Practical No 23

1. Write a program to capture an image and display it using image view.

Code for activity_main.xml location layout folder

```xml
<? Xml version="1.0" encoding="utf 8"'
    <LinearLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
        xmlns:app="http://schemas.android.com/apk/res-auto"
        xmlns:tools="http://schemas.android.com/tools"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        tools:context=".MainActivity"
        android:orientation="vertical">
        <ImageView
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:id="@+id/cameraImg"
            android:minHeight="350sp"
            android:layout_marginTop="200dp" />
        <Button
            android:layout_width="match_parent"
            android:layout_height="wrap_content"
            android:id="@+id/sBtn"
            android:text="Take Picture"
            android:onClick="clickPhoto"
        android:layout_marginTop="10dp" />
</LinearLayout>
```

Code for MainActivity.java file location java folder

```java
        public class MainActivity extends AppCompatActivity {
  ImageView iv;
  @Override
  protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    iv = (ImageView) findViewById(R.id.cameraImg);
  }
  public void clickPhoto(View v) {
    Intent cameraIntent = new
Intent(MediaStore.ACTION_IMAGE_CAPTURE);
    startActivityForResult(cameraIntent,0);
  }
  @Override
  protected void onActivityResult(int requestCode, int resultCode,
@Nullable Intent data) {
    super.onActivityResult(requestCode, resultCode, data);
    Bitmap bm = (Bitmap)data.getExtras().get("data");
    iv.setImageBitmap(bm);
  }
        }
```