Mobile Programming

POLKKU

—

Team 6

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INDEX
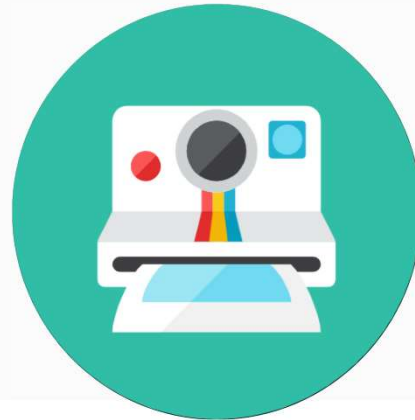

Introduction

Reference : hyesu_mon(Instagram)

Reference : barbie_by(Instagram)

Reference : sehi_ie(Instagram)

The above pictures are photos taken with a Polaroid camera.

Brief description

POLKKU

'POLKKU' that edit photos as if they were taken with a Polaroid camera.

Key features and Advantages

You can use the app instead of decorating with stickers or pens. It is also easy to modify.

Instead of buying a Polaroid camera, you can have the same effect as a Polaroid picture.
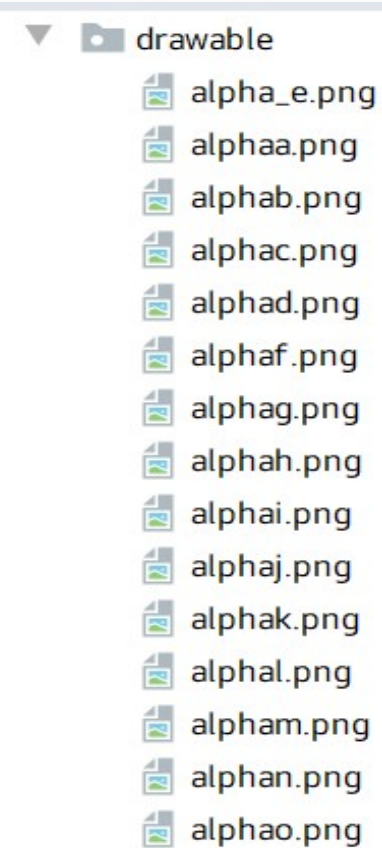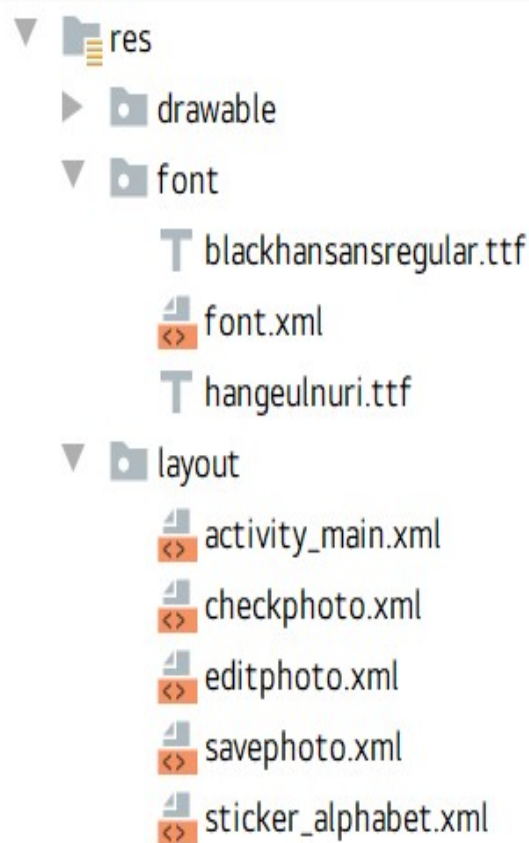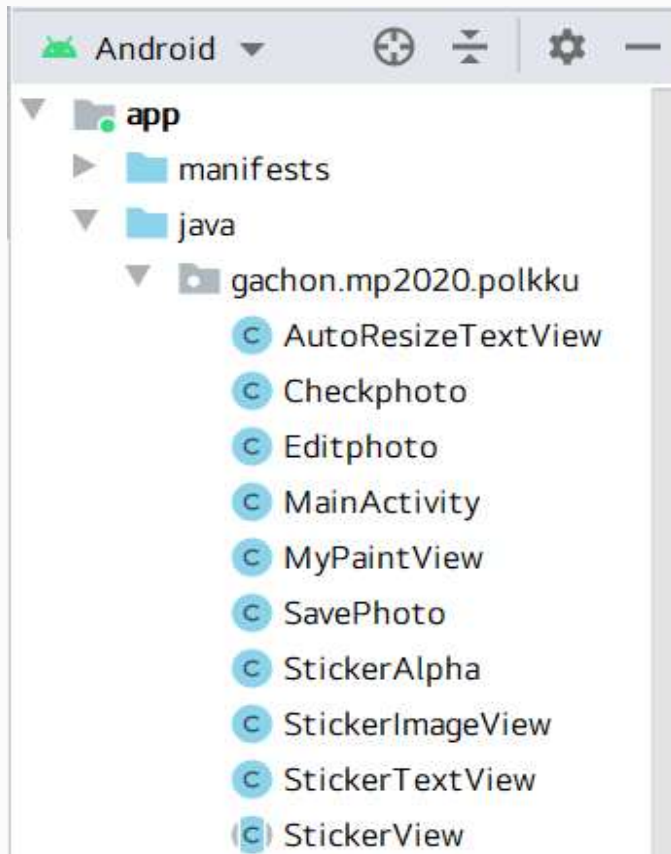
Pictures decorated as desired can be left as memories

Demo Our App

Implementation

CheckPhoto.class


```
public void openGallery(){
    Intent intent = new Intent();
    intent.setType("image/*");
    intent.setAction(Intent.ACTION_GET_CONTENT);

    startActivityForResult(intent, 101);
}

public void openCamera(){

    if(file == null){

        file = createFile();
    }
    imageUri = FileProvider.getUriForFile(this, "gachon.mp2020.polkku.fileprovider", file);
    Intent intent = new Intent(MediaStore.ACTION_IMAGE_CAPTURE);
    intent.putExtra(MediaStore.EXTRA_OUTPUT, imageUri);
    startActivityForResult(intent, REQUEST_CAMERA);
}
```

POLKKU의 다음 작업을
허용하시겠습니까? 기ㅈ
사진, 미디어, 파일 액세

1/2   거부

CAMERA   GALLE
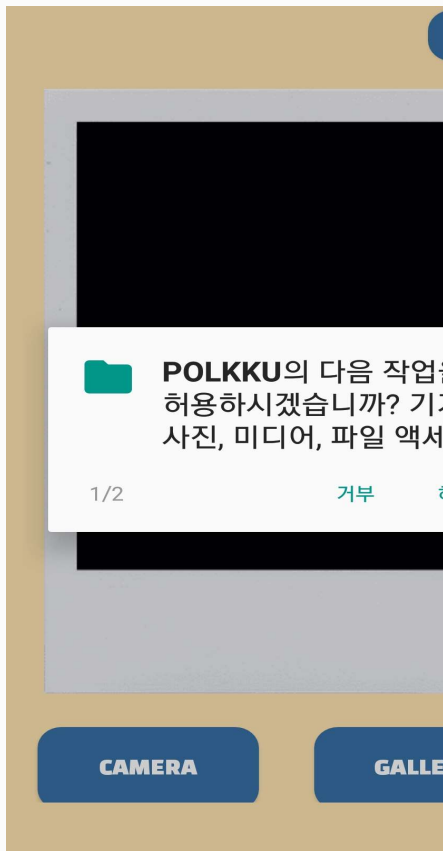
CheckPhoto.class

▶ Rotational Angle Transformation
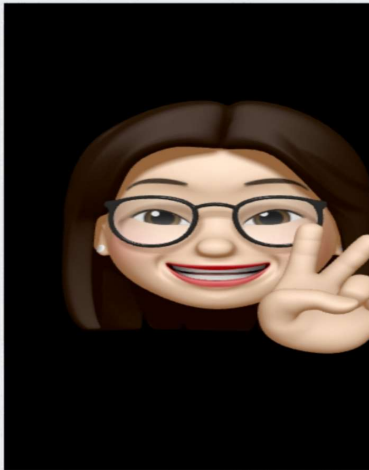
```java
public int exifOrientationToDegrees(int exifOrientation)
{
    if(exifOrientation == ExifInterface.ORIENTATION_ROTATE_90)
    {
        return 90;
    }
    else if(exifOrientation == ExifInterface.ORIENTATION_ROTATE_180)
    {
        return 180;
    }
    else if(exifOrientation == ExifInterface.ORIENTATION_ROTATE_270)
    {
        return 270;
    }
    return 0;
}
```
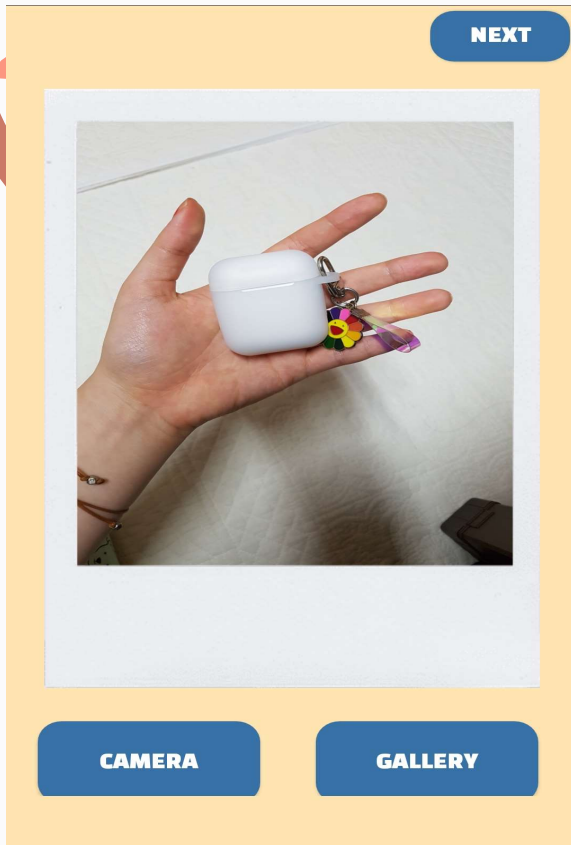
EditPhoto.class

색상선택 굵기입력 지우개

글자 스티커 텍스트를 입력하세요

```
byte[] byteArray = getIntent().getByteArrayExtra("image");
Bitmap bitmap = BitmapFactory.decodeByteArray(byteArray,0,byteArray.length);
BitmapDrawable ob = new BitmapDrawable(getResources(),bitmap);

final int width = (int) TypedValue.applyDimension(TypedValue.COMPLEX_UNIT_DIP, 312,
getResources().getDisplayMetrics());
final int height = (int) TypedValue.applyDimension(TypedValue.COMPLEX_UNIT_DIP, 438,
getResources().getDisplayMetrics());

linearLayout.setBackground(ob); // Place a drawable image in the background of layout
linearLayout.addView(view, params);
```
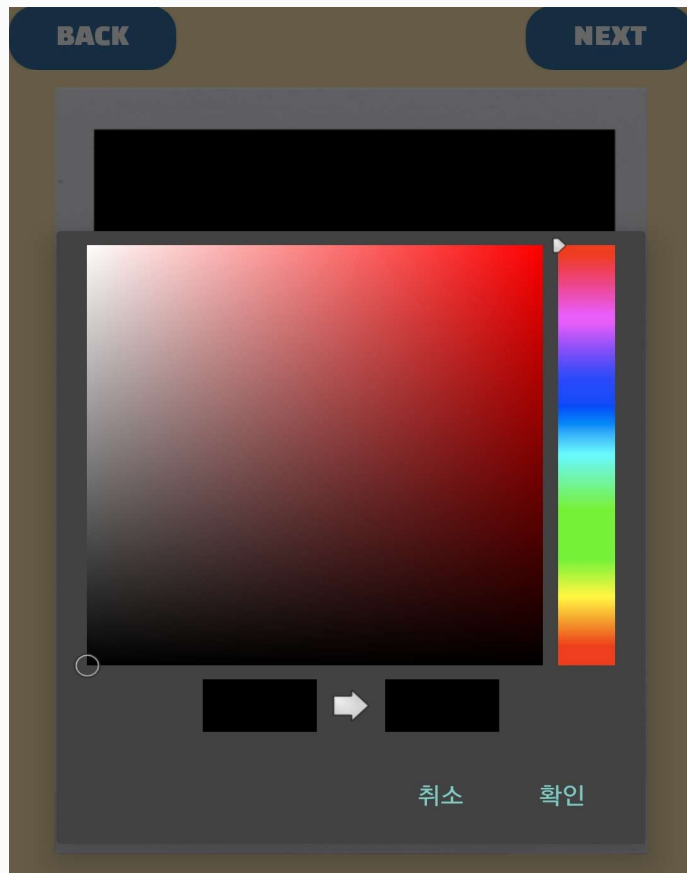
EditPhoto.class

▶ Select Color that user want -> Open source

```
private void openColorPicker() {
    AmbilWarnaDialog colorPicker = new AmbilWarnaDialog(this, tColor, new
AmbilWarnaDialog.OnAmbilWarnaListener() {
        @Override
        public void onCancel(AmbilWarnaDialog dialog) {
        }
        @Override
        public void onOk(AmbilWarnaDialog dialog, int color) {
            view.setColor(color);
        }
    });
    colorPicker.show();
}
```

implementation 'com.github.yukuku:ambilwarna:2.0.1'

EditPhoto.class

▶ Select width that user want

```java
Button btn2=findViewById(R.id.thickPickerButton);
btn2.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View v) {
        show();
    }
}); //굵기 선택


public void setStrokeWidth(int width){
    mPaint.setStrokeWidth(width);
```
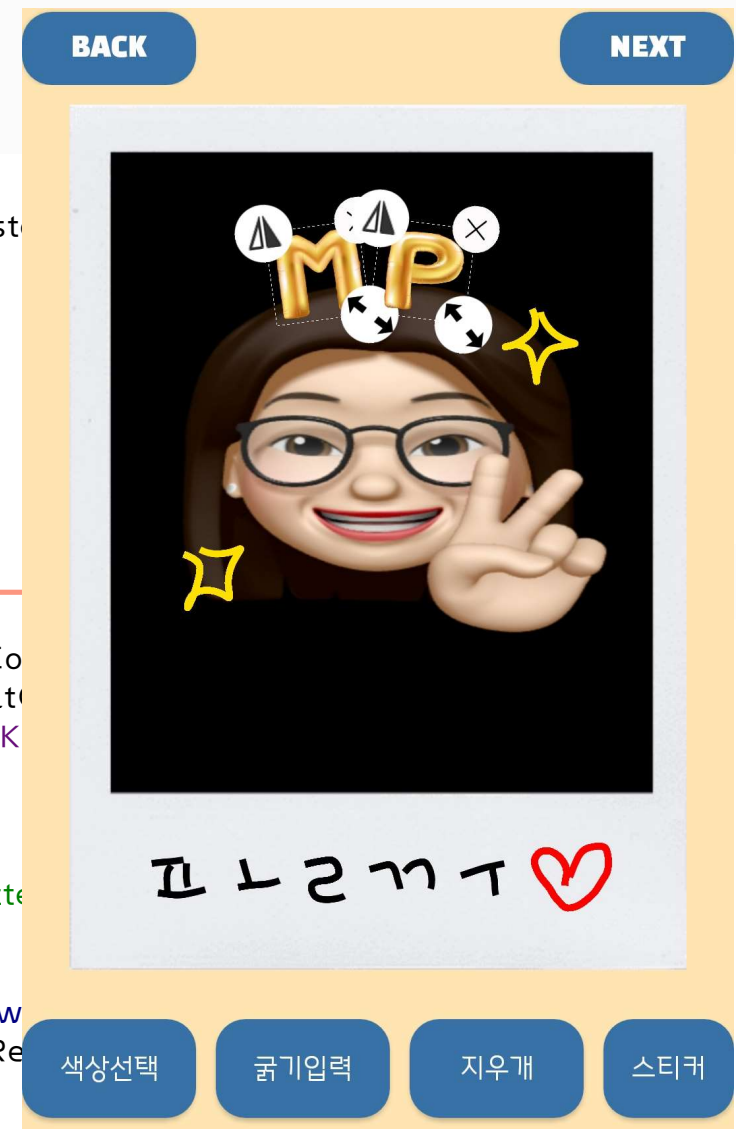
Alphabet screen with BACK button and letters A-Z.
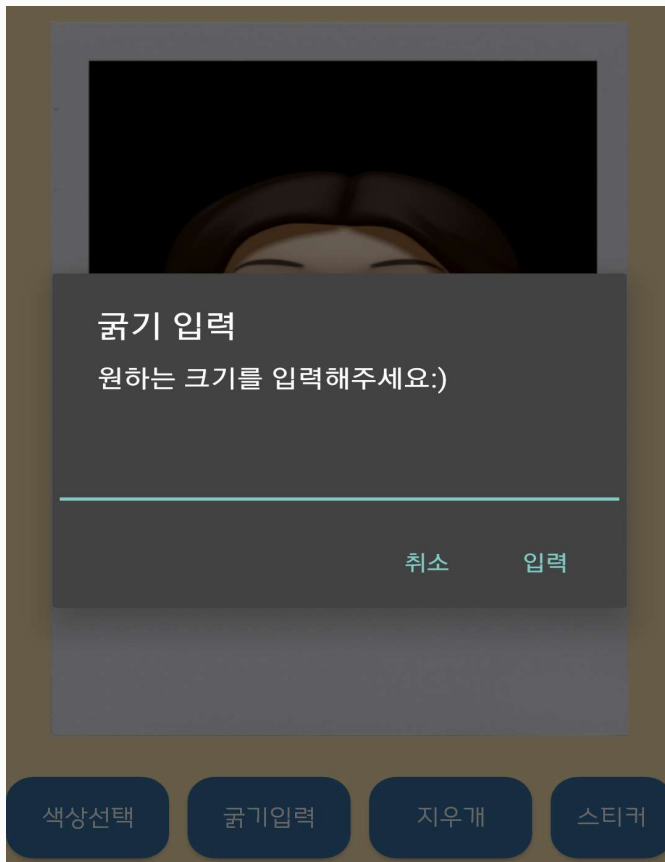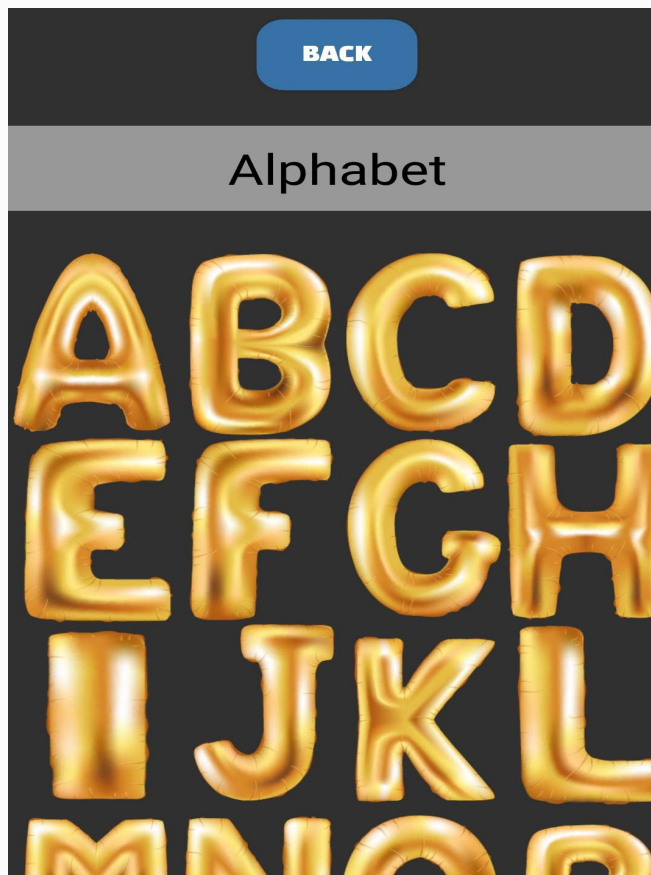
EditPhoto.class

```java
btn1 = (ImageButton)findViewById(R.id.A);
btn1.setOnClickListener(new View.OnClickList...
    @Override
    public void onClick(View v) {
        Intent intent = new Intent();
        intent.putExtra("selected", 1);
        setResult(RESULT_OK, intent);
        finish();
    }
});
```

```java
@Override
protected void onActivityResult(int requestCo...
    super.onActivityResult(requestCode, result...
    if(requestCode == REQUEST_IMAGE_STICK...
        if(resultCode==RESULT_OK){
            int selected = -1;
            if(data != null){
                selected =  data.getIntExtra("selecte...
            }
            if (selected == 1){
                StickerImageView im_sticker = new...
                im_sticker.setImageDrawable(getRe...
                linearLayout.addView(im_sticker);
                stickers.add(im_sticker);
```

Photo editing screen with BACK and NEXT buttons, and bottom buttons: 색상선택, 굵기입력, 지우개, 스티커

EditPhoto.class


```java
@Override
public View getMainView() {
    if(tv_main != null)
        return tv_main;

    tv_main = new AutoResizeTextView(getContext());
    //tv_main.setTextSize(22);
    tv_main.setTextColor(Color.WHITE);
    tv_main.setGravity(Gravity.CENTER);
    tv_main.setTextSize(400);
    tv_main.setShadowLayer(4, 0, 0, Color.BLACK);
    tv_main.setMaxLines(1);
    FrameLayout.LayoutParams params = new FrameLayout.LayoutParams(
            ViewGroup.LayoutParams.MATCH_PARENT,
            ViewGroup.LayoutParams.MATCH_PARENT
    );
    params.gravity = Gravity.CENTER;
    tv_main.setLayoutParams(params);
    if(getImageViewFlip()!=null)
        getImageViewFlip().setVisibility(View.GONE);
    return tv_main; }
```
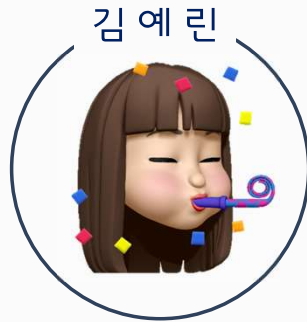
SavePhoto.class

SMJ

보라카이 🩷
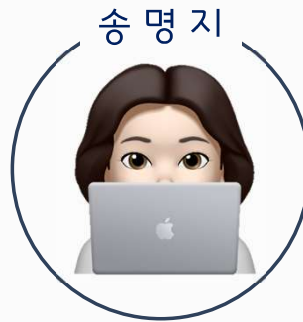
포도나무 💜

MP

Mobile Programming

ROLE

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윤호찬

Overall xml
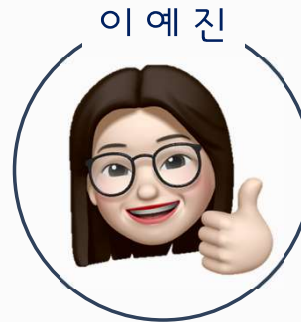(Design and
decoration)

Pen decoration
Image adjustment
(Send image to other activity)

Image adjustment
(Resize picture)
Save Image

Decoration
(Eraser, Sticker)
Allow access
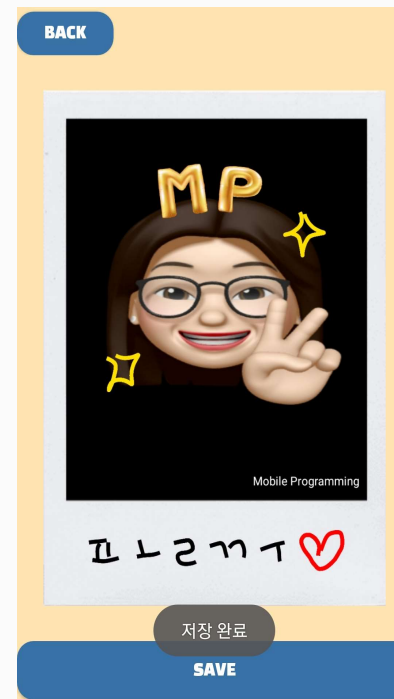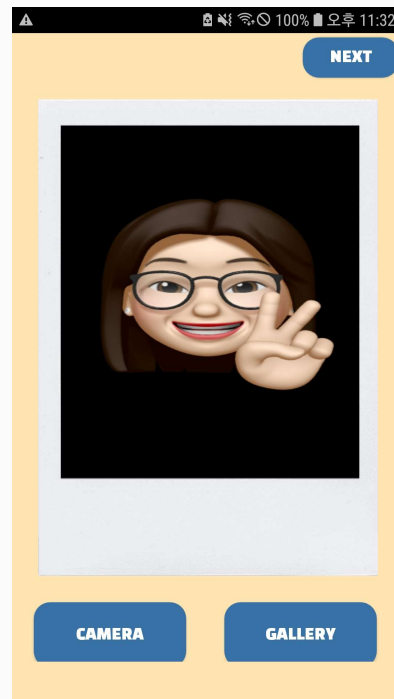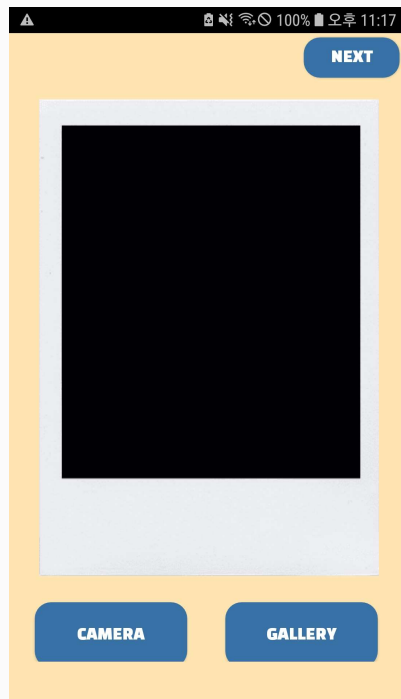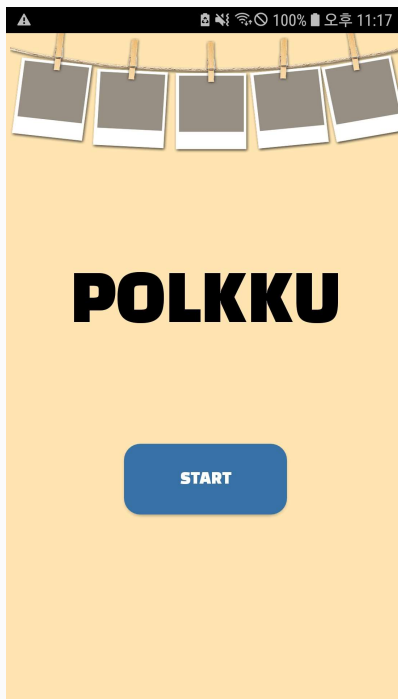
"Pair Programming"

We proceeded by helping each other in the difficult part.

Conclusion
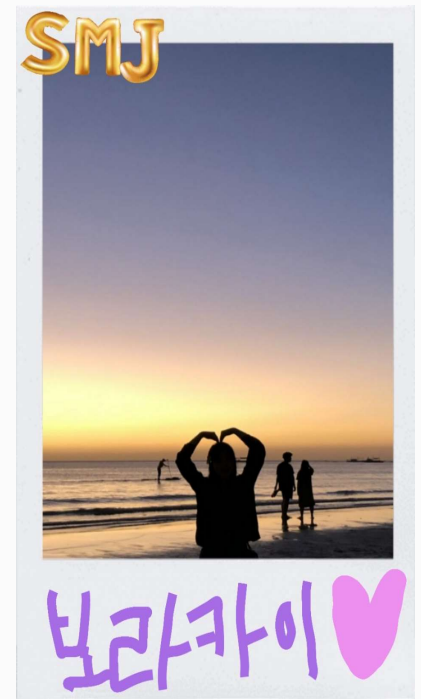
There were more things to consider than we thought.

감사합니다