
Loading images

1. Implement Picasso

In build.gradle (Module: app) add under dependencies:

```
implementation 'com.squareup.picasso:picasso:2.71828'
```

2. Create an Activity with an Image View:

```
<ImageView
    android:id="@+id/imageView"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
/>
```

3. Then attach

```
Picasso.get().load("http://i.imgur.com/DvpvklR.png").into(imageView);
```

E.G. :

```
public class ImageActivity extends AppCompatActivity {
    ImageView imageView;

    public void cambia() {
        String url = "https://i.imgur.com/gcRA47c.jpg";
        Picasso.get().load("url").into(imageView);
    }

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_image);
        imageView = (ImageView) findViewById(R.id.imageView);
        cambia();
    }
}
```

4. On the Android Manifesto, under 'package' add:

```
<uses-permission android:name="android.permission.INTERNET"></uses-permission>
```

E.G. :

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.usbee">
    <uses-permission android:name="android.permission.INTERNET"></uses-permission>

    <application
        .....
```