Android Application Development – Practical

Practical 5 Creating Media Player and Using Camera

AIM:

1. **Create a media player application in android that plays audio. Implement play, pause, and stop features**
2. **Create an Android application to use a camera and capture image and display it on the screen.**

The Android multimedia framework includes support for playing variety of common media types, so that you can easily integrate audio, video and images into your applications

Using MediaPlayer:

One of the most important components of the media framework is the MediaPlayer class. An object of this class can fetch, decode, and play both audio and video with minimal setup.

we have to call a static Method create() of this class. This method returns an instance of MediaPlayer class. Its syntax is as follows −

var mediaPlayer = MediaPlayer.create(context, R.raw.sound_file_1)

Where sound_file_1 is audio file stored in Raw folder under resources.

Once you have created the Mediaplayer object you can call some methods to start or stop the music. These methods are listed below.

mediaPlayer.start();

mediaPlayer.pause();

Camera:

Camera is mainly used to capture picture and video. We can control the camera by using methods of camera api.

Android provides the facility to work on camera by 2 ways:

- By Camera Intent
- By Camera API

Using Intent:

Android delegates actions to other applications by invoking an Intent. This process involves three pieces: the Intent itself, a call to start the external Activity, and some code to handle the image data when focus returns to your activity.

val cameraIntent = Intent(MediaStore.ACTION_IMAGE_CAPTURE)cameraIntent.putExtra(MediaStore.EXTRA_OUTPUT, cam_uri)

startCamera.launch(cameraIntent)

Programs:

1. Create a media player application in android that plays audio. Implement play, pause, and stop features
2. Create an Android application to use a camera and capture image and display it on the screen.