Exercise (Instructions): Image Manipulator

Objectives and Outcomes

In this exercise we will use the ImageManipulator API from Expo SDK to edit the image that we obtain from the camera. At the end of this exercise you will be able to:

- Use the ImageManipulator API to edit an image

Using the ImageManipulator

- Open LoginComponent.js and update it as follows:

```
1   . . .
2
3   import { SecureStore, Camera, Permissions, ImagePicker, Asset, ImageManipulator
    } from 'expo';
4
5   . . .
6
7
8   getImageFromCamera = async () => {
9       const cameraPermission = await Permissions.askAsync(Permissions.CAMERA);
10      const cameraRollPermission = await Permissions.askAsync(Permissions
        .CAMERA_ROLL);
11
12      if (cameraPermission.status === 'granted' && cameraRollPermission.status
        === 'granted') {
13          let capturedImage = await ImagePicker.launchCameraAsync({
14              allowsEditing: true,
15              aspect: [4, 3],
16          });
17          if (!capturedImage.cancelled) {
18              console.log(capturedImage);
19              this.processImage(capturedImage.uri);
20          }
21      }
22
23  }
24
25  processImage = async (imageUri) => {
26      let processedImage = await ImageManipulator.manipulate(
27          imageUri,
28          [
29              {resize: {width: 400}}
30          ],
31          {format: 'png'}
32      );
33      console.log(processedImage);
34      this.setState({imageUrl: processedImage.uri });
35
36  }
37
38  . . .
```

- Save the changes and do a Git commit with the message "Image Manipulator".

Conclusions

In this exercise you will use the ImageManipulator API to modify the image.

[Mark as completed]