

Course Module : MIT3206 - Mobile Computing

Course Lecturer : Senior Lecturer Gihan P. Seneviratne Sir

❖ Assignment 6 : Camera Demo

Used Android Studio: Android Studio Koala | 2024.1.1

GitHub Private Repository Link :

https://github.com/NavinduMadusanka/Assignment6-MIT3206-22550119.git

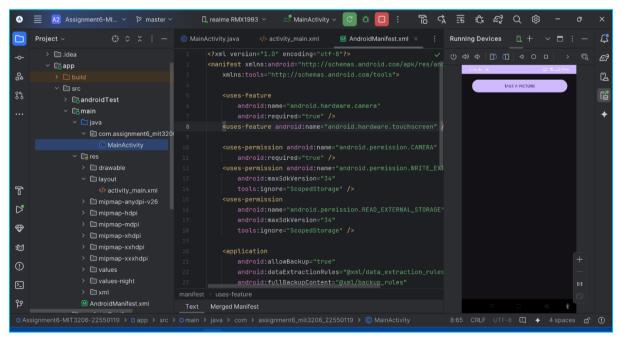
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Assignment6-MIT3206-22550119



Assignment 6 : Camera Demo

Below is a summary of what I have learned and focused on in this assignment.

1. Android Components

API level

Android Version	API Level	Version Name
Android 7.0	24	Nougat

Permissions

```
uses-permission - READ_EXTERNAL_STORAGEuses-permission - WRITE_EXTERNAL_STORAGEuses-permission - ACCESS CAMERA
```

Newly learned key points in this assignment

- Granting user permissions to access headwear
 (External storage & built-in camera)
- Reducing picture file capacity
- tools:targetApi="34" in AndroidMainfest.xml
- uses-feature android:name="android.hardware.touchscreen"
 uses-feature android:name="android.hardware.camera"

2. Functionality of the mobile application

- The app opens with a "Take A Picture" button to take a photo.
- Pressing the "Take A Picture" button opens the camera and gives a chance to the photo.



- After pressing the "Ok" button, its capacity is reduced and it is saved in the external storage.

• Functions descriptions

In this assignment I will mention the special activity functions that I have just learned.

No	Function	Description
1	onCreate(Bundle savedInstanceState)	This is the first method called when the activity is created. It is used to initialize the activity and set up the user interface.
2	setOnClickListener(View.OnClickListener listener)	This method is used to set a click listener for a button or other view. When the button is clicked, the code in the listener is executed.
3	startActivityForResult(Intent intent, int requestCode)	This method is used to start another activity and receive a result from it. The requestCode is used to identify the request.
4	onActivityResult(int requestCode, int resultCode, Intent data)	This method is called when an activity started with startActivityForResult() finishes. The requestCode is used to identify the request, the resultCode indicates whether the activity was successful, and the data contains any data returned by the activity.



3. Running the Application on my android mobile device

I was running the android app for testing in my android mobile device.

My android mobile device is Realme X2 RMX1993.

Below is a photo of my android mobile device (Realme X2 RMX1993) while the app was running.

My android mobile device display setting is set as dark mode option.



Photo 1 : Assignment6-MIT3206-22550119 in Realme X2 RMX1993

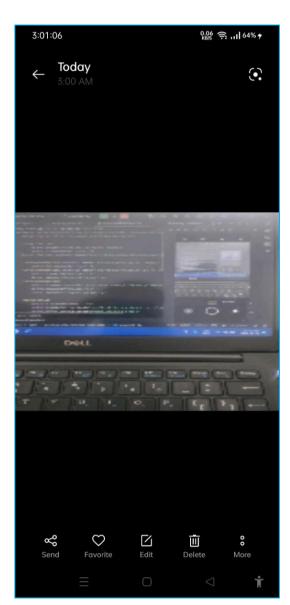


Photo 2 : Assignment6-MIT3206-22550119 in Realme X2 RMX1993



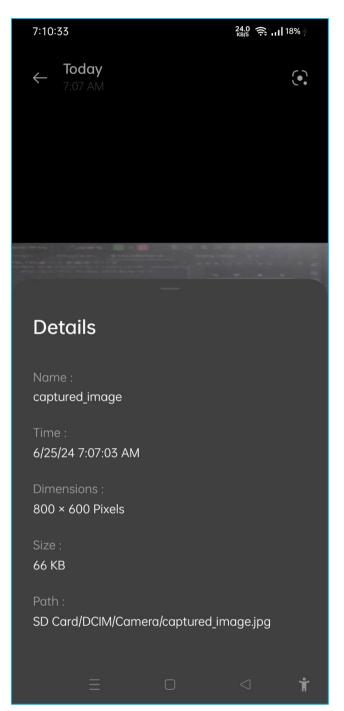


Photo 3 : Assignment6-MIT3206-22550119 in Realme X2 RMX1993



Photo 4 : Assignment6-MIT3206-22550119 in Realme X2 RMX1993



Photo 5: Assignment6-MIT3206-22550119 in Realme X2 RMX1993



- 4. Main Coding files
- MainActivity.java

```
import androidx.appcompat.app.AppCompatActivity;
import java.io.FileOutputStream;
import java.io.IOException;
   private static final int REQUEST IMAGE CAPTURE = 1;
   protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
       setContentView(R.layout.activity main);
       btnCaptureImage = findViewById(R.id.btn capture image);
           @Override
       if (takePictureIntent.resolveActivity(getPackageManager())!= null)
           startActivityForResult(takePictureIntent,
   protected void onActivityResult(int requestCode, int resultCode, Intent
           Bitmap imageBitmap = (Bitmap) extras.get("data");
           saveImageToSDCard(imageBitmap);
```



```
private void saveImageToSDCard(Bitmap bitmap) {
    // Reduce the size of the captured image
    Bitmap resizedBitmap = Bitmap.createScaledBitmap(bitmap, 800, 600,
true);

    // Create a file to save the image
    File imageFile = new
File (Environment.getExternalStoragePublicDirectory(Environment.DIRECTORY_PI
CTURES), "captured_image.jpg");

try {
    // Save the image to the SD card
    FileOutputStream fos = new FileOutputStream(imageFile);
    resizedBitmap.compress(Bitmap.CompressFormat.JPEG, 90, fos);
    fos.close();

    // Notify the user that the image has been saved
    Uri imageUri = Uri.fromFile(imageFile);
    sendBroadcast(new Intent(Intent.ACTION_MEDIA_SCANNER_SCAN_FILE,
imageUri));
} catch (IOException e) {
    e.printStackTrace();
}
}
```

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:padding="14dp">

    <Button
        android:id="@+id/btn_capture_image"
        android:layout_width="300dp"
        android:layout_marginStart="18dp"
        android:layout_height="wrap_content"
        android:text="TAKE A PICTURE" />

</LinearLayout>
```

AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <uses-feature
        android:name="android.hardware.camera"
        android:required="true" />
        <uses-feature android:name="android.hardware.touchscreen" />

        <uses-permission android:name="android.permission.CAMERA"
            android:required="true" />
        <uses-permission
android:name="android.permission.WRITE_EXTERNAL_STORAGE"</pre>
```

