



Application Data Storage

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Session 8.0

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Course Schedule

- Session 1 – Tuesday, August 23, 2011
 - Building Windows Phone Apps with Visual Studio 2010
 - Silverlight on Windows Phone—Introduction
 - Silverlight on Windows Phone—Advanced
 - Using Expression to Build Windows Phone Interfaces
 - Windows Phone Fast Application Switching
 - Windows Phone Multi-tasking & Background Tasks
 - Using Windows Phone Resources (Bing Maps, Camera, etc.)
- Session 2 – Wednesday, August 24, 2011
 - **Application Data Storage on Windows Phone**
 - Using Networks with Windows Phone
 - Tiles & Notifications on Windows Phone
 - XNA for Windows Phone
 - Selling a Windows Phone Application

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Agenda

- Storing Data in Isolated Storage
- ApplicationSettings API
- Data Serialization
- Database Support in Windows Phone OS 7.1
- LINQ to SQL:
 - Queries
 - Inserts, updates, deletes...
 - Database schema upgrades
- Performance and best practices

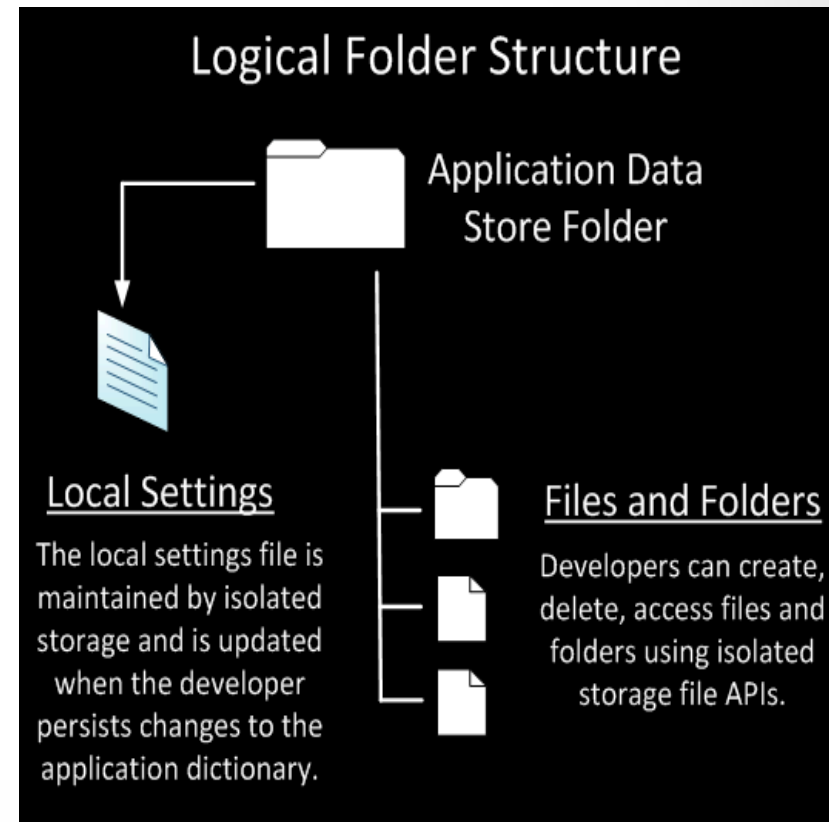
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Storing Data in Isolated Storage

Isolated Storage

- All I/O operations restricted to isolated storage
 - Use Isolated File storage to create a files and folder structure hierarchy
 - Use Isolated Settings storage to store application settings

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Isolated Storage Classes

- `IsolatedStorageFile`
 - Represents an isolated storage area containing files and directories
- `IsolatedFileStream`
 - Exposes a file stream access to a file stored within isolated storage
- `IsolatedStorageSettings`
 - `Dictionary<Of <(TKey, TValue)>>` that stores key-value pairs in isolated storage

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Isolated Storage namespaces

```
using System.IO;  
using System.IO.IsolatedStorage;
```

- Before you can use the isolated storage classes directly you need to bring in a couple of namespaces
- You don't need to add any new references to your project though
- The isolated storage can be managed and used as a chunk of filestore
 - Named files and folders

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Saving data

```
private void saveGameToIsolatedStorage(string message)
{
    using (IsolatedStorageFile isf =
        IsolatedStorageFile.GetUserStoreForApplication())
    {
        using (IsolatedStorageFileStream rawStream =
            isf.CreateFile(filename))
        {
            StreamWriter writer = new StreamWriter(rawStream);
            writer.WriteLine(message); // save the message
            writer.Close();
        }
    }
}
```

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Loading data

```
string loadString(string filename)
{
    string result = null;
    using (IsolatedStorageFile isf =
        IsolatedStorageFile.GetUserStoreForApplication())
    {
        if (isf.FileExists(filename)) {
            try {
                using (IsolatedStorageFileStream rawStream =
                    isf.OpenFile(filename, System.IO.FileMode.Open)) {
                    StreamReader reader = new StreamReader(rawStream);
                    result = reader.ReadLine();
                    reader.Close();
                }
            } catch {}
        }
    }
    return result;
}
```

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Demo Using Isolated Storage

Application Settings

- If you just want to store setting information:
 - Username = "Fred"
 - TextColor = "Green"
- You can use the ApplicationSettings object in Isolated Storage
- You use this as you would a dictionary
- You then write the object to persistent storage

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Saving data in settings

```
void saveString(string message, string name)
{
    IsolatedStorageSettings.ApplicationSettings[name] =
        message;

    IsolatedStorageSettings.ApplicationSettings.Save();
}
```

- The storage works as a dictionary
- But you have to remember to call Save when you have finished adding keys

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Loading from settings

```
string loadString(string name)
{
    if (IsolatedStorageSettings.ApplicationSettings.
        Contains(name))
    {
        return (string)
            IsolatedStorageSettings.
                ApplicationSettings
                    [filename];
    }
    else
        return null;
}
```

- Test for the key before you try to find it or you will get an exception thrown

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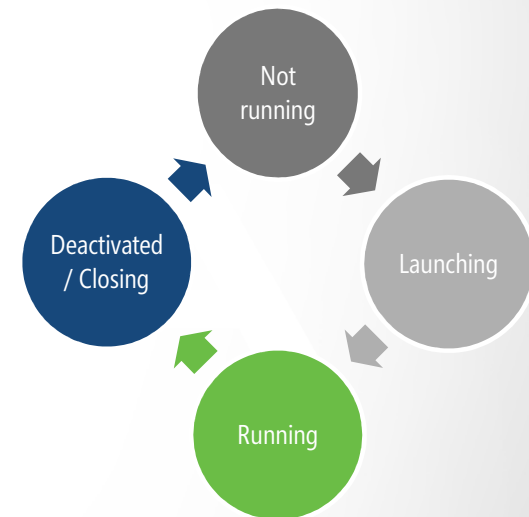
Demo

Using Settings Storage

Data Serialization

Data persistence and the app lifecycle

- App Launch:
 - Deserialize data from Isolated Storage
- App being tombstoned:
 - Serialize persistent data to Isolated Storage
- App being reactivated:
 - Deserialize data from Isolated Storage
- App being terminated:
 - Serialize persistent data to Isolated Storage



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Why Deserialization Time Matters...

Windows Phone 7 Application Certification Requirements

- **5.2.1 Launch Time**

- a. The application must render the first screen within 5 seconds after launch.
- b. Within 20 seconds after launch, the application must be responsive to user input.

- **5.2.3 Application Responsiveness After Being Deactivated**

- A Windows Phone application is deactivated when user presses Start or if the device timeout causes the lock screen to engage. A Windows Phone application is also deactivated when it invokes a Launcher or a Chooser
- API. When activated, the application launch time must meet the requirements in Section 5.2.1.

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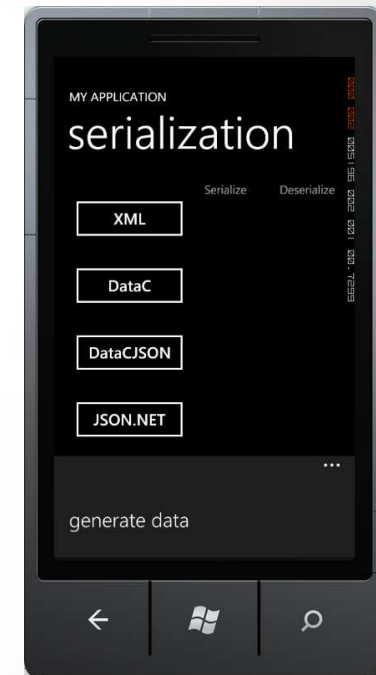
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Serialization to Isolated Storage

Data Serialization Performance

- Test of serialization and deserialization of 18000 objects to/from Isolated Storage (real phone)

Serialization	Serialize (ms)	Deserialize (ms)
XMLSerializer	9624	24471
DataContract	19342	25361
DataContractJSON	21729	60404
JSON.NET	8879	18777
SharpSerializer	19154	20458

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Credit: Test software adapted from sample on blog by MVP **Jevgeni Tšaikin**
<http://www.eugenedotnet.com/2010/12/windows-phone-7-serialization-comparison/>

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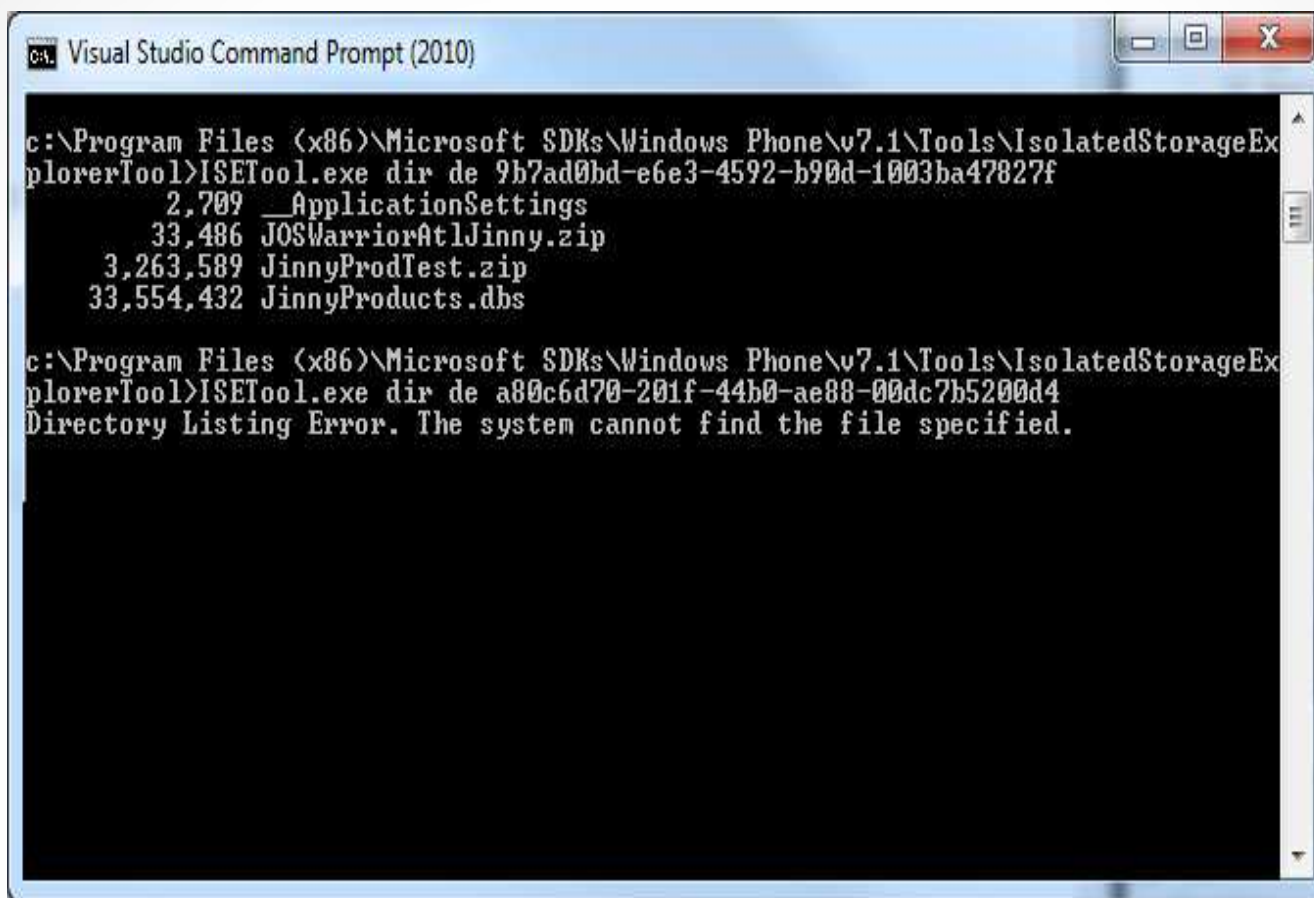
Tools: Isolated Storage Explorer

Isolated Storage Explorer

- Isolated Storage Explorer is a command-line tool you use to list, copy, and replace files and directories in Isolated Storage
 - Can be used on emulator or device
 - Can be used for applications targeting Windows Phone OS 7.0 & 7.1
 - Program Files (x86)\Microsoft SDKs\Windows Phone\v7.1\Tools\IsolatedStorageExplorerTool
- Syntax: `ISetool.exe <ts|rs|dir[:device-folder]> <xd|de> <Product GUID> [<desktop-path>]`
 - ts – Take snapshot
 - rs – Restore snapshot
 - dir – Lists the files or directories
 - xd – target the emulator
 - de – target device
 - Guid - ProductID from the WPAppManifest.xml file for the app
 - Desktop-path – directory on your computer where isolated storage files are written to or copied from

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Isolated Storage Explorer Example



```
Visual Studio Command Prompt (2010)

c:\Program Files (x86)\Microsoft SDKs\Windows Phone\v7.1\Tools\IsolatedStorageExplorerTool>ISETool.exe dir de 9b7ad0bd-e6e3-4592-b90d-1003ba47827f
      2,709 __ApplicationSettings
     33,486 JOSWarriorAtlJinny.zip
    3,263,589 JinnyProdTest.zip
   33,554,432 JinnyProducts.dbs

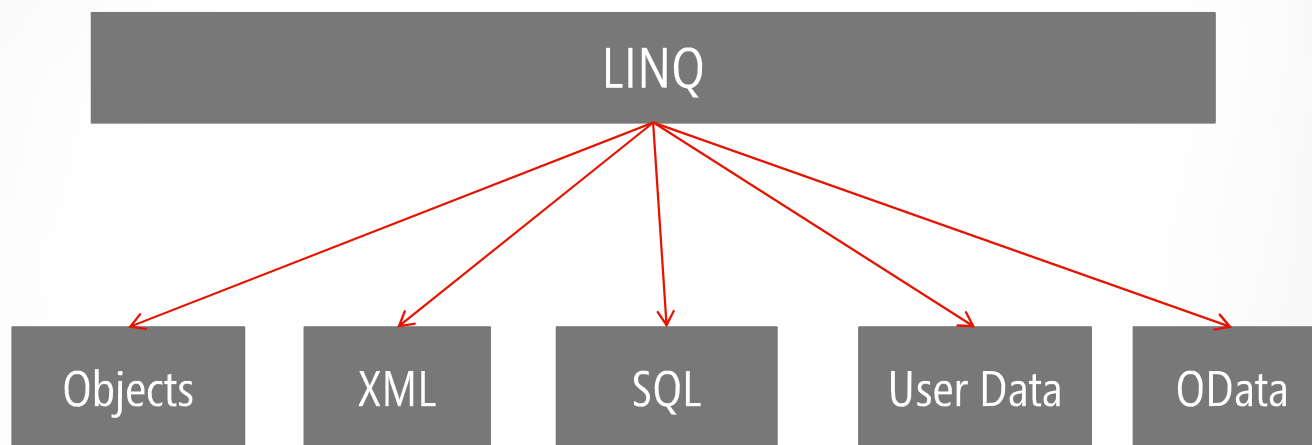
c:\Program Files (x86)\Microsoft SDKs\Windows Phone\v7.1\Tools\IsolatedStorageExplorerTool>ISETool.exe dir de a80c6d70-201f-44b0-ae88-00dc7b5200d4
Directory Listing Error. The system cannot find the file specified.
```

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LINQ to SQL in Windows Phone 7.5

LINQ to Everything



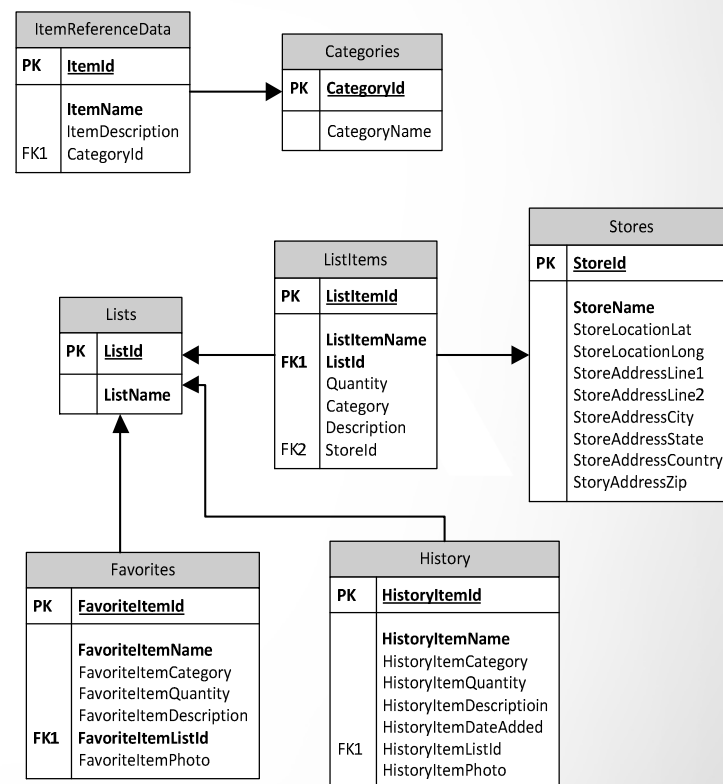
7 → 7.1

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Complex Schema

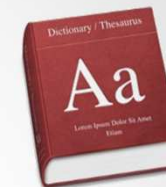
- Numerous relationships and constraints
- Example: Shopping List
 - 7 tables
 - 100s of records
 - 5 foreign keys



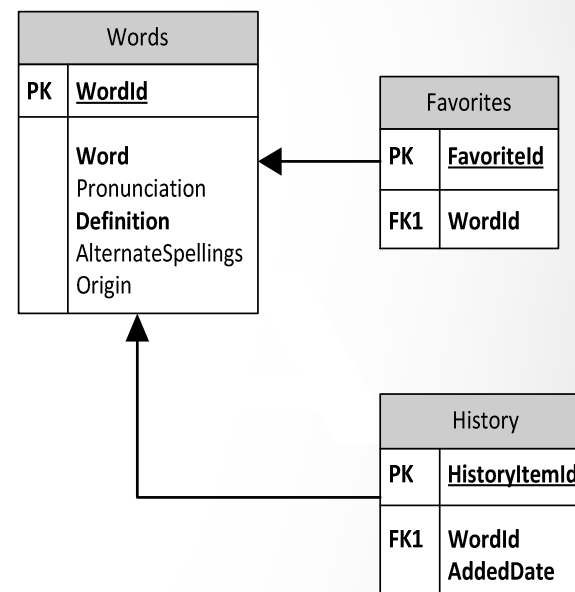
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Reference Data



- Huge amounts of static reference data
- Example: dictionary app
 - 3 tables
 - 1 table with 500k rows

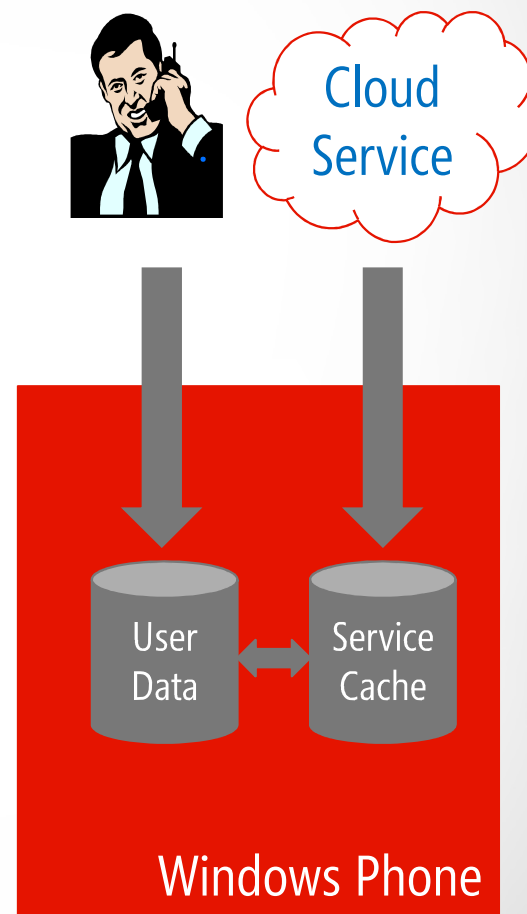


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Web Service Cache

- Fetch reference data from cloud
- Cache locally
- Combine with user-specific data



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Demo

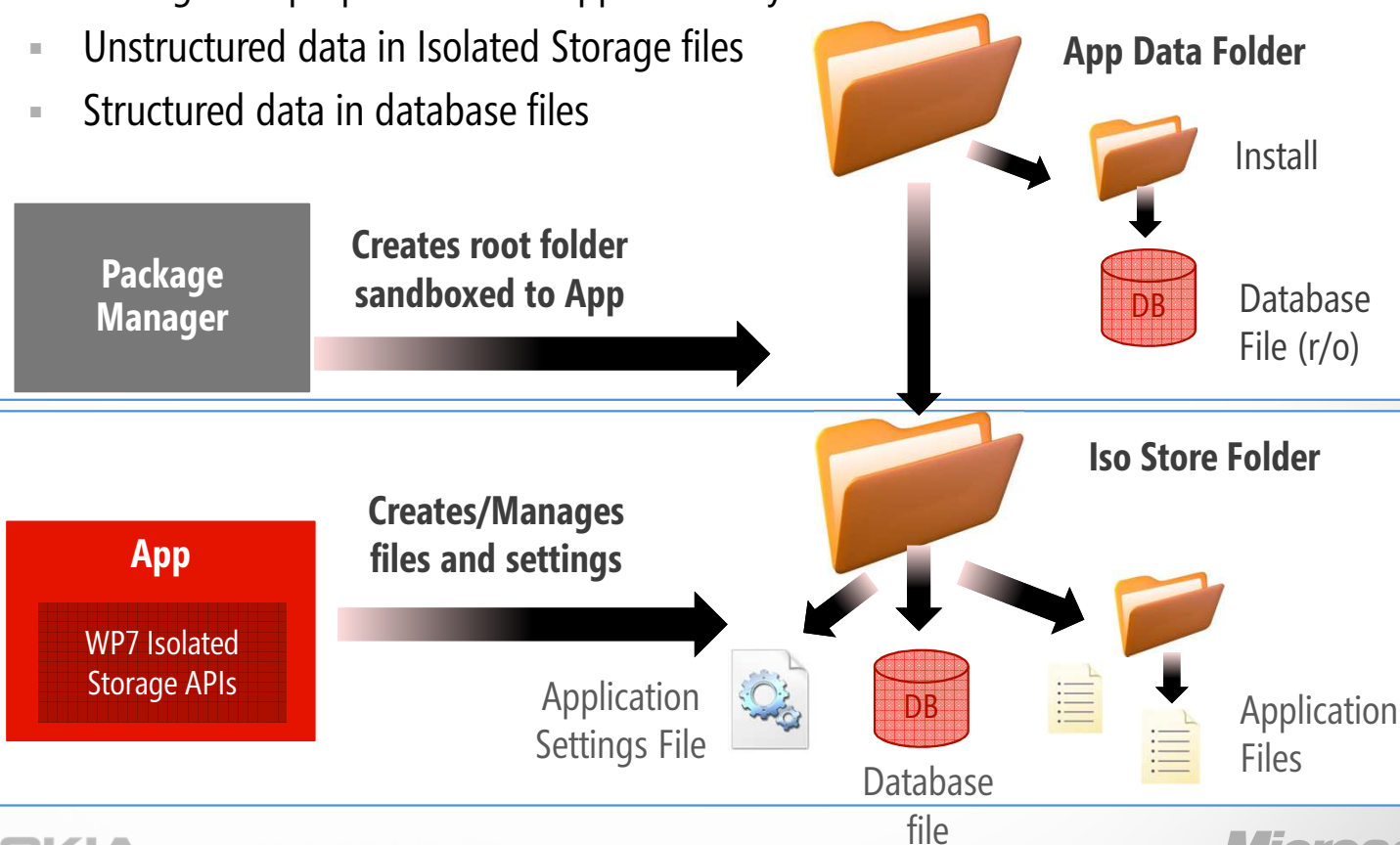
Local Database Storage

Database Support in Windows Phone 7.5

Local Data Storage: Overview

Apps store private data in Isolated Storage

- Settings and properties in the app dictionary
- Unstructured data in Isolated Storage files
- Structured data in database files



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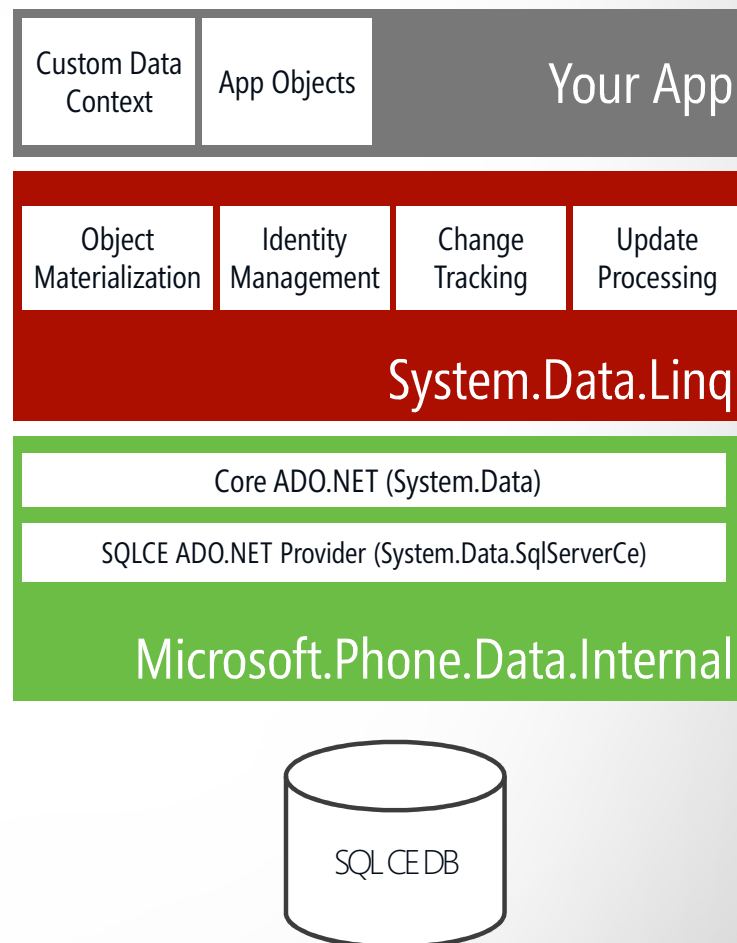
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Architecture

```
var query = from w in db.Wines
            where w.Country == "USA"
            select w.Name;
```

```
.Call System.Linq.Queryable.Select( .Call
System.Linq.Queryable.Where( .Constant(Table(Wines)),
'(.Lambda #Lambda1)), '(.Lambda #Lambda2)) .Lambda
#Lambda1(db.Wines $w) { $w.Country == "USA" }
.Lambda #Lambda2(w.Country $w) { $w.Name }
```

```
select Name
from Wines
where Country = "USA"
```



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Objects, objects, objects...

Design time

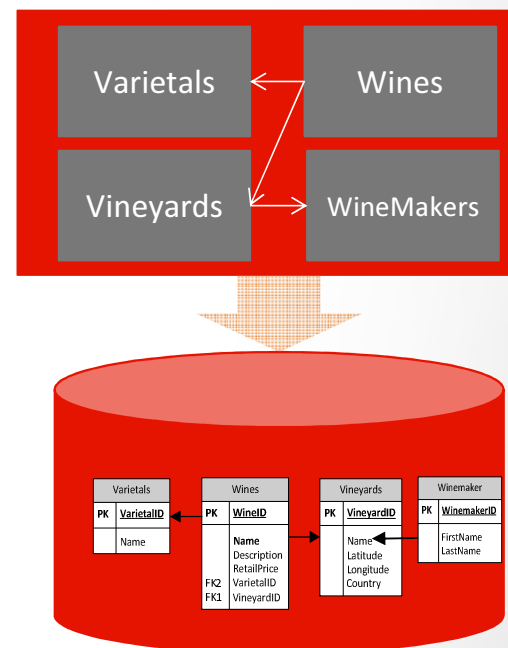
- Create object model: wines, varietals, vineyards, etc.
- Decorate objects with attributes for persistence

Run time

- Create DataContext reference to database
- Translate object model into a database file
- Submit API persists changes to DB

Database upgrade

- Create new objects to enable new features
- Use upgrade APIs to change DB



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Database Creation: Example

Define Tables

```
// Define the tables in the database
[Table]
public class Wine
{
    [Column(IsPrimaryKey=true)]
    public string WineID { get; set; }
    [Column]
    public string Name { get; set; }
    .....
}
```



Database Creation: Example

Define DataContext and Create Database

```
// Define the data context.  
public partial class WineDataContext : DataContext  
{  
    public Table<Wine> Wines;  
    public Table<Vineyard> Vineyards;  
    public WineDataContext(string connection) : base(connection) { }  
}  
...  
  
// Create the database from data context, using a connection string  
DataContext db = new WineDataContext("isostore:/wineDB.sdf");  
if (!db.DatabaseExists())  
    db.CreateDatabase();
```



Not Really Supported...

Using SQLMetal code generator tool

- Use Visual Studio or SQL Server Management Studio visual designers to create a SQL Server Compact Edition 3.5 database on dev PC
- Start a Visual Studio Command Prompt
- Run the SQLMetal tool to generate LINQ to SQL code file

```
c:\>Sqlmetal /code:northwindEntities.cs  
/context:NorthwindDataContext  
/pluralize northwind.sdf
```

- Include generated code in your Windows Phone project
 - Few fixes required to get it to compile

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Queries: Examples

```
// Create the database form data context, using a  
connection string
```

```
DataContext db = new  
WineDataContext("isostore:/wineDB.sdf");
```

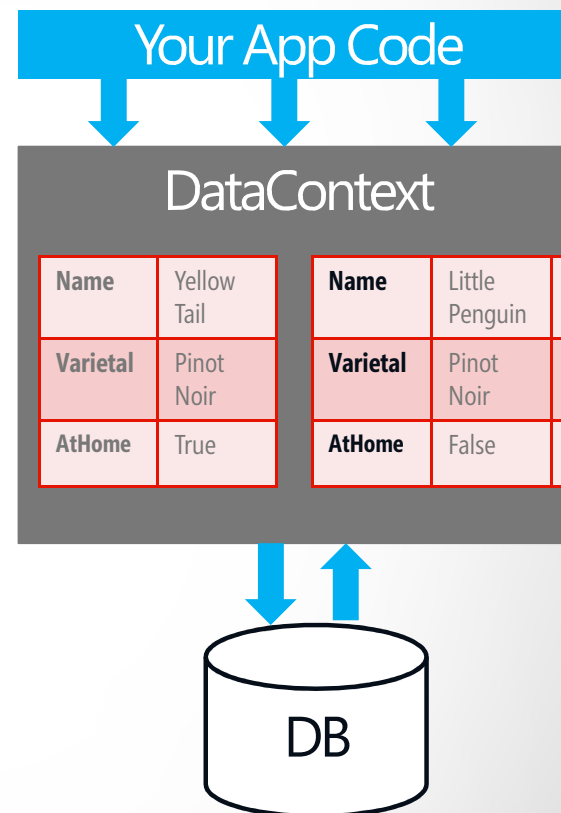
```
// Find all wines currently at home, ordered by date  
acquired
```

```
var q = from w in db.Wines  
        where w.Varietal.Name == "Shiraz" && w.IsAtHome  
        == true  
        orderby w.DateAcquired  
        select w;
```



Inserts/Updates/Deletes

- It's all about the DataContext
 - Changes made against the DataContext first
 - Changes persisted by calling SubmitChanges()
- SubmitChanges
 - LINQ to SQL determines change set and submits to DB



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Inserts/Updates/Deletes

Insert

```
Wine newWine = new Wine
{
    WineID = "1768",
    Name = "Windows Phone
    Syrah",
    Description = "Bold and
    spicy"
};

db.Wines.InsertOnSubmit(newWin
e);

db.SubmitChanges();
```

Update

```
Wine wine =
    (from w in db.Wines
     where w.WineID == "1768"
     select w).First();

wine.Description = "Hints of plum
and melon";

db.SubmitChanges();
```

Inserts/Updates/Deletes

Delete

```
var vineyardsToDelete =  
    from Vineyards v in db.Vineyards  
    where v.Country == "Australia"  
    select v;
```

```
db.Vineyards.DeleteAllOnSubmit  
    (vineyardsToDelete);
```

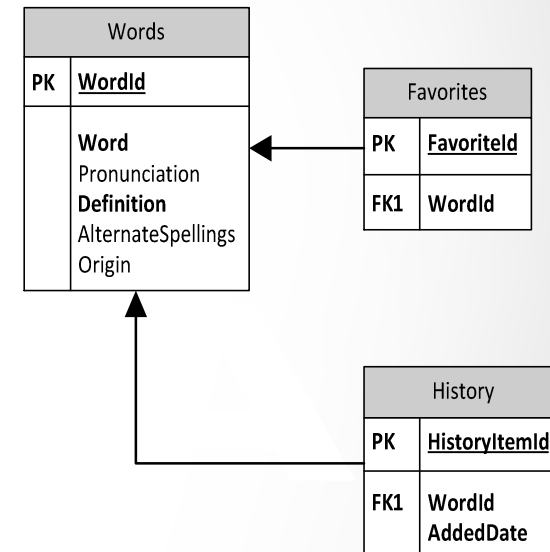
```
db.SubmitChanges();
```

Demo

Programming LINQ to SQL

Relationships

- Express one-many, one-one and many-many relationships using EntitySet<T> and EntityRef<T> columns
- In the relational database, a child table has a column – the Foreign Key - that stores the unique ID of a record in the parent table



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Example: Parent Object

```
[Table]
public class Contact : INotifyPropertyChanged, INotifyPropertyChanging
{
    // Fields
    private EntitySet<Lead> leads = new EntitySet<Lead>();

    [Association(Storage = "leads", OtherKey = "ContactID")]
    public EntitySet<Lead> Leads
    {
        get { return this.leads; }
        set {
            InvokePropertyChanging(new PropertyChangingEventArgs("Lead
s"));
            this.leads.Assign(value);
            InvokePropertyChanged(
                new PropertyChangedEventArgs("Leads"));
        }
    }
}
```

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Example: Child Object

```
[Table]
[Index (Name="ContactID_Idx", Columns="ContactID", IsUnique=false)]
public class Lead : INotifyPropertyChanged, INotifyPropertyChanging
{
    private EntityRef<Contact> contact;

    [Column]
    public long ContactID {get; set; }

    [Association(Storage = "contact", ThisKey = "ContactID", IsForeignKey=true)]

    public Contact Contact
    {
        get { return this.contact.Entity; }
        set {
            InvokePropertyChanging(new PropertyChangingEventArgs("Contact"));
            this.contact.Entity = value;
            InvokePropertyChanged(new PropertyChangedEventArgs("Contact"));
            if (value != null)
                this.ContactID = value.ContactID;
        }
    }
}
```

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Deletes

Delete

```
var contactsToDelete =  
    from Contact c in db.Contacts  
    where c.Company == "Appamundi"  
    select c;
```

```
db.Contacts.DeleteAllOnSubmit  
    (contactsToDelete);
```

```
db.SubmitChanges();
```



Foreign key constraint will cause exception here if child entities associated with the Contacts are not deleted first

Delete Child Objects First

```
var contactsToDelete =           from Contact c in db.Contacts
                                where c.Company == "Appamundi"
                                select c;

foreach (Contact c in contactsToDelete)
{
    db.Contacts.DeleteAllOnSubmit(c.Leads);
}

db.Contacts.DeleteAllOnSubmit(contactsToDelete);
db.SubmitChanges();
```



Demo

Entity Relationships

Foreign Keys

Database Schema Upgrades

- DatabaseSchemaUpdater allows simple upgrades on your existing DB
- Supports adding
 - Tables
 - Columns
 - Indices
 - Associations/foreign keys
- Schema updates are transactional

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Database Schema Upgrades

```
WineDataContext wineDC = new WineDataContext(App.WineDBConnecti  
onString);
```

```
DatabaseSchemaUpdater dsu  
= wineDC.CreateDatabaseSchemaUpdater();
```

```
if (dsu.DatabaseSchemaVersion == 1)  
{  
    dsu.AddColumn<Wine>("BottleType");  
    dsu.DatabaseSchemaVersion = 2;  
  
    dsu.Execute();  
}
```



Best Practices

Quota Management

- There are no quotas on Windows Phone!
- Applications must make careful use of space
 - Use only what is necessary
 - Be transparent about storage usage
- Manage application data
 - Delete temporary data and files when no longer required
 - Consider synchronizing or archiving data to the cloud to reduce device storage

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Serialisation and Threads

- If your status information is a complex object you can easily save the object by serialising it
 - Serialisation may slow down the saving and loading of the data
- You should consider the use of threading in this situation
 - Perform your loading and saving on a separate thread so that the application stays responsive

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LINQ to SQL Performance/Best Practices

- Keep change sets small
 - Submit early and often to avoid data loss on app termination
- Use background threads
 - Non-trivial operations will impact app responsiveness if done on UI thread
- Optimize read-only queries
 - Set `ObjectTrackingEnabled` to minimize memory usage
- Use secondary indices for properties which you query often

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LINQ to SQL Performance/Best Practices

- Populate large reference data tables in advance
 - Create a simple project to prepopulate data in emulator
 - Pull out database file using Isolated Storage explorer
- Use the right tool for the job
 - Database for large or complex data sets
 - IsolatedStorageSettings or basic files for small data sets

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