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| A picture containing drawing, stop, room  Description automatically generated | Mobile Programming  Practical #5 | | |
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| **Name** | Akshay More | **Roll Number** | 21302A0020 |
| **Subject/Course:** | Mobile Programming | | |
| **Topic** | Camera Plugin | | |
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| Camera Plugin | | | |
| 1. Create an app to capture an image using Camera. | | | |
| package com.example.myapplication  import androidx.appcompat.app.AppCompatActivity  import android.os.Bundle  import android.widget.ImageView  import android.widget.Button  import android.provider.MediaStore  import android.graphics.Bitmap  import android.content.Intent  import android.content.ActivityNotFoundException  import android.app.Activity  class MainActivity : AppCompatActivity()  {  private val cameraRequest=200  override fun onCreate(savedInstanceState: Bundle?)  {  super.onCreate(savedInstanceState)setContentView(R.layout.activity\_main)  val b1 = findViewById<Button>(R.id.button) as Buttonval  iv = findViewById<ImageView>(R.id.imageView) as ImageView  b1?.setOnClickListener  {  try {  capturePhoto()  }  catch (e: ActivityNotFoundException)  {//display error state to the user  }  }  }  override fun onActivityResult(  requestCode: Int, resultCode: Int, data: Intent?)  {  super.onActivityResult(requestCode, resultCode, data)  val iv = findViewById<ImageView>(R.id.imageView) as ImageView  if (resultCode == Activity.RESULT\_OK && requestCode == cameraRequest && data != null)  {  val photo: Bitmap = data?.extras?.get("data") as Bitmapiv.setImageBitmap(photo)  }  }  fun capturePhoto() {  val cameraIntent = Intent(MediaStore.ACTION\_IMAGE\_CAPTURE)startActivityForResult(cameraIntent, cameraRequest)}  } | | | |
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