Camera

Camera

Starting with the iOS 8 SDK, you can get access to the camera device, camera roll and photo library through the `UIImagePickerController` class.

This allows photos and videos to be taken from within an application and for existing photos and videos to be presented to the user for selection.

The `UIImagePickerController` is a view controller *that gets presented modally* (meaning as a popover). When we select or cancel the picker, it runs the delegate, where we handle the case and dismiss the modal.

`UIImagePickerController`

The ultimate purpose of the `UIImagePickerController` class is to provide applications with either a photo or video. It achieves this by providing the user with access to the camera, camera roll or photo library on the device.

In the case of the camera, the user is able to either take a photo or record a video depending on the capabilities of the device and the application's configuration of the `UIImagePickerController` object.

Attributes of an `UIImagePickerController`

- `sourceType : UIImagePickerControllerSourceType`
  One of
  - `.camera`
  - `.photoLibrary`
  - `.savedPhotosAlbum`

- `mediaTypes` : array of strings
  - `kUTTypeImage` (image)
  - `kUTTypeMovie` (video)

- `allowsEditing` : Boolean
  allow changes before the image is passed back to the application

Creating and configuring a `UIImagePickerController`

- Optionally, check to make sure you have access to the camera / camera roll / photo library using the `isSourceTypeAvailable(_:)` class method
- Optionally, check to make sure the media type you want to use is available by using the `availableMediaTypes(for:)` class method
- Create an instance of `UIImagePickerController` and set up its parameters.
- Identify a `UIImagePickerControllerDelegate`.
- Present the image picker using `present()`.

Example code for `UIImagePickerController`

```
// create instance
let imagePicker = UIImagePickerController()

// identify delegate
imagePicker.delegate = self

// set up properties
imagePicker.sourceType =
    UIImagePickerControllerSourceType.photoLibrary
imagePicker.allowsEditing = false

// present the instance
present(imagePicker, animated:true, completion: nil)
```

`UIImagePickerController` delegate methods

As part of the `UIImagePickerController` delegate, you need to implement these protocol methods:

```
// Indicate that the user selected a photo/video
func imagePickerController(
      (UIImagePickerController,
      didFinishPickingMediaWithInfo:
      [String:Any] )

// Indicate that the user cancelled the pick
func imagePickerControllerDidCancel
       (UIImagePickerController)
```