AIM:

To create and develop a program to play video files.

PROCEDURE:

- Create New Project with Application name "Play Video"; Minimum SDK API 9: Android 2.3 (Gingerbread).
- Create New Directory in app -> res with name "raw".
- Copy a video you want to display, in new created folder, raw; I used in this
 example a video with name "movie.mp4".

PROGRAM

In file activity_main.xml, create a VideoView to display your video.

```
<VideoView
android:id="@+id/videoView1"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_centerVertical="true"
android:layout_centerHorizontal="true" />
```

In file activity_main.xml, create a transparent Button to play again video, on click

```
<Button
android:id="@+id/button1"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_centerVertical="true"
android:layout_centerHorizontal="true"
android:background="@android:color/transparent" />
```

Complete code in MainActivity.java (in onCreate).

```
Button buttonPlayVideo2 = (Button)findViewByld(R.id.button1);
getWindow().setFormat(PixelFormat.UNKNOWN);
//displays a video file
VideoView mVideoView2 = (VideoView)findViewByld(R.id.videoView1);
String uriPath2 = "android.resource://com.example.toyo.playvideo/"+R.raw.movie;
```

```
Uri uri2 = Uri.parse(uriPath2);
mVideoView2.setVideoURI(uri2);
mVideoView2.requestFocus();
mVideoView2.start();
buttonPlayVideo2.setOnClickListener(new Button.OnClickListener() {
@ Override
public void onClick(View v) {
VideoView mVideoView2 = (VideoView) findViewById(R.id.videoView1);
// VideoView mVideoView = new VideoView(this);
String uriPath = "android.resource://com.example.toyo.playvideo/" + R.raw.movie;
Uri uri2 = Uri.parse(uriPath);
mVideoView2.setVideoURI(uri2);
mVideoView2.requestFocus();
mVideoView2.start();
}
});
```

OUTPUT



Result:

Thus the development of UI and program to play video files is implemented using android studio.