Développement pour mobiles
Photéo

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Université Réunion L3 Informatique

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Plan

1 Introduction

2 Élaboration

3 Programmation

4 Problème

5 Solution

6 Conclusion

Introduction

- Pourquoi ce projet ?
- Répartition du travail ?

Pourquoi ce projet ?

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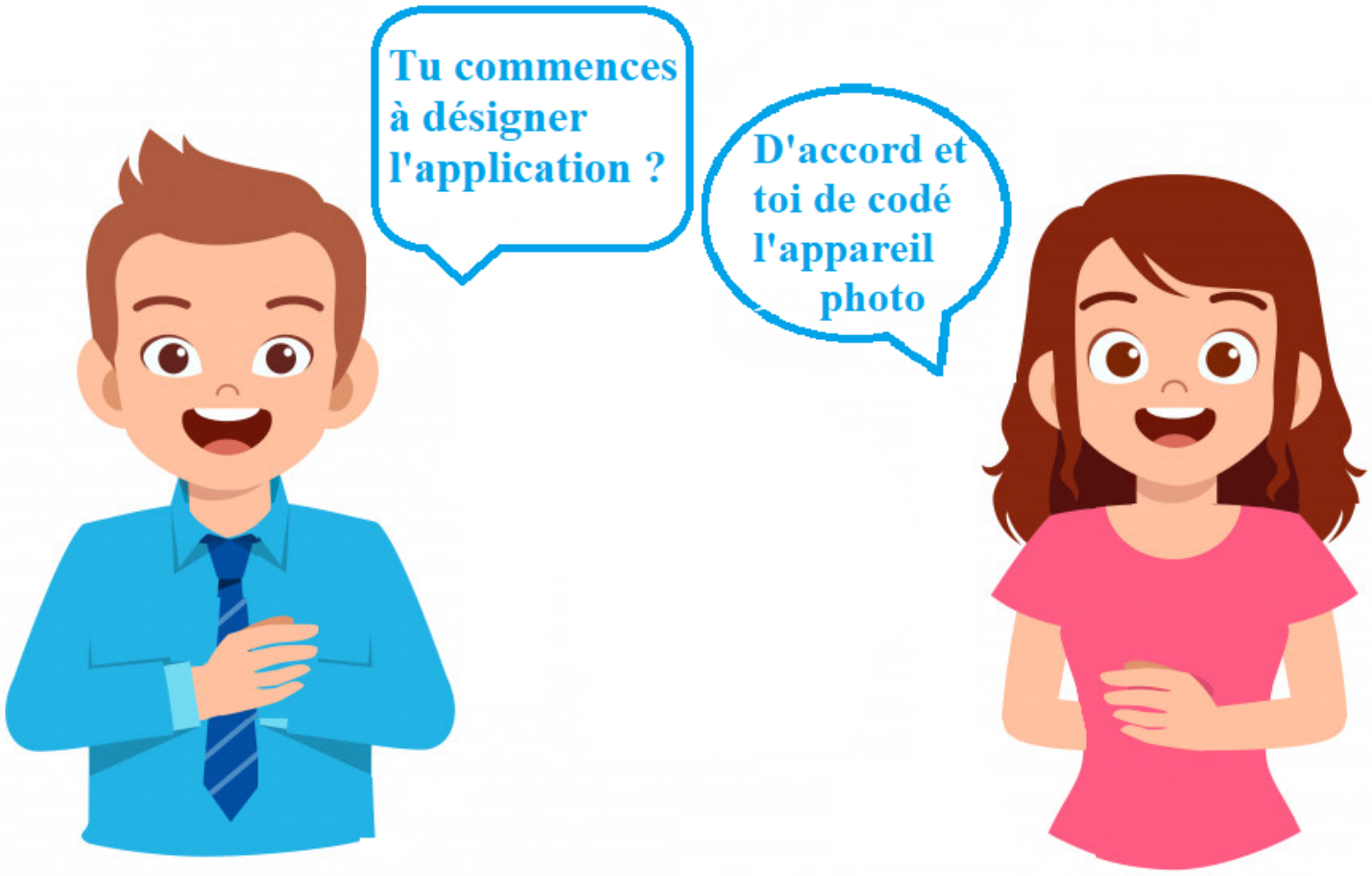
Répartition du travail ?



Répartition du travail ?

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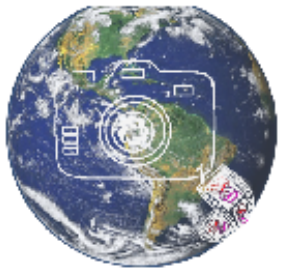
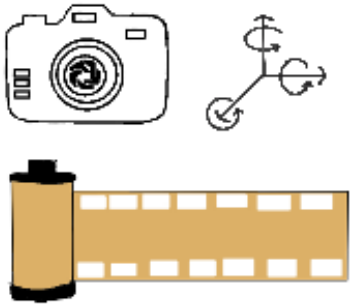
Charte graphique

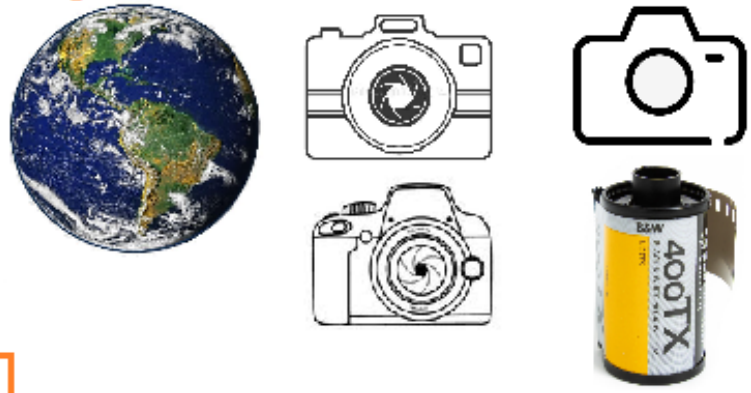
Logo



Iconographie



Inspiration



Palette de couleur

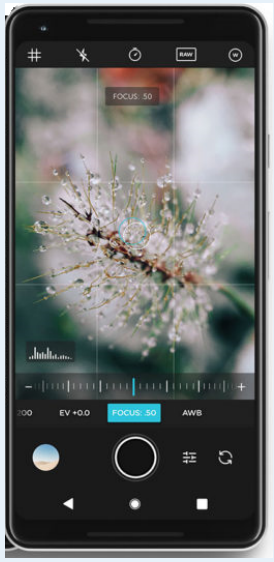
E38E0E	6094B5	0051ED	FFFFFF

Typographie

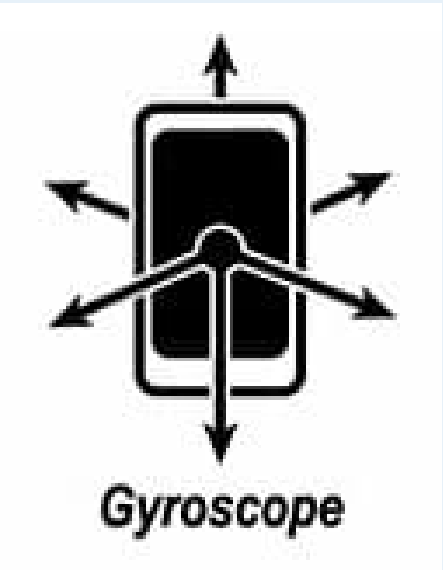
Chopin Script

Les 3 notions choisit

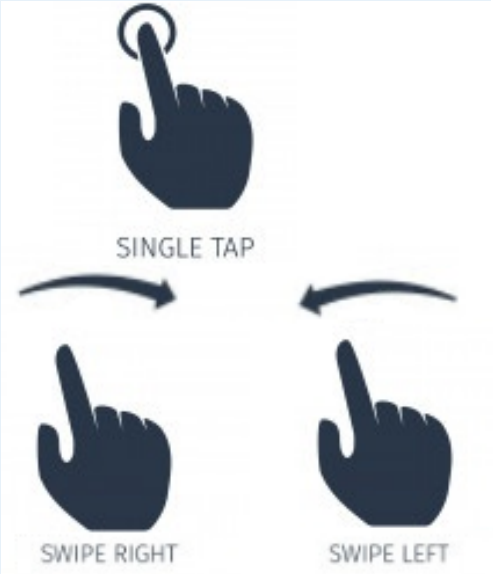
Appareil photo



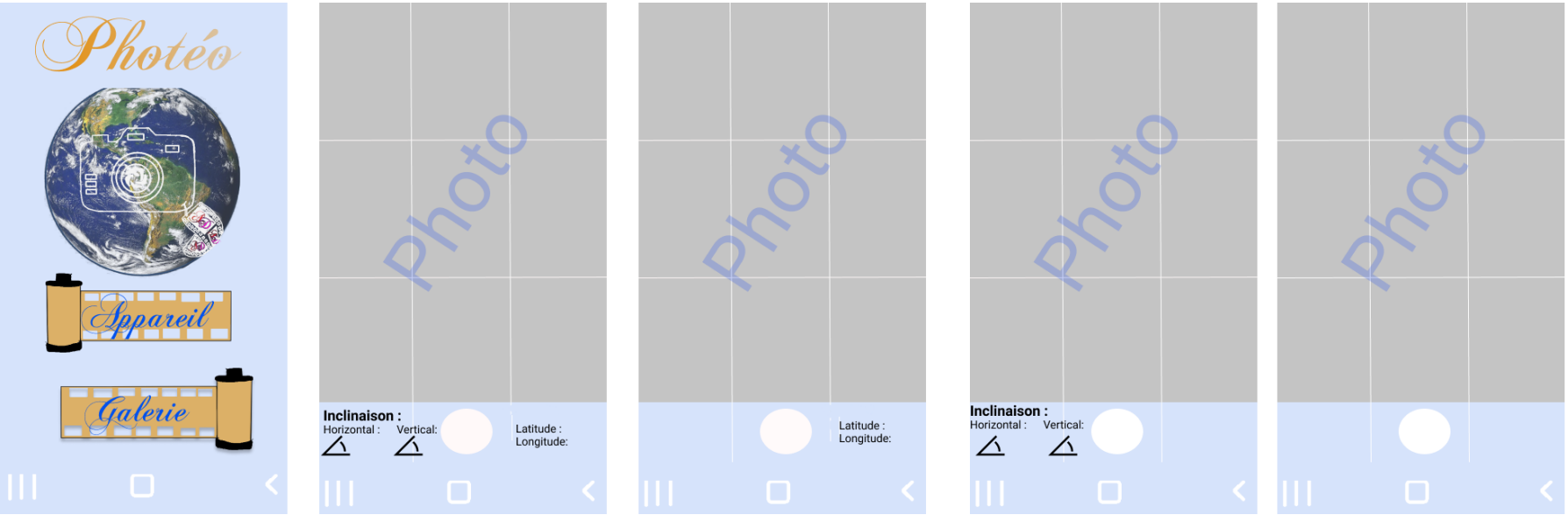
Capteurs



Gestes courants



Maquette


Photéo
Appareil
Galerie
Photo
Inclinaison :
Horizontal :
Vertical:
Latitude :
Longitude:
Photo
Latitude :
Longitude:
Photo
Inclinaison :
Horizontal :
Vertical:
Photo

Création dans Android Studio

Problèmes

- Appareil photo
- Sauvegarde de la photo

Création dans Android Studio

4 Langues

Photéo
Appareil
Galerie
Quitter
Photéo
Camera
Gallery
Exit
Photéo
カメラ
ギャラリー
出口
Photéo
Камера
Галерея
Выход

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Présentation d'un code

```
private byte[] ajout(byte[] bytes,int h,int l) {
333         InputStream is = new ByteArrayInputStream(bytes);
334         Bitmap bitmap = BitmapFactory.decodeStream(is);
335         Bitmap drawableBitmap = bitmap.copy(Bitmap.Config.ARGB_8888,true);
336         Canvas canvas = new Canvas(drawableBitmap);
337         Paint paint = new Paint();
338         paint.setColor(Color.WHITE);
339         paint.setTextSize(100);
340         double x = h*.05;
341         double y = l*0.90;
342         String txt,txt2,txt3;
343         switch (state){
344             case 0:
345                 //x,y et z (gyroscope)
346                 txt= "rot"+grp1txfix1.getText()+":"+grp1tx1.getText();//X
347                 txt2 ="rot"+grp1txfix2.getText()+":"+grp1tx2.getText();//Y
348                 txt3 ="rot"+grp1txfix3.getText()+":"+grp1tx3.getText();//Z
349                 System.out.println(txt);
350                 canvas.drawText(txt,(int)x,(int)y,paint);//dessine x
351                 y=l*0.94;
352                 canvas.drawText(txt2,(int)x,(int)y,paint);//dessine y
353                 y=l*0.98;
354                 canvas.drawText(txt3,(int)x,(int)y,paint);//dessine z
355                 x=h*0.65;
356                 y =l*0.90;
357                 //position (geolocalisation)
358                 txt = grp2txfix1.getText()+":"+grp2tx1.getText();//latitude
359                 txt2 =grp2txfix2.getText()+":"+grp2tx2.getText();//longitude
360                 txt3 =grp2txfix3.getText()+":"+grp2tx3.getText();//altitude
361                 canvas.drawText(txt,(int)x,(int)y,paint);
362                 y=l*0.94;
363                 canvas.drawText(txt2,(int)x,(int)y,paint);
364                 y=l*0.98;
365                 canvas.drawText(txt3,(int)x,(int)y,paint);
366                 break;
367
368         }
369         ByteArrayOutputStream outputStream = new ByteArrayOutputStream();
370         drawableBitmap.compress(Bitmap.CompressFormat.PNG, 0, outputStream);
371         return outputStream.toByteArray();
372     }
```

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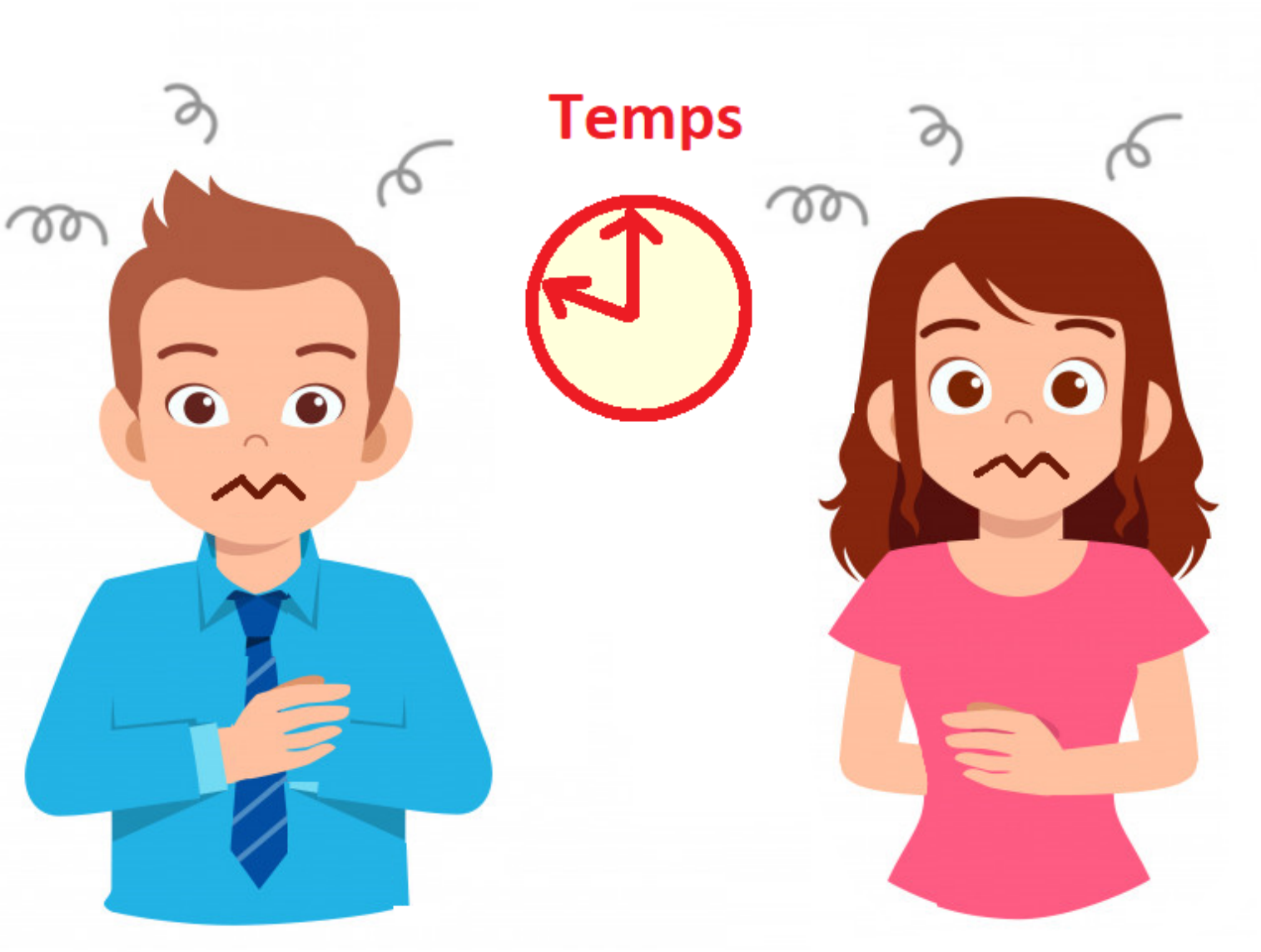
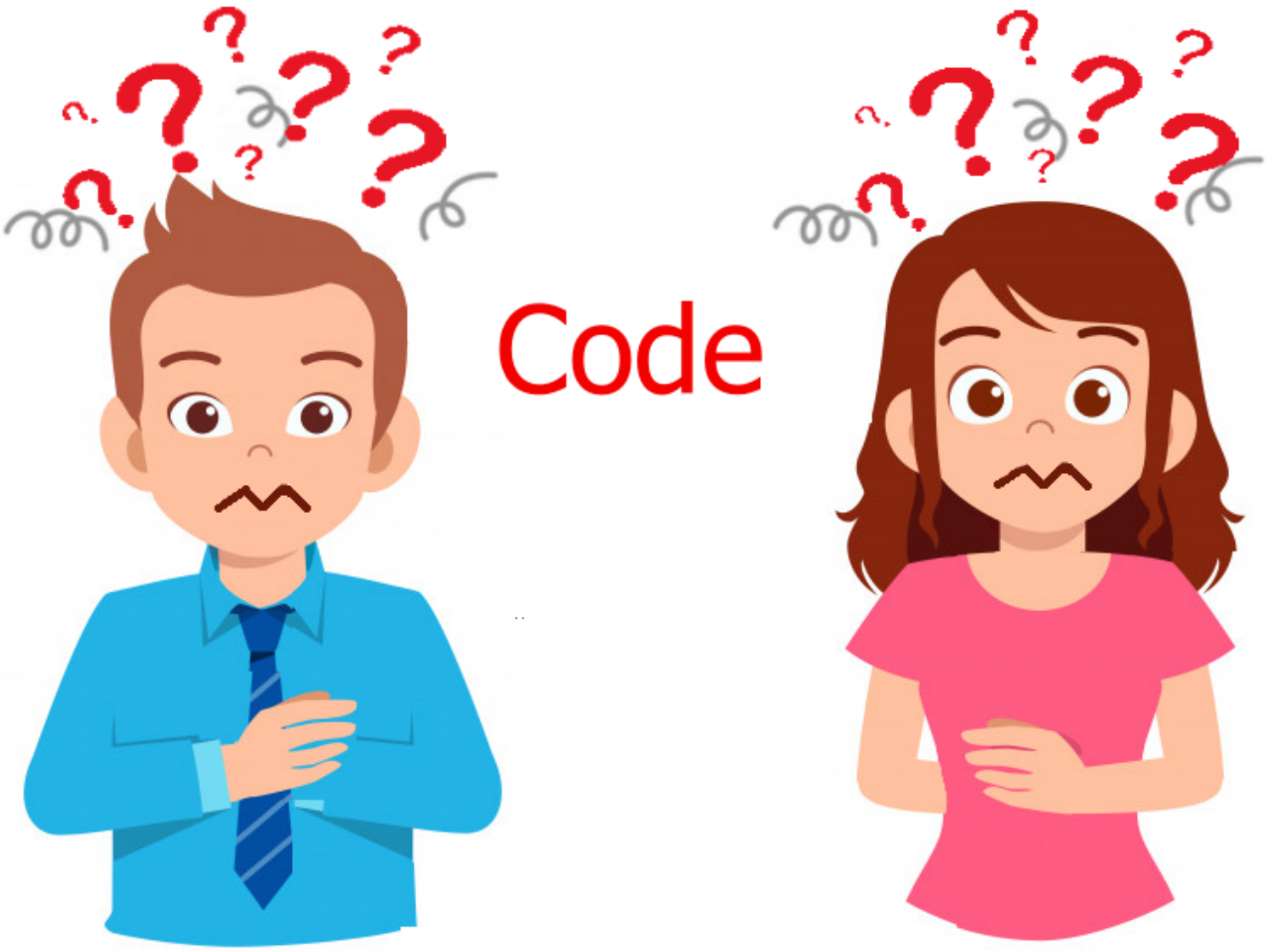
Problème



Problème



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