to create a new connection. Instead, you'll just get a database using an open assistant: @Override a public request for a cursor (Uri Uri, String Projection, String Choice, String ChoiceArgs, String sortOrder) - final request S'LiteDatabase db - mOpenHelper.getReadableDatabase (); Fortunately, with ContentProvider, we didn't have to worry about shutting down the connection when we did. According to Diane Hackborn, Android Framework Engineer: The content provider is created when its hosting process is created, and stays around for as long as the process does, so there is no need to close the database - it will be closed as part of the core resource cleanup process when the process is killed. Without ContentProvider, if you're not using ContentProvider but are writing your own data source class, you'll likely have to process the database closure yourself. Here's an example of a simple data outsourcing class: MyDataSource, private MyOpenHelper mOpenHelper; Public MyDataSource (context) Final S'LiteDatabase db - mOpenHelper.getReadableDatabase (); //... Now that you've expanded OpenHelper to a variable class level, you can sleep happy knowing that there is only one connection used by the data source, helping to prevent any S'Lite leaks that may occur. However, you can only sleep happy once you are convinced that you have closed the database inside the activity that creates the data source. I prefer to close the connection inside because this is one of the earliest methods that you can call out before the application closes. S'Lite Leaks Let's say you don't do this, and instead you create a new connection every time you request a database. Something like this: The Public Request of The Cursor (Context Context, ...) - the return of the new MyOpenHelper (context).-request (...); You may find yourself having a bug down the line that the S'Lite object for the database has been leaked. Memory leakage occurs when a program fails to properly release discarded memory, which can affect performance or even cause applications to crash. There are several questions on StackOverflow about S'Lite leaks, including this one that inspired this post. As noted in Graham Borland's response, you should always make sure you close The Cursor after you make a request, but Ian Warwick was quick to point out that in addition to closing the request, you should make sure you are closing the connection. Using a monochrome template for you, you only have one connection to answer for, not one connection for each query you make in advance. As long as you follow these simple steps, and properly maintain your monochrome S'LiteOpenHelper, you should never worry about s'Lite memory leaks in your Android apps. During a recent live broadcast on my twitch channel (we explored three different solutions for addiction..... Continue reading Published May 14, 2020 Published April 27, 2020 Singleton is part of the Gang of Four design template and is classified under the creation design model. Singleton limits the creation of an object for the class to just one copy In this article we're going to look more deeply at the use of the Singleton template in Android. This is one of the simplest design patterns in terms of modeling, but on the other hand, it's one of the most controversial templates in terms of complexity of use. Singleton Chart Static Member : This contains a copy of the singleton class. Private Designer : This will prevent anyone else from instantiate the singleton class. Static Public Method: This provides a global access point to the Singleton object and returns the instance to the customer's call class. In the code below, I implemented a monochrome design template to initiate the S'qlite database. The main use of the single-ton design pattern is just one initialization of an object and the use of that object throughout with the application. A one-ton pattern is one of the simplest design patterns: it only includes one class that is responsible for instantaneous self to make sure it creates no more than one instance; at the same time, it provides a global hotspot for this To add design material to this sample, follow the instructions given here... Public Class DBHelper Expands S'LiteOpenHelper -/ Database Version Private Static Static int DATABASE_VERSION s 1; S'Lite db's private static database; Private static copy of DBHelper; The private static context of the context DATABASE_NAME Sample.db. PUBLIC static final line USERS_TABLE_NAME USERS; public static closing line KEY_USER_ID UserId; Public static final line KEY_USER_NAME UserName; Public static final line KEY_FIRST_NAME FirstName; Public static final line KEY_LAST_NAME LastName; public static final line KEY_EMAIL_ADDRESS EmailAddress; public static final line KEY_PHONE WorkNumber; public static final line KEY_FAX FaxNumber; KEY_MOBILE CellNumber's public static line; /?public DBHelper (context, DATABASE_NAME, null, DATABASE_VERSION); s/private DBHelper (Context, Line Title, CursorFactory Factory, int version) s super (context, name, factory, version); DBHelper.context . . . Context Public static synchronized DBHelper.getInstance (context) s if (e.g. snul) a copy of the new DBHelper (context, DATABASE_NAME, null, DATABASE_VERSION); db s instance.getWritableDatabase (); s reverse copy; @Override public void onCreate (S'LiteDatabase db) s db.execSQL (create a table s USERS_TABLE_NAME (EmailAddress TEXT, s FirstName TEXT, s TEXT, , Text Password, UserName TEXT, WorkNumber TEXT, FaxNumber TEXT, CellNumber TEXT, UserId TEXT; @Override void onUpgrade (S'LiteDatabase db, int oldVersion, int newVersion) (/ TODO Auto-generated stub method db.execSQL (USERS_TABLE_NAME L onCreate (db); and then initiate the database object into onCreate method, and close @Override the db object in the onDestroy method..onCreate (saveInststate); setContent/View (R.layout.activity_main); context s MainActivity.this; dbHelper object. @Override/ to close DB here public void onDestrer (); db.close (); This week in android experiment used database S'Lite and when I was accepted, my sister asked me what I had done with a copy of S'LiteOpenHelper. I said it should be every example of an activity of S'LiteOpenHelper, and then my sister said it's not good for me to change it for one occasion. It's a shame to say a great semester to buy a design model before the so30th is finished reading, just remember the observer mode of those few commonly used. Go back and look at the documentation and change the database in one case. The code begins with the fact that the database of this class expands the private final string TABLE_NAME birthday_log; Database (context context, strings, strings, Plant, int version) s super (context, name, factory, version); And every time I work with a database inside Activity, I have a copy of the database, and if I do it in the service. It's easy to flip. We want to have only one copy of the database around the world. To prevent you from creating instances, we can customize the designer to a private one so that it doesn't work. S'LiteOpenHelper Class Databases (private final string TABLE_NAME . birthday_log; Private Database (Context, Line Title, S'LiteDatabase, CursorFactory Factory, int, version) s super (context, name, factory, version); So how do you create a copy? Private, of course, is called inside the class. S'LiteOpenHelper database class (private final thong TABLE_NAME birthday_log; private static database database - zero; private database (context, line name, S'LiteDatabase, CursorFactory Factory, int version) s super (context, name, factory, version); s static database getDatabase (Context Context) s if (snul database) s new database. (context, DB_NAME, zero, DB_VERSION); Return database How do you understand the variable database? This is a reference to your own instance and can be understood as this pointer in a static class, but of course the static function does not have this pointer. All you need to get a copy of the database later is Database.getDatabase (context). Finally, let's look at the extreme case of what to do if Database.getDatabase (context) runs in the same way as two processes, and you can still create two instances of the database. A decorated feature in Java with a synchronized keyword that represents that only one function can be performed at a time. S'LiteOpenHelper database class (private final thong TABLE_NAME birthday_log; private static database database - zero; private database (context, line name, S'LiteDatabase, CursorFactory Factory, int version) s super (context, name, factory, version); a new database (context, DB_NAME, null, DB_VERSION); Return database Of course, there is a loss of performance from this processing, and every time you run Database.getDatabase (context), there is a process of acquiring and releasing locks that is done by compiling this directly private static database database of a new database (context, DB_NAME, null, DB_VERSION); However, S'LiteOpenHelper needs context, and it's not clear how direct appointments get context. With this in place, you can later share a copy of S'LiteOpenHelper anywhere through Database.getDatabase (context). Finally, it seems that you can't just take a Kindle to read a novel, take a design model back to the dorm to read the novel, to take the design model back to the dorm for reading.

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