DATE:09/05/2024

AIM:-

Develop an android application to capture image using camera and displaying the image using ImageView.

PROCEDURE:-

- Step 1: Create a new Android Project.
- Step 2: Design the user interface.
- Step 3: Implement camera functionality.
- Step 4: Display the captured image.
- Step 5: Handle permissions.
- Step 6: Test the application.
- Step 7: Handle edge cases.
- Step 8: Optimize and refine.

PRGRAM CODE:-

AndroidManifest.xml:

```
<application
    android:allowBackup="true"
    android:icon="@mipmap/ic_launcher"
    android:label="@string/app_name"
    android:roundIcon="@mipmap/ic_launcher_round"
    and roid: supports Rtl = "true" \\
    android:theme="@style/AppTheme">
    <activity android:name=".MainActivity">
       <intent-filter>
         <action android:name="android.intent.action.MAIN" />
         <category android:name="android.intent.category.LAUNCHER" />
       </intent-filter>
    </activity>
  </application>
</manifest>
activity_main.xml:
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context=".MainActivity">
  <ImageView
```

```
android:id="@+id/imageView"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_centerInParent="true"
    android:layout_margin="16dp"
    and roid: adjust View Bounds = "true" \\
    android:scaleType="centerCrop" />
  <Button
    android:id="@+id/buttonCapture"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Capture Image"
    android:layout_alignParentBottom="true"
    android:layout_centerHorizontal="true"
    android:layout_marginBottom="32dp" />
</RelativeLayout>
MainActivity.kt:
package com.example.cameraimagecapture
import android.app.Activity
import android.content.Intent
import android.graphics.BitmapFactory
import android.os.Bundle
import android.provider.MediaStore
```

```
import android.widget.Button
import android.widget.ImageView
import androidx.appcompat.app.AppCompatActivity
class MainActivity : AppCompatActivity() {
  private lateinit var imageView: ImageView
  private lateinit var buttonCapture: Button
  private val REQUEST_IMAGE_CAPTURE = 1
  override fun onCreate(savedInstanceState: Bundle?) {
    super.onCreate(savedInstanceState)
    setContentView(R.layout.activity_main)
    imageView = findViewById(R.id.imageView)
    buttonCapture = findViewById(R.id.buttonCapture)
    buttonCapture.setOnClickListener {
       dispatchTakePictureIntent()
  private fun dispatchTakePictureIntent() {
    Intent(MediaStore.ACTION_IMAGE_CAPTURE).also { takePictureIntent ->
       takePictureIntent.resolveActivity(packageManager)?.also {
         startActivityForResult(takePictureIntent,
REQUEST_IMAGE_CAPTURE)
```

```
override fun onActivityResult(requestCode: Int, resultCode: Int, data: Intent?) {
    super.onActivityResult(requestCode, resultCode, data)
    if (requestCode == REQUEST_IMAGE_CAPTURE && resultCode ==
Activity.RESULT_OK) {
      val imageBitmap = data?.extras?.get("data") as? android.graphics.Bitmap
      imageView.setImageBitmap(imageBitmap)
    }
}
```

OUTPUT:-









RESULT:-

Thus to develop an android application to capture image using camera and displaying the image using ImageView is implemented and executed successfully.