

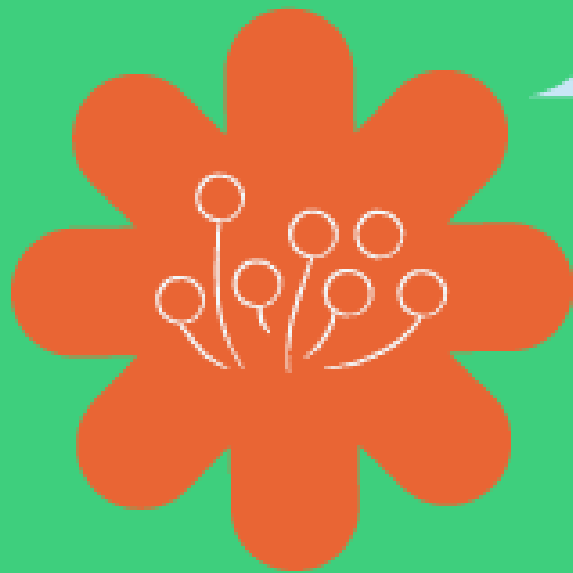
Lab 6

CSE 162 - Mobile Computing - Lab

android studio

Bumblebee // 2021.1.1

Powered by the IntelliJ® Platform



Templates

Phone and Tablet

Wear OS

Android TV

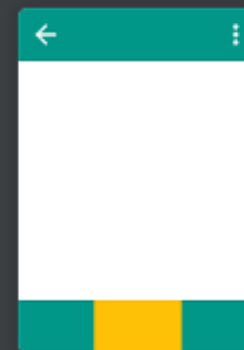
Automotive



No Activity



Basic Activity



Bottom Navigation Activity



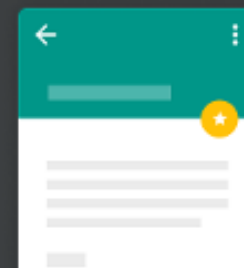
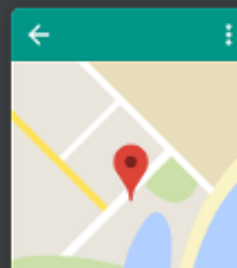
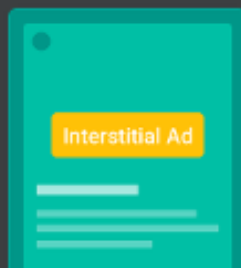
Empty Compose Activity



Empty Activity



Fullscreen Activity



Previous

Next

Cancel

Finish

Empty Activity

Creates a new empty activity

Name

Lab6FaceDetector

Package name

com.yangqingsun.lab6facedetector

Save location


D:\Projects\AndroidStudioProjects\Lab6FaceDetector


Language

Java

Minimum SDK

API 30: Android 11.0 (R)

 Your app will run on approximately **24.3%** of devices.
[Help me choose](#)

☐ Use legacy android.support libraries 

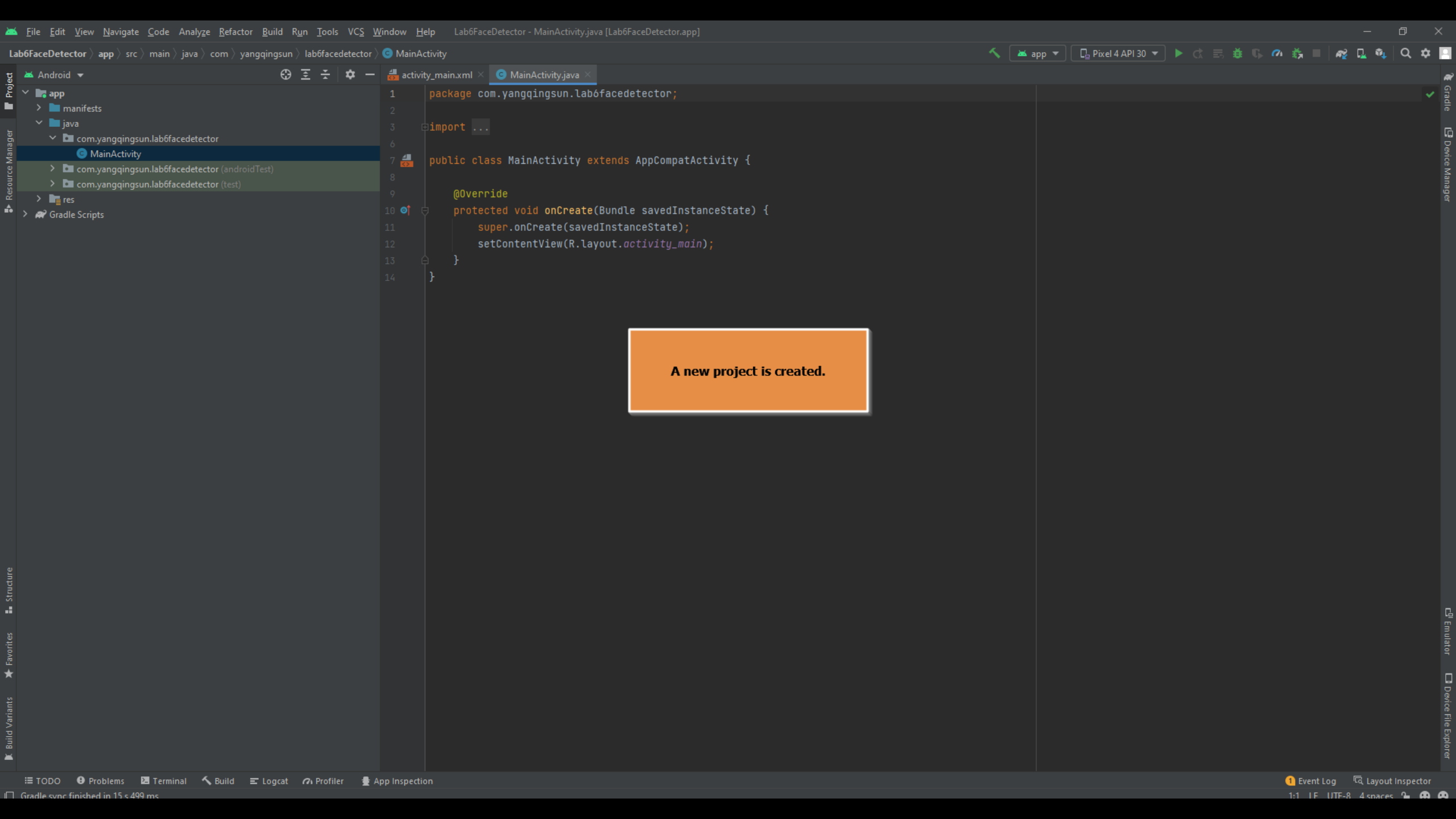
Using legacy android.support libraries will prevent you from using the latest Play Services and Jetpack libraries

Previous

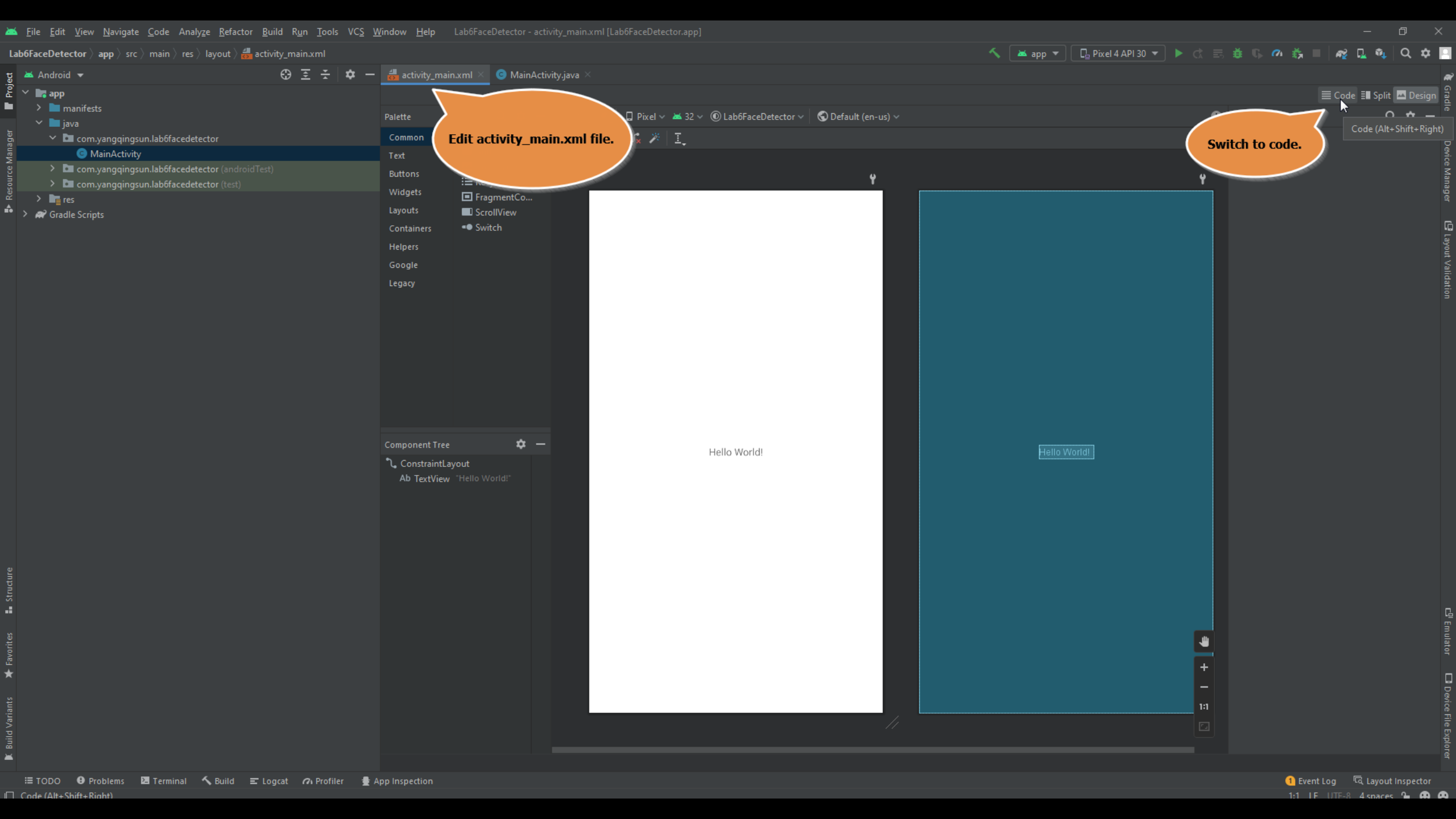
Next

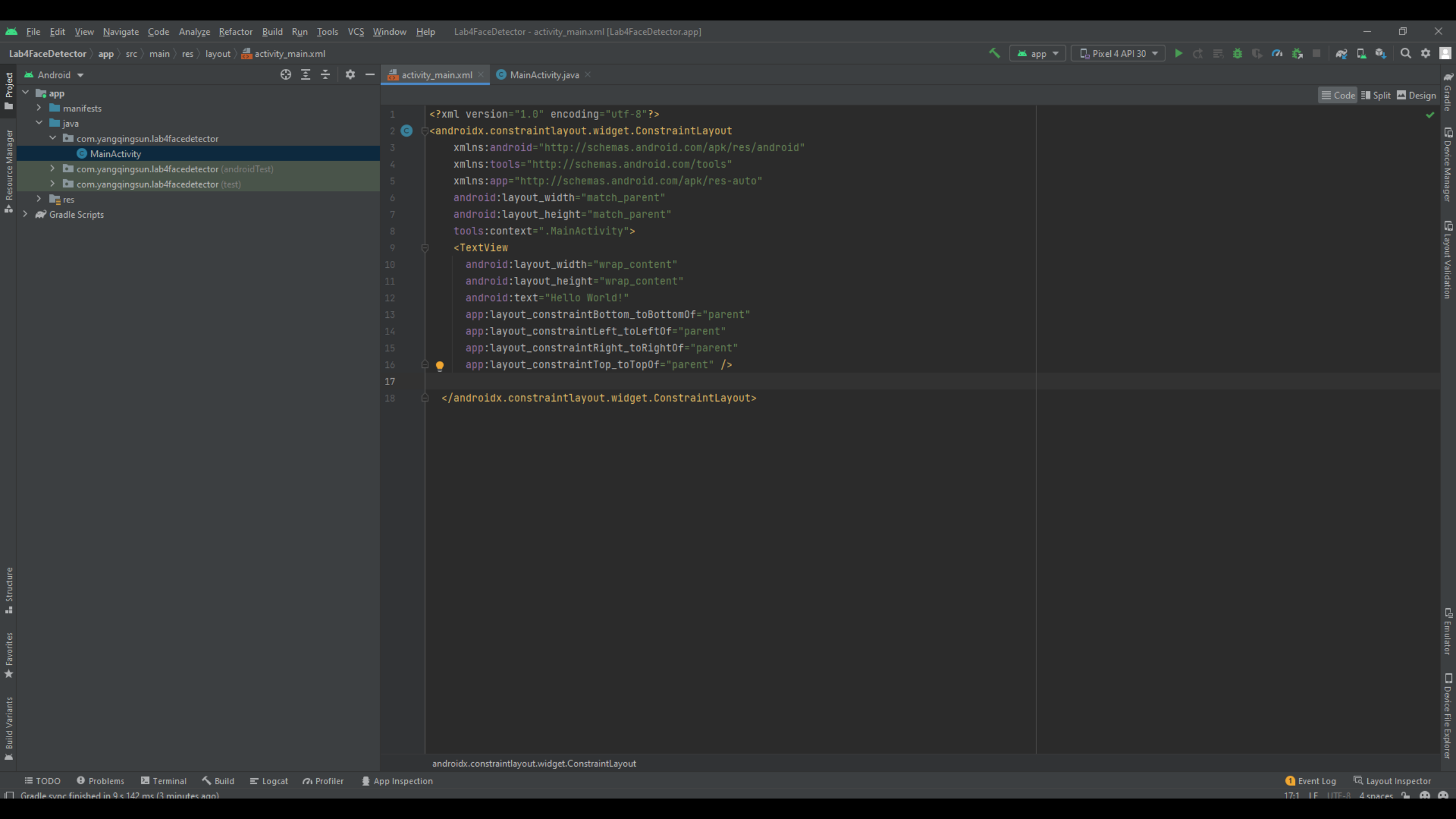
Cancel

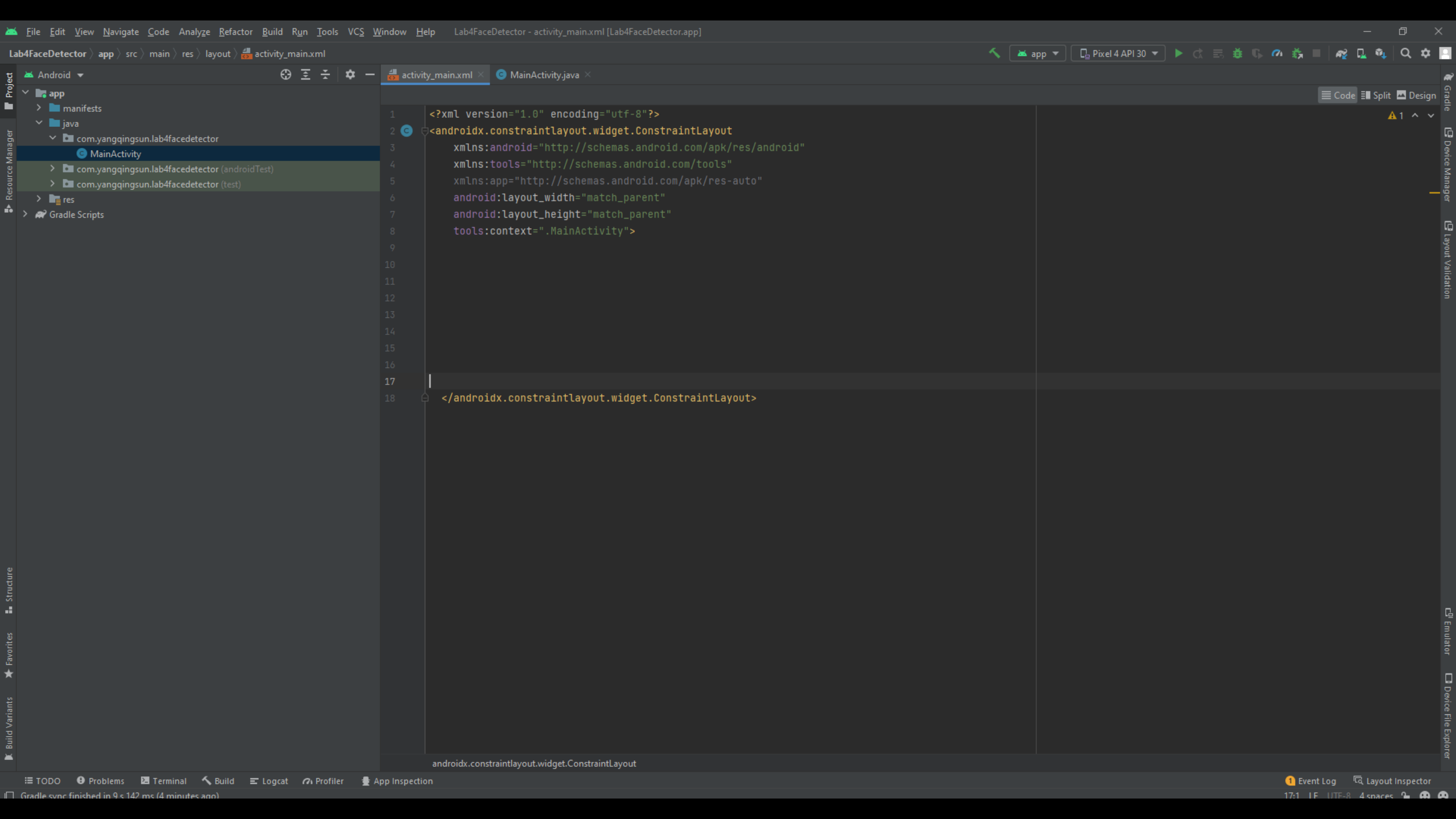
Finish

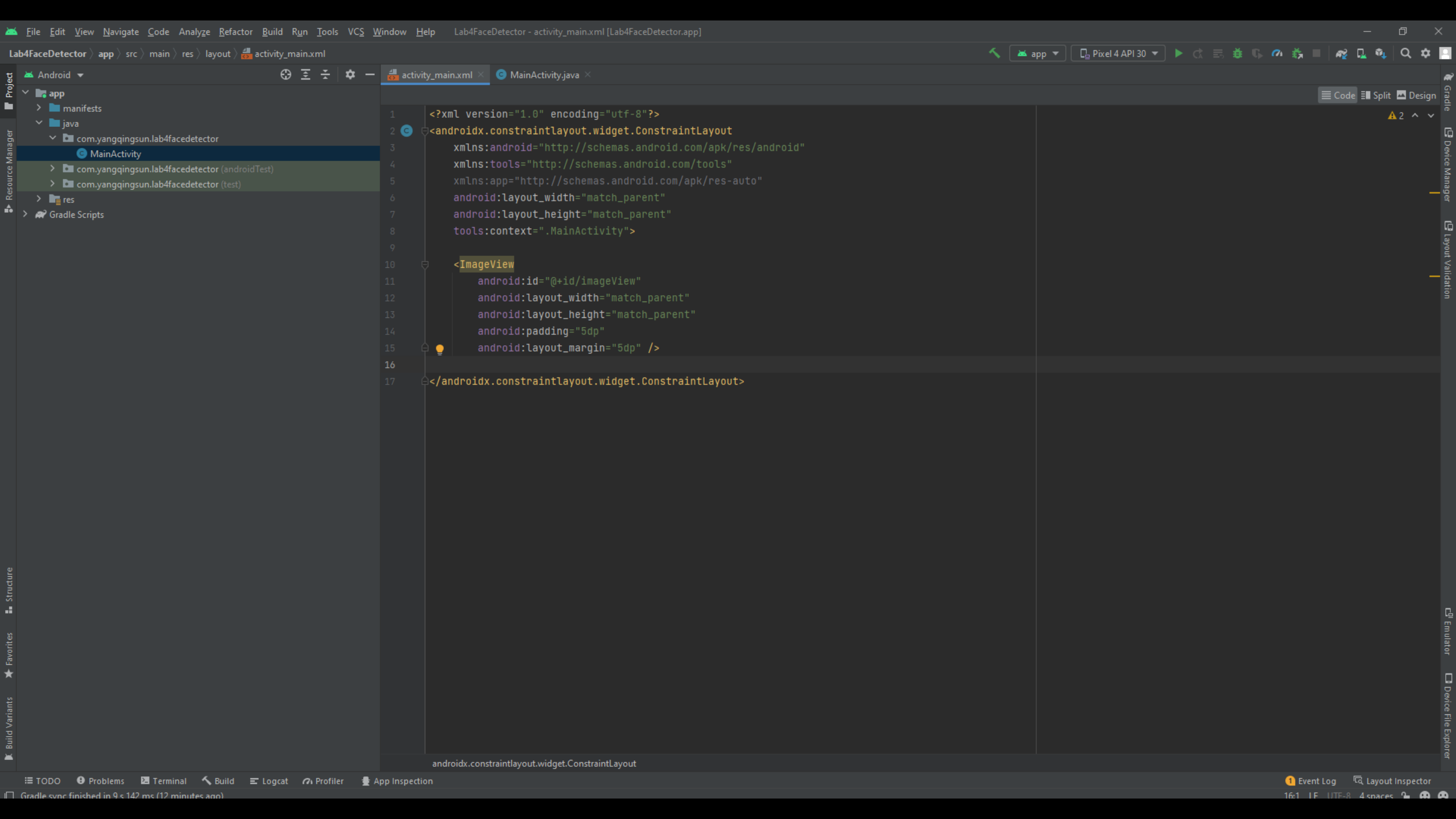


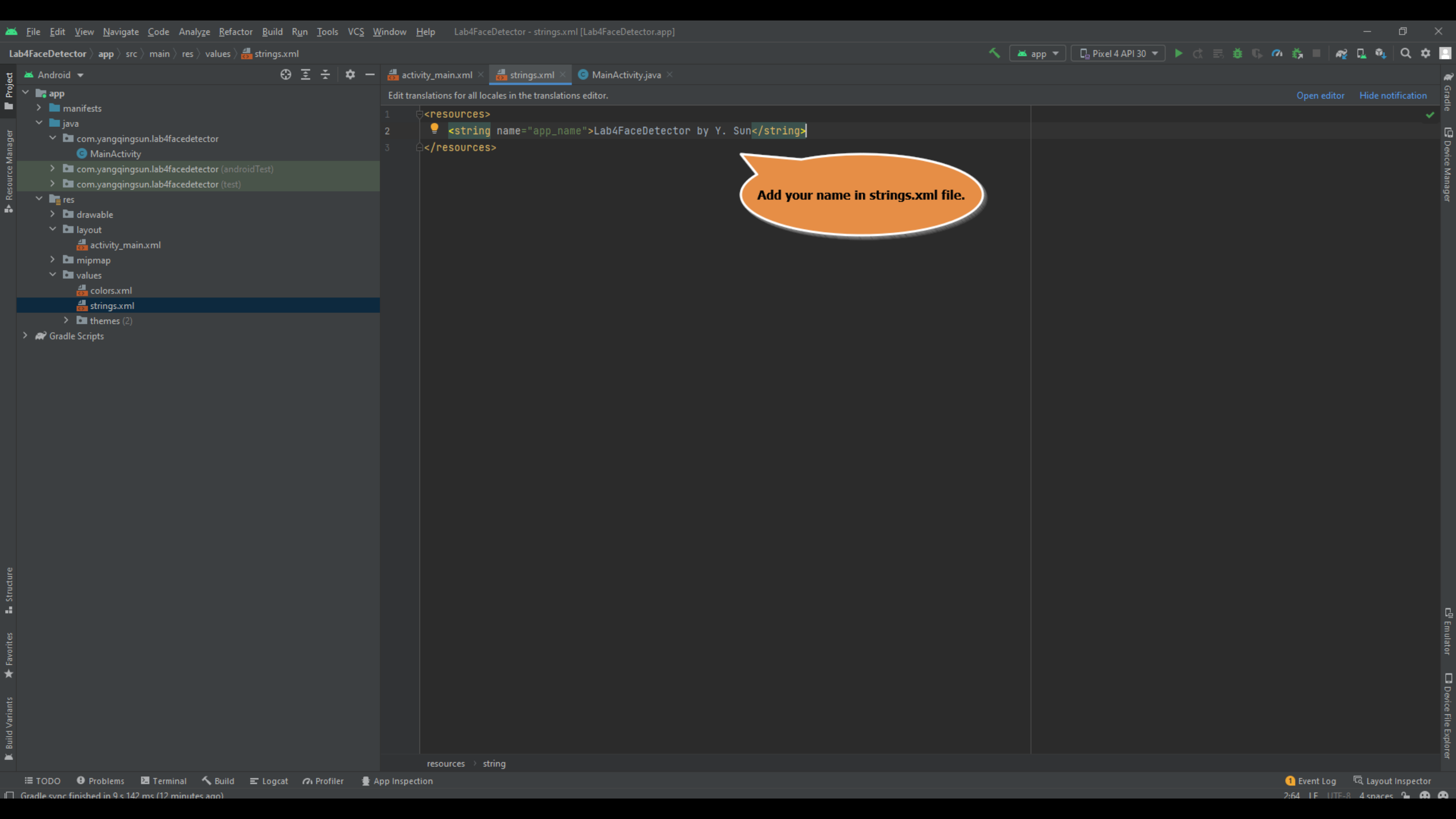
A new project is created.

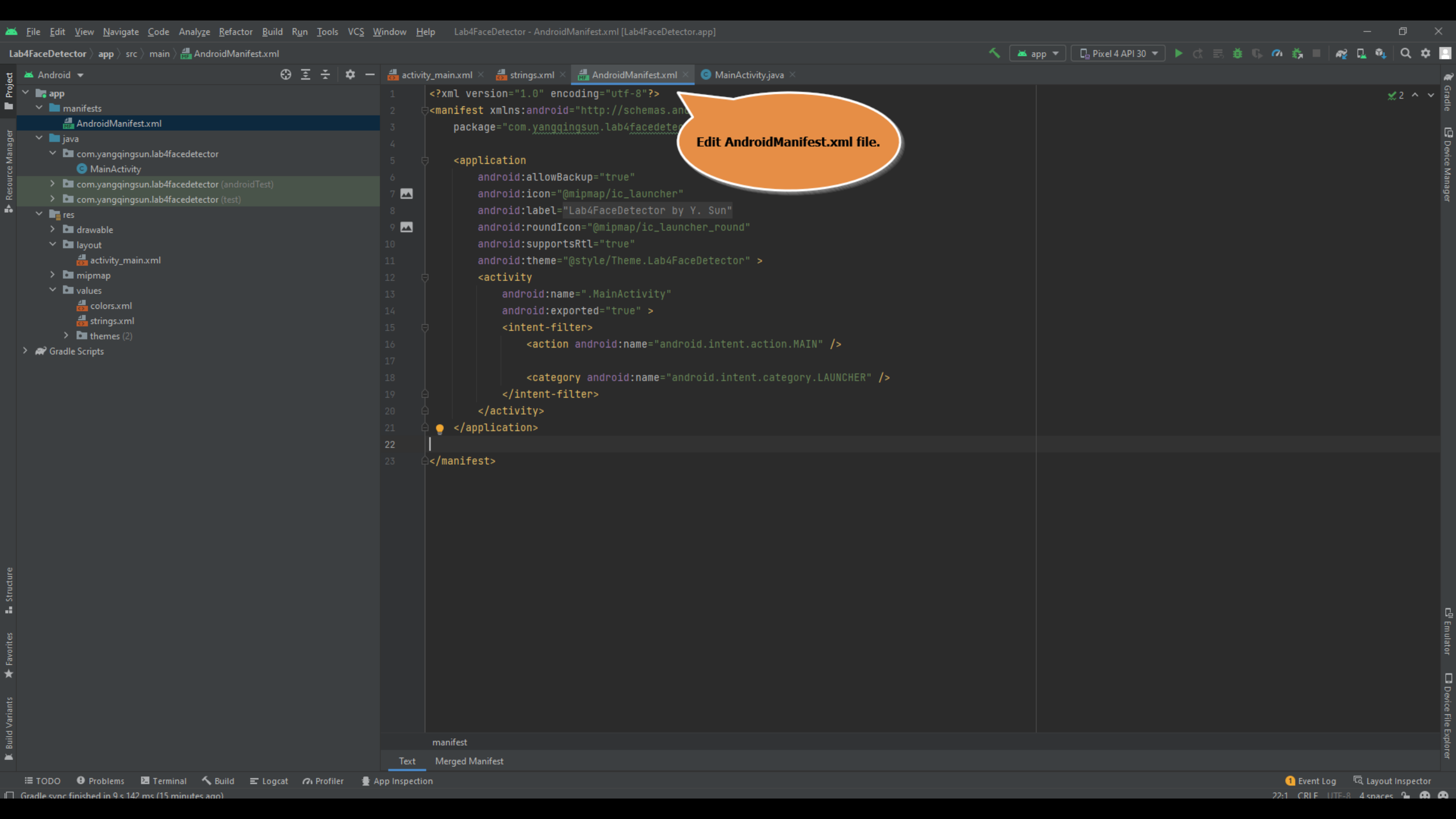






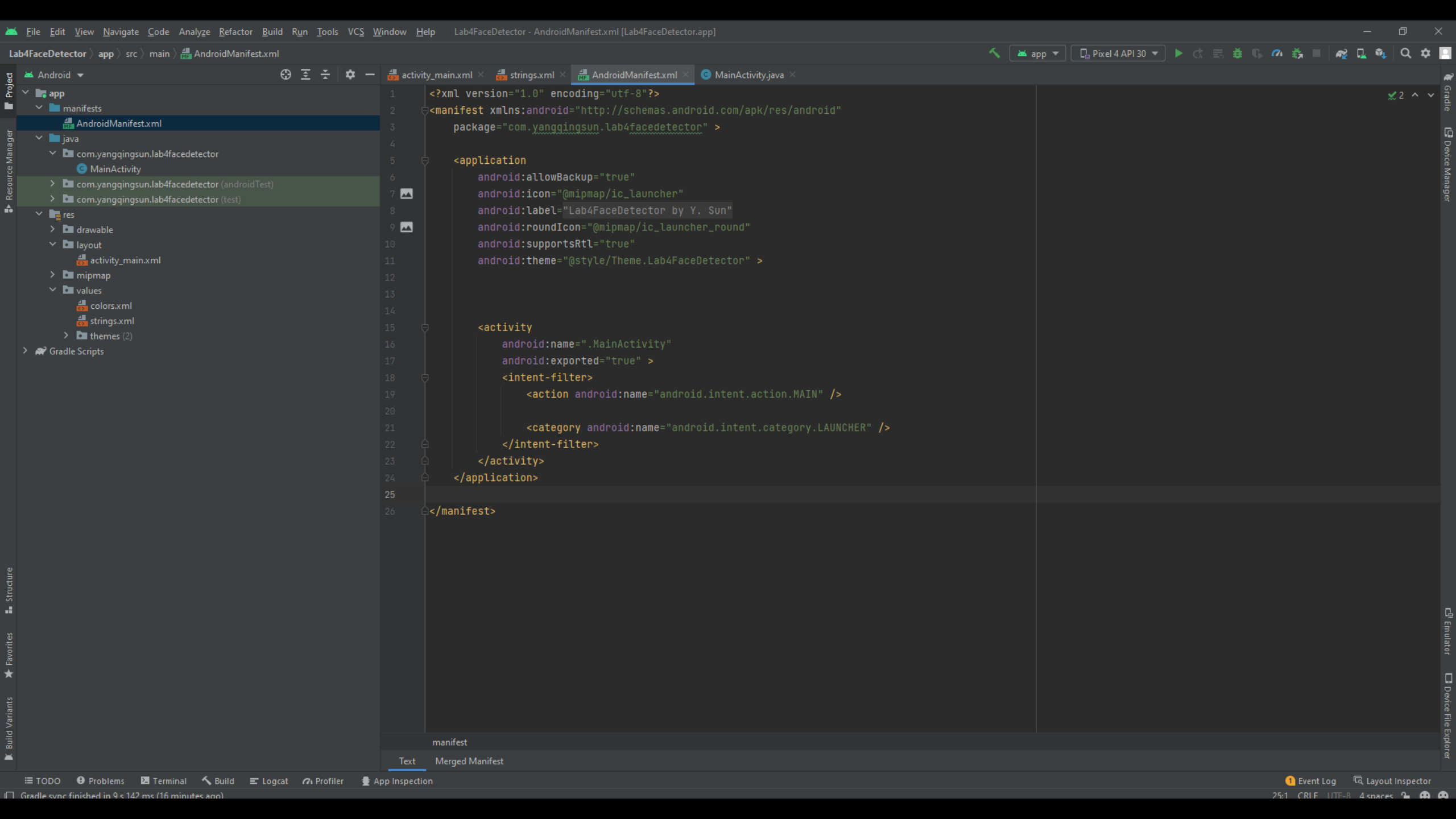


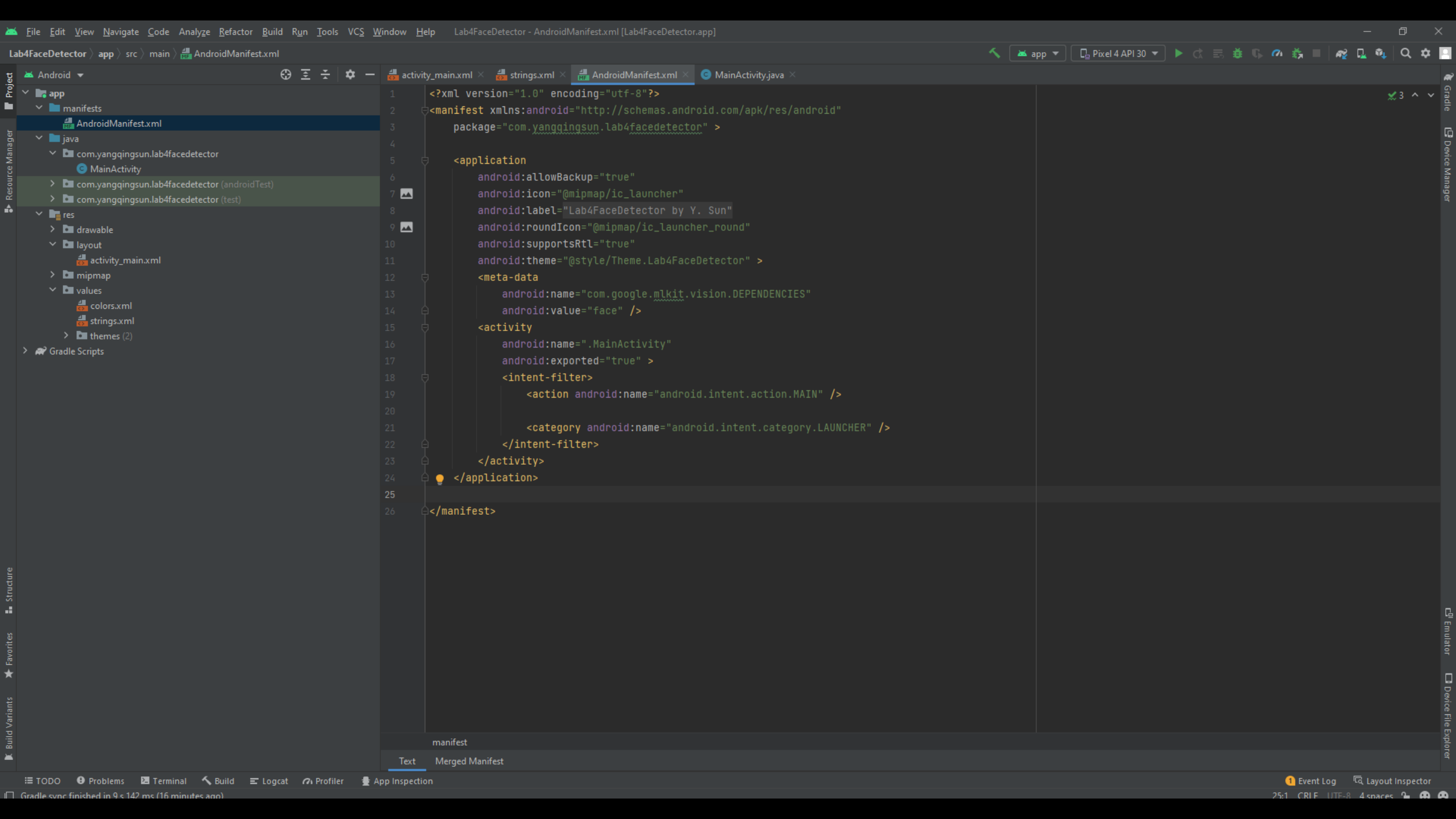


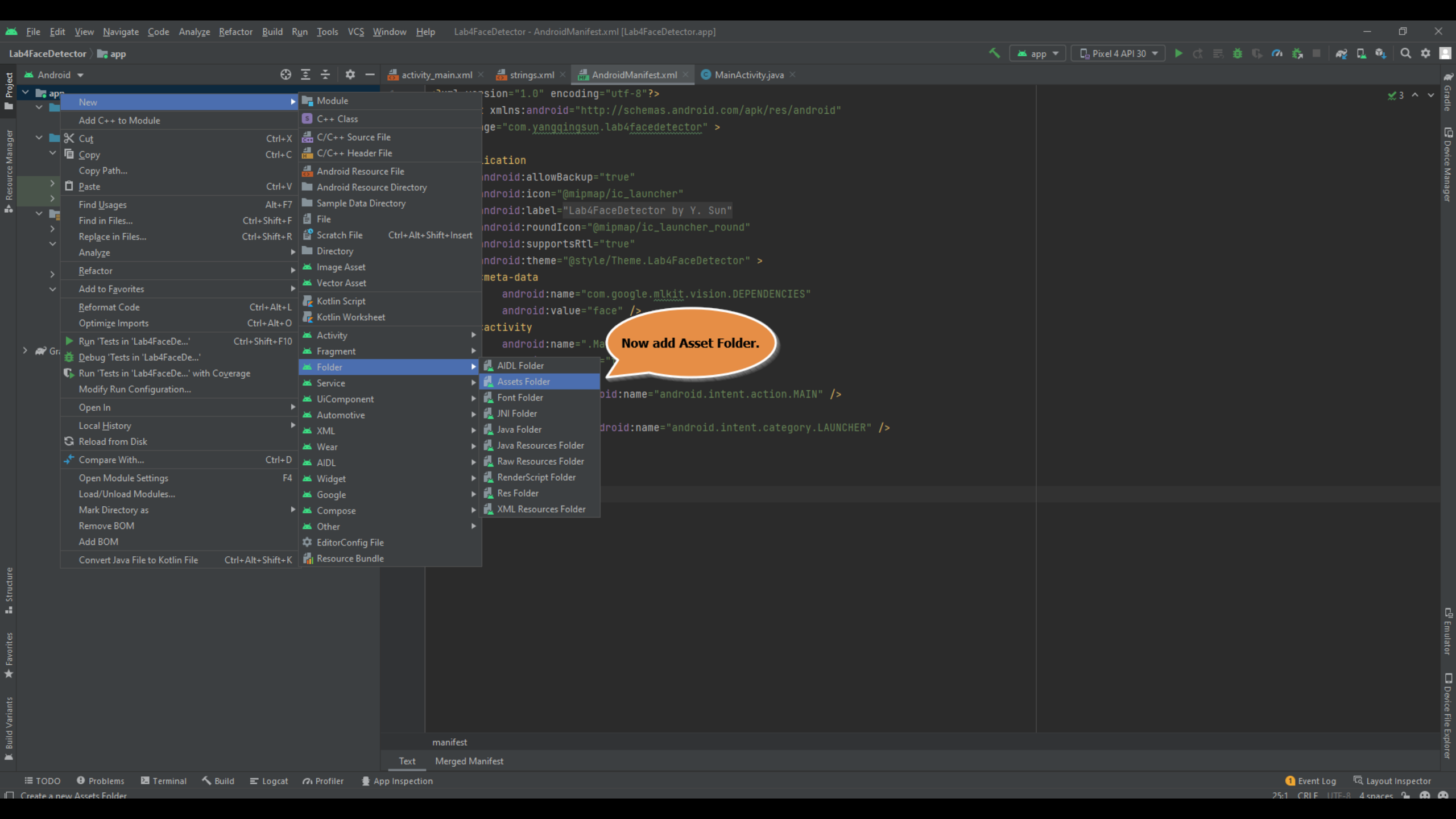


Edit AndroidManifest.xml file.

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android"
3     package="com.yangqingsun.lab4facedetector"
4
5     <application
6         android:allowBackup="true"
7         android:icon="@mipmap/ic_launcher"
8         android:label="Lab4FaceDetector by Y. Sun"
9         android:roundIcon="@mipmap/ic_launcher_round"
10        android:supportsRtl="true"
11        android:theme="@style/Theme.Lab4FaceDetector" >
12
13        <activity
14            android:name=".MainActivity"
15            android:exported="true" >
16            <intent-filter>
17                <action android:name="android.intent.action.MAIN" />
18
19                <category android:name="android.intent.category.LAUNCHER" />
20            </intent-filter>
21        </activity>
22    </application>
23 </manifest>
```







Assets Folder

Creates a source root for assets which will be included in the APK

☐ Change Folder Location

Target Source Set

main

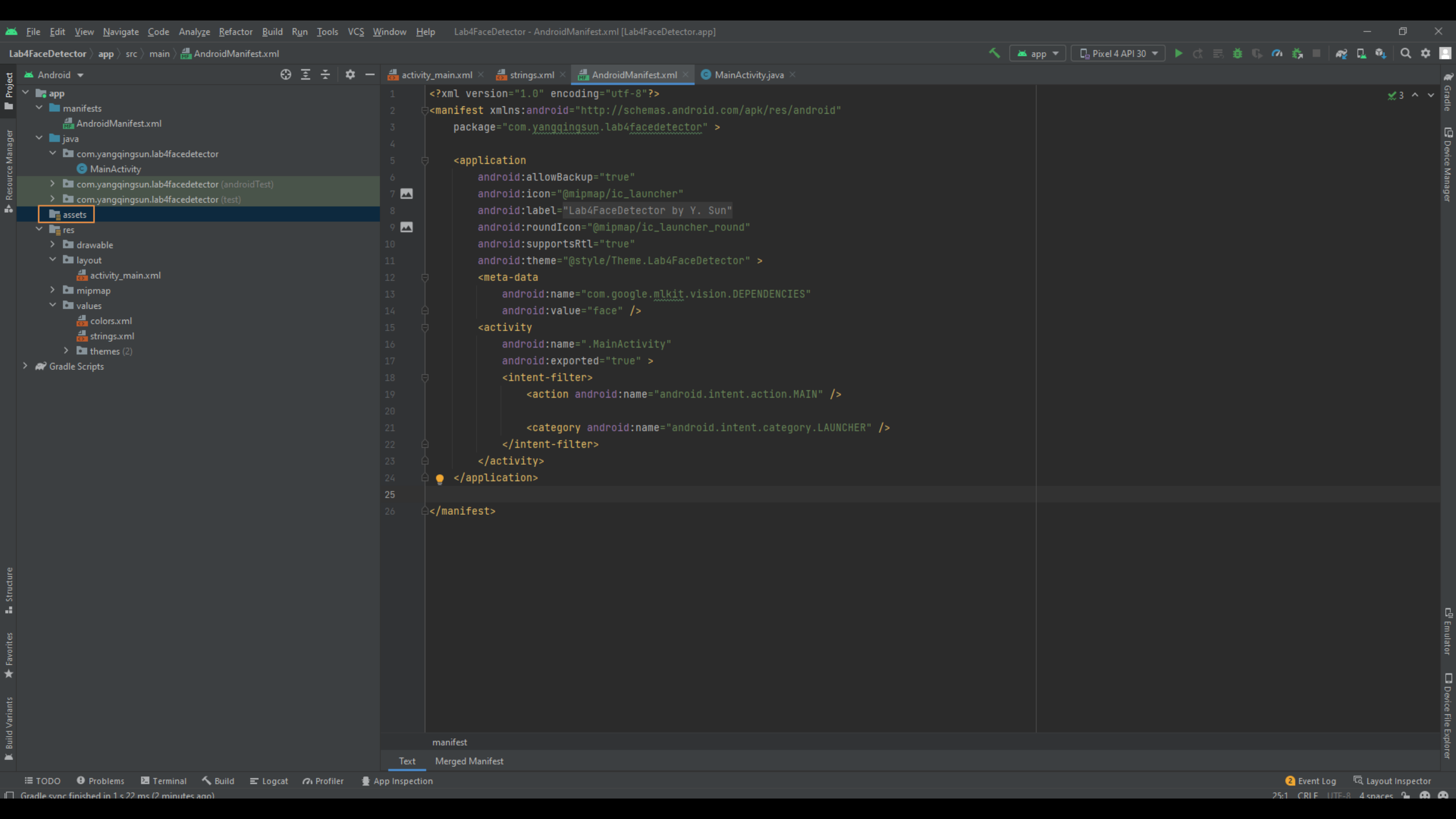


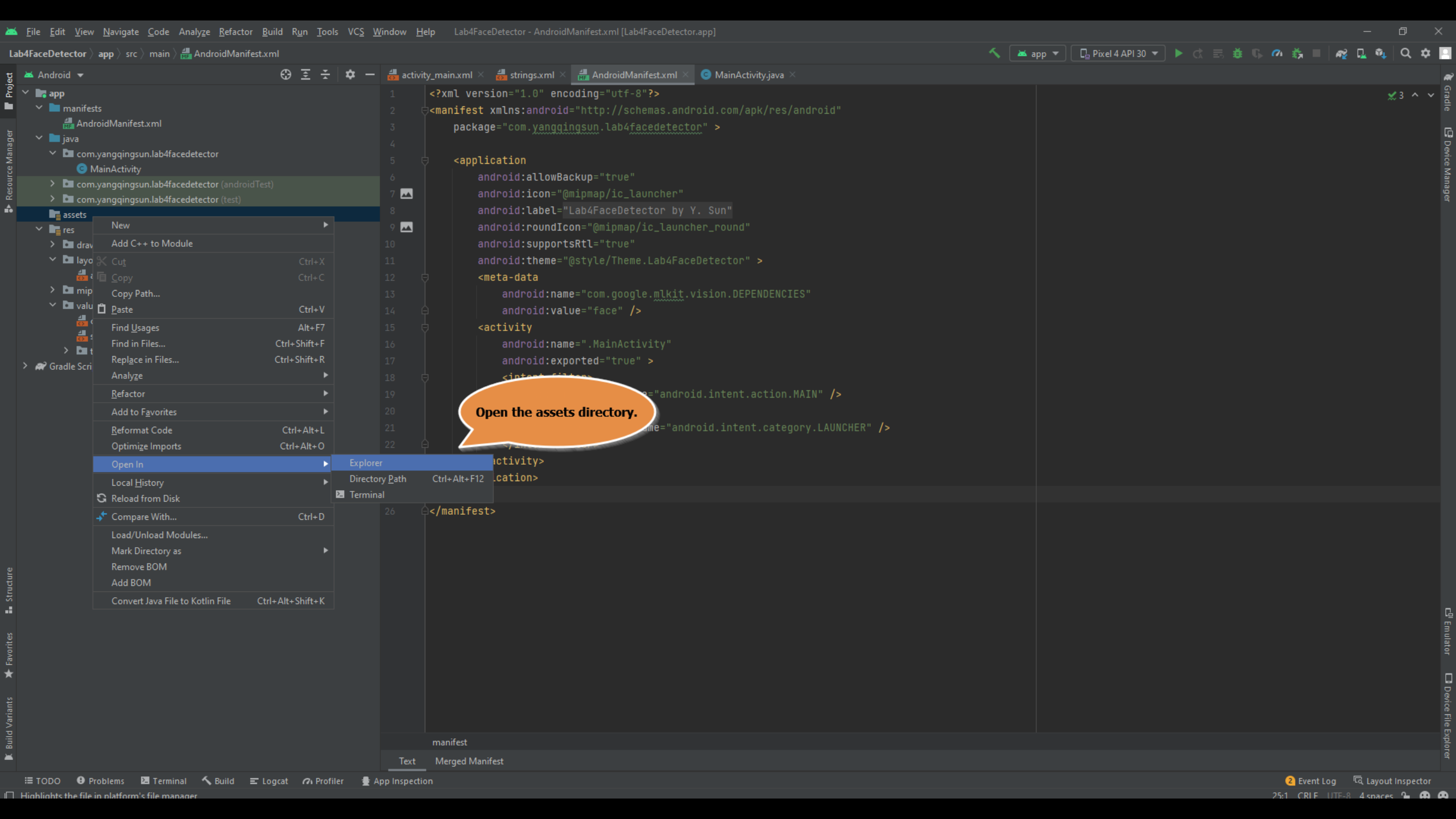
Previous

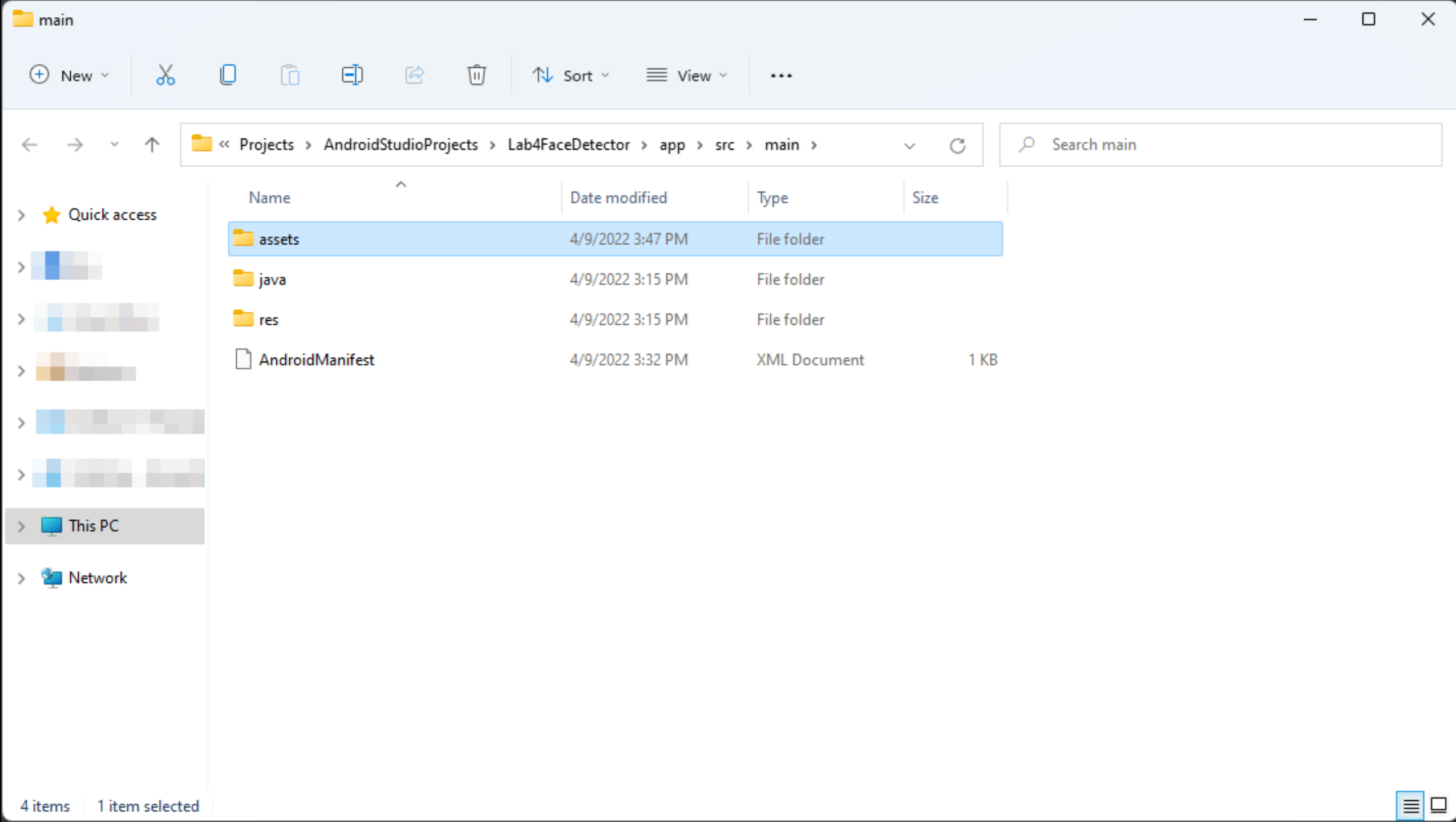
Next

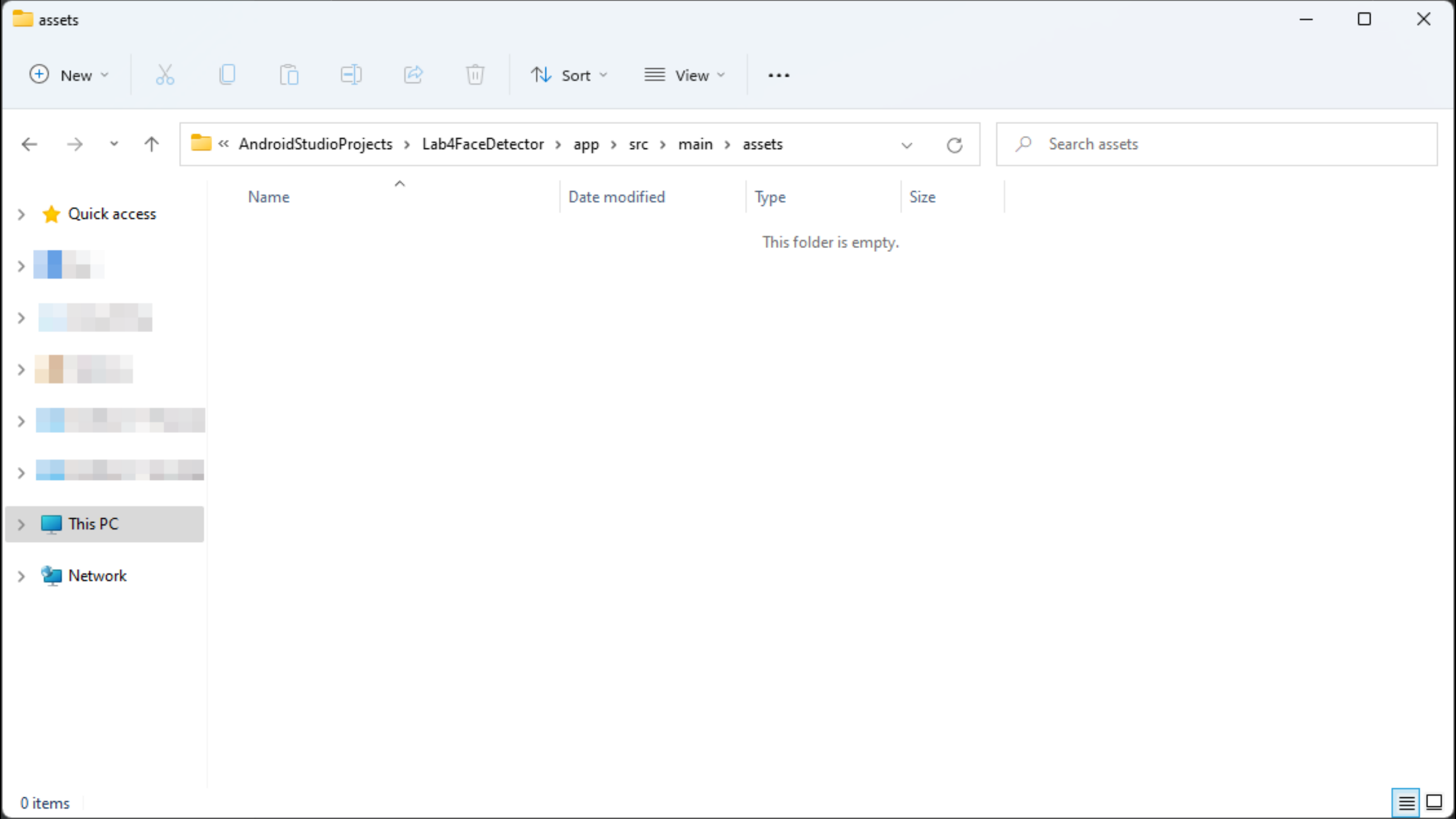
Cancel

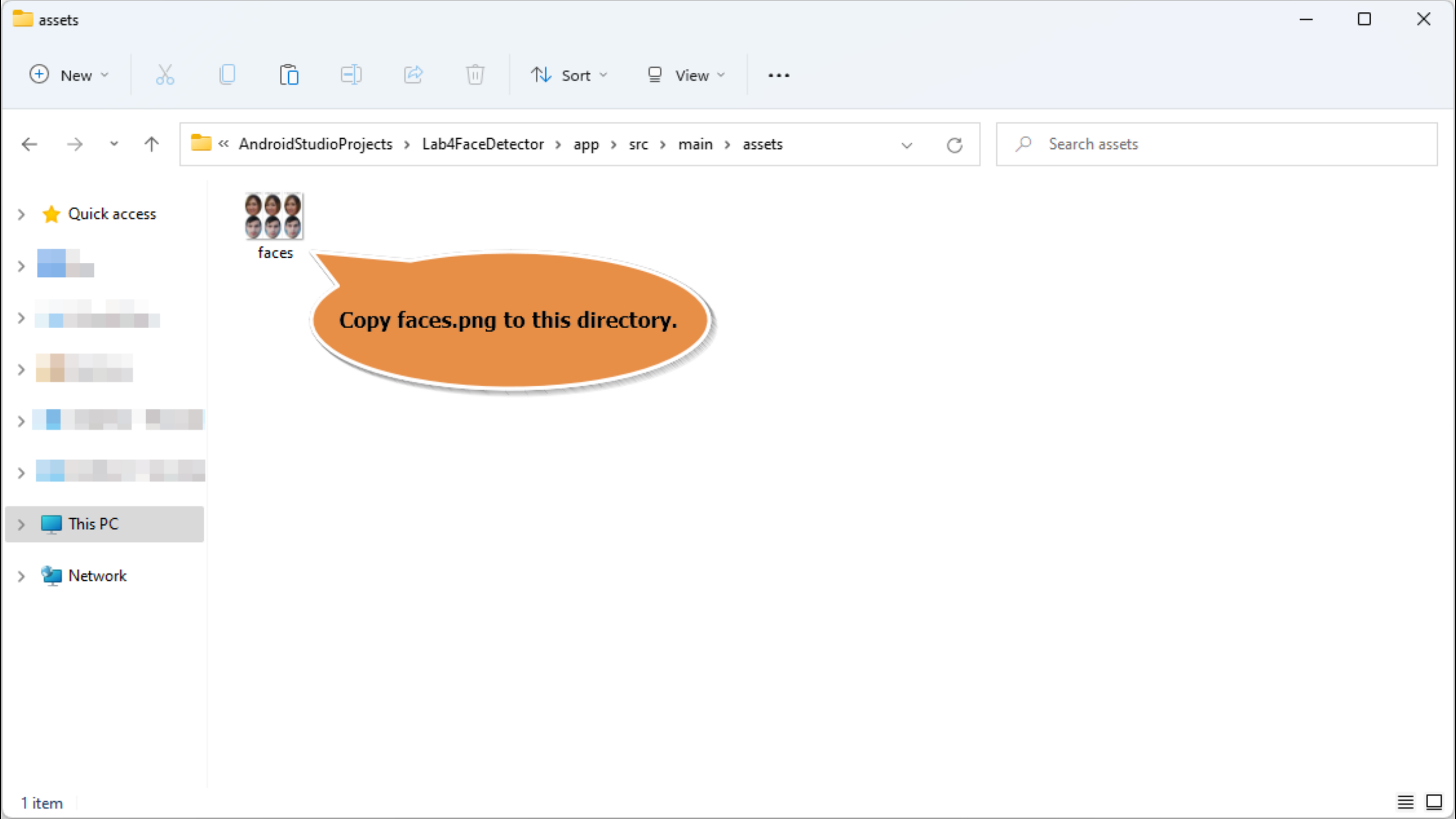
Finish











assets

New ▾

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📁 << AndroidStudioProjects > Lab4FaceDetector > app > src > main > assets ▾ ↻

🔍 Search assets

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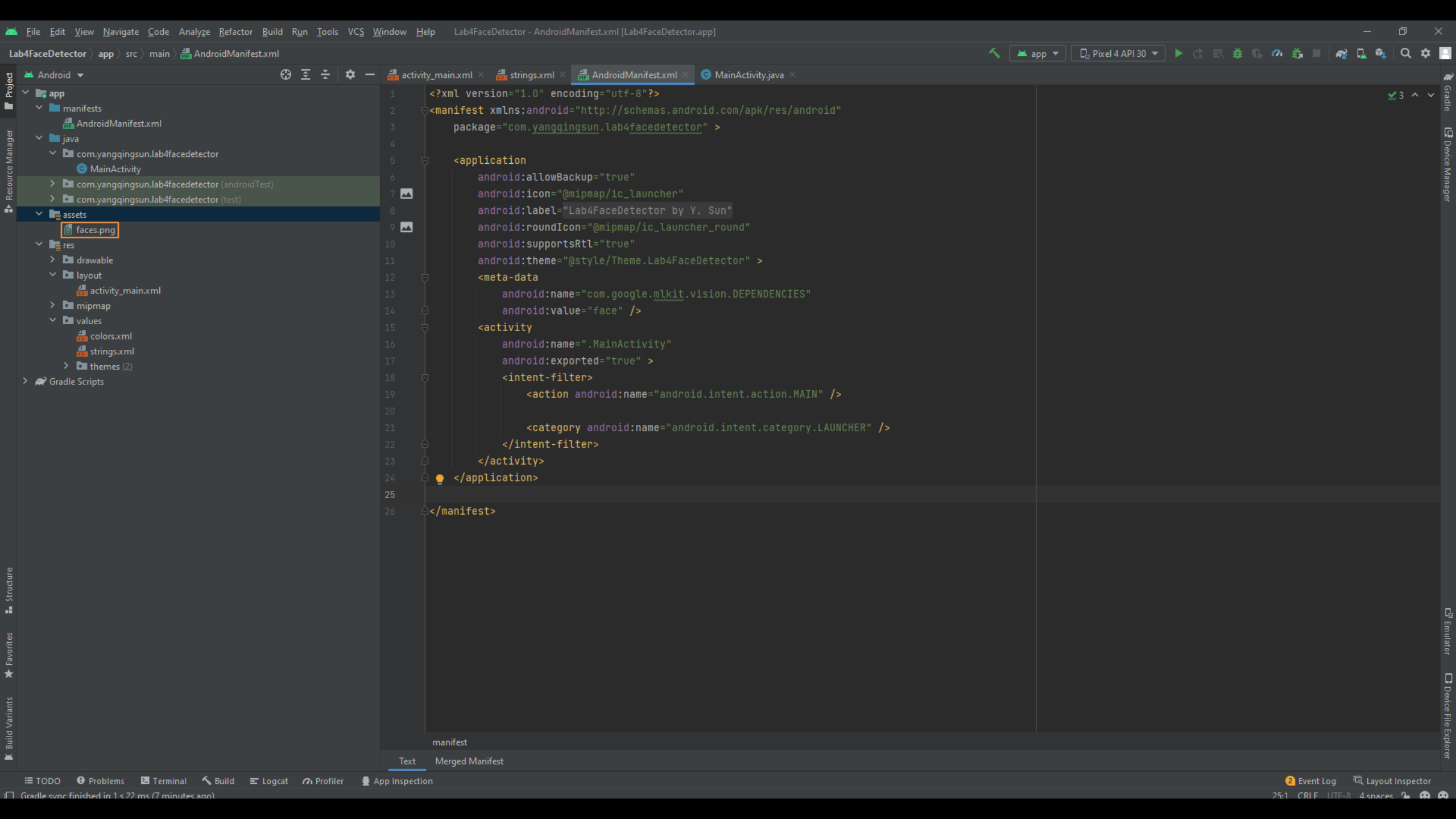


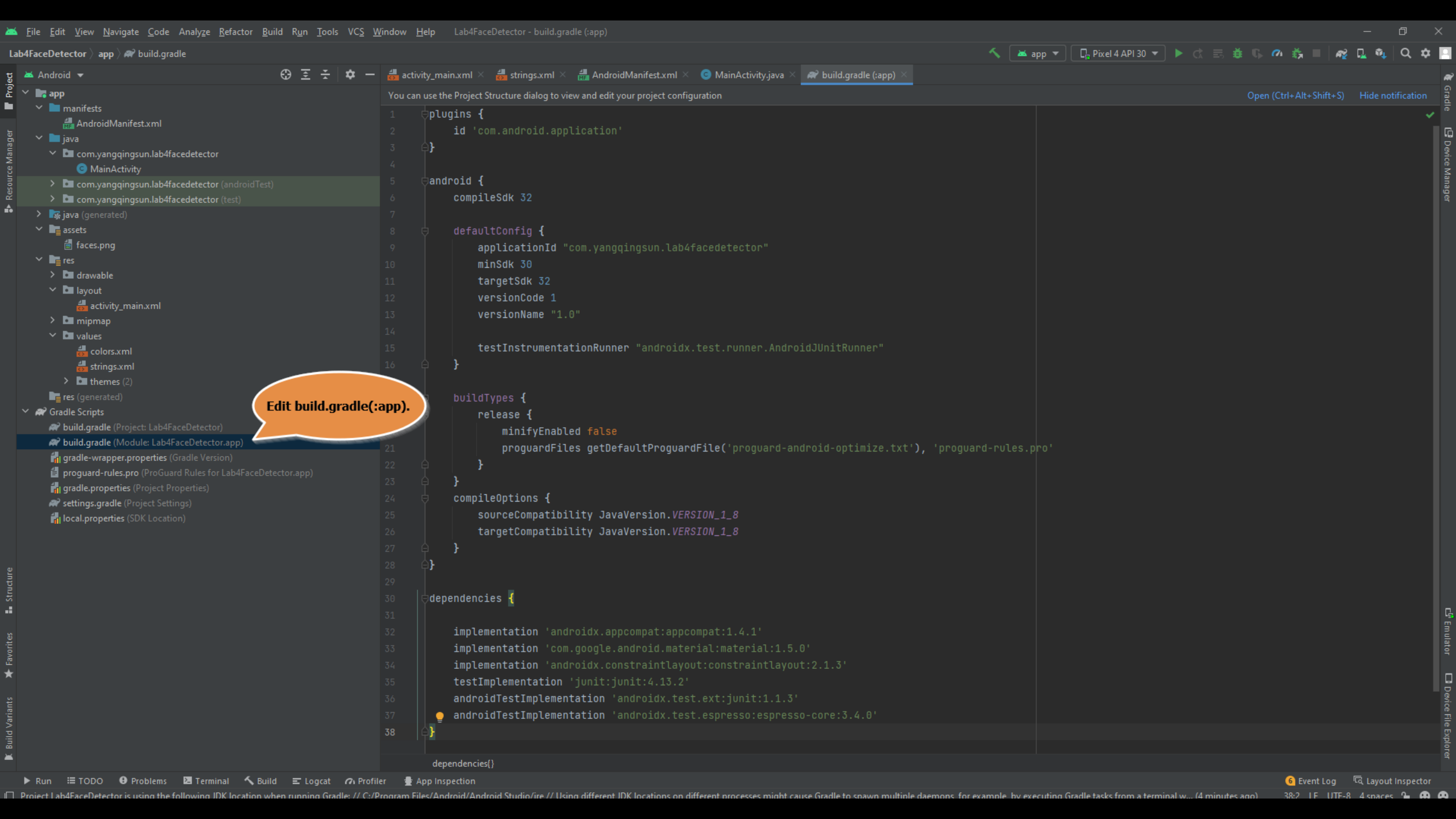
faces

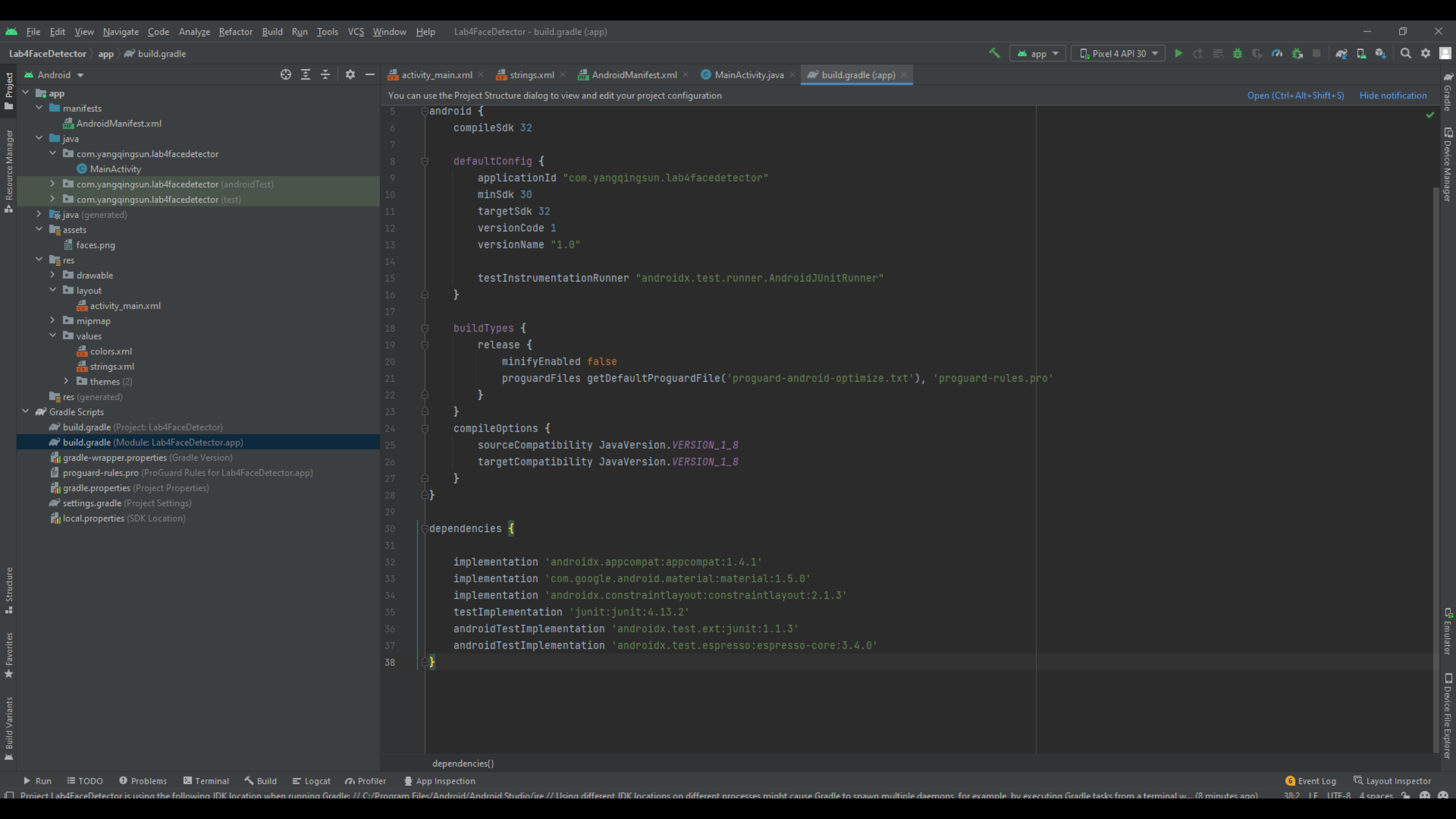
Copy faces.png to this directory.

1 item









FileEditViewNavigateCodeAnalyzeRefactorBuildRunToolsVCSWindowHelp

Lab4FaceDetector - build.gradle (:app)

Lab4FaceDetector > app > build.gradle

Android

app

manifests

AndroidManifest.xml

java

com.yangqingsun.lab4facedetector

MainActivity

com.yangqingsun.lab4facedetector (androidTest)

com.yangqingsun.lab4facedetector (test)

java (generated)

assets

faces.png

res

drawable

layout

activity_main.xml

mipmap

values

colors.xml

strings.xml

themes (2)

res (generated)

Gradle Scripts

build.gradle (Project: Lab4FaceDetector)

build.gradle (Module: Lab4FaceDetector.app)

gradle-wrapper.properties (Gradle Version)

proguard-rules.pro (ProGuard Rules for Lab4FaceDetector.app)

gradle.properties (Project Properties)

settings.gradle (Project Settings)

local.properties (SDK Location)

activity_main.xml × strings.xml × AndroidManifest.xml × MainActivity.java × build.gradle (:app) ×

You can use the Project Structure dialog to view and edit your project configuration

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```
defaultConfig {
    applicationId "com.yangqingsun.lab4facedetector"
    minSdk 30
    targetSdk 32
    versionCode 1
    versionName "1.0"

    testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
}

buildTypes {
    release {
        minifyEnabled false
        proguardFiles getDefaultProguardFile('proguard-android-optimize.txt'), 'proguard-rules.pro'
    }
}

compileOptions {
    sourceCompatibility JavaVersion.VERSION_1_8
    targetCompatibility JavaVersion.VERSION_1_8
}

dependencies {

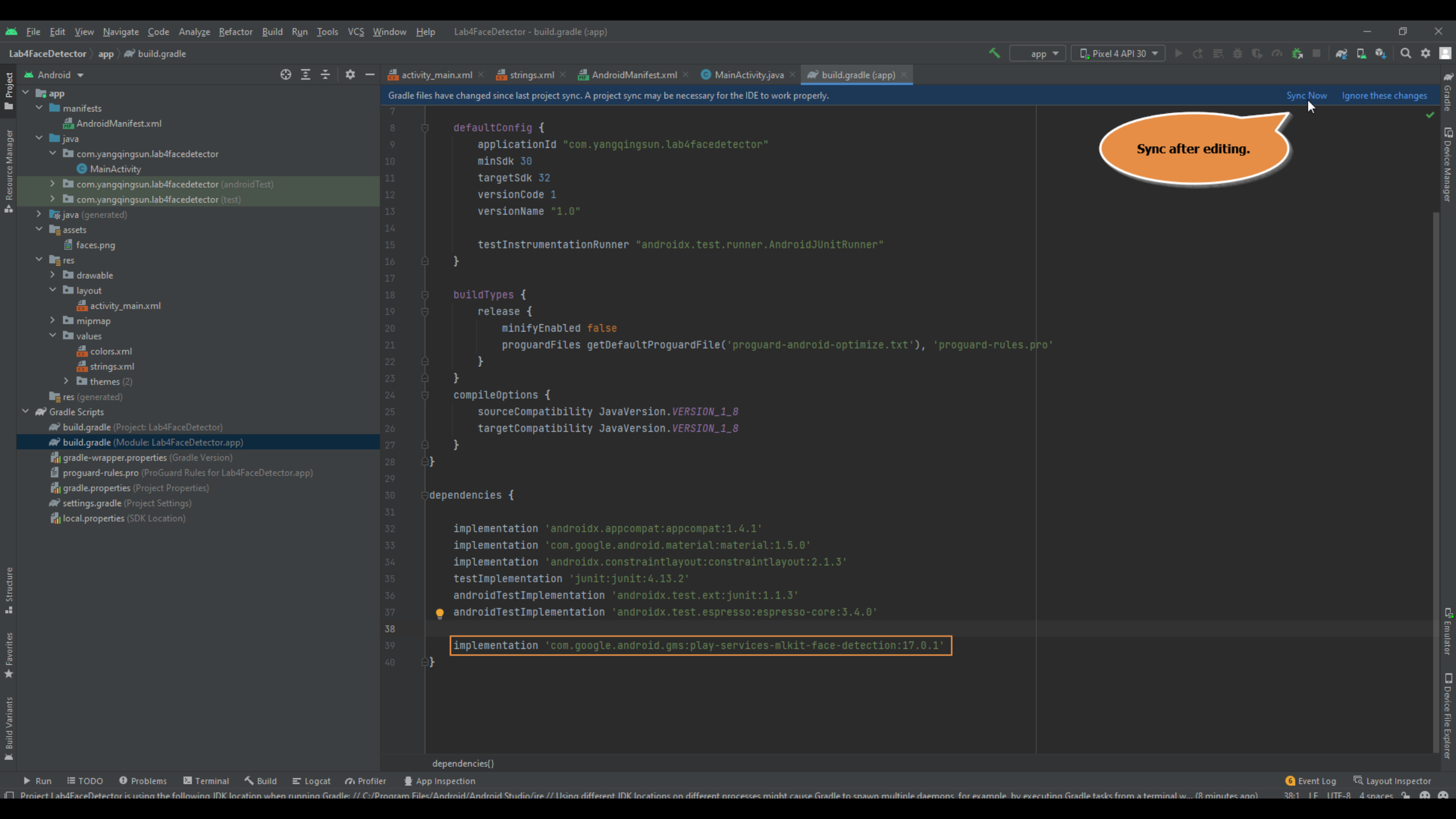
    implementation 'androidx.appcompat:appcompat:1.4.1'
    implementation 'com.google.android.material:material:1.5.0'
    implementation 'androidx.constraintlayout:constraintlayout:2.1.3'
    testImplementation 'junit:junit:4.13.2'
    androidTestImplementation 'androidx.test.ext:junit:1.1.3'
    androidTestImplementation 'androidx.test.espresso:espresso-core:3.4.0'
}
```

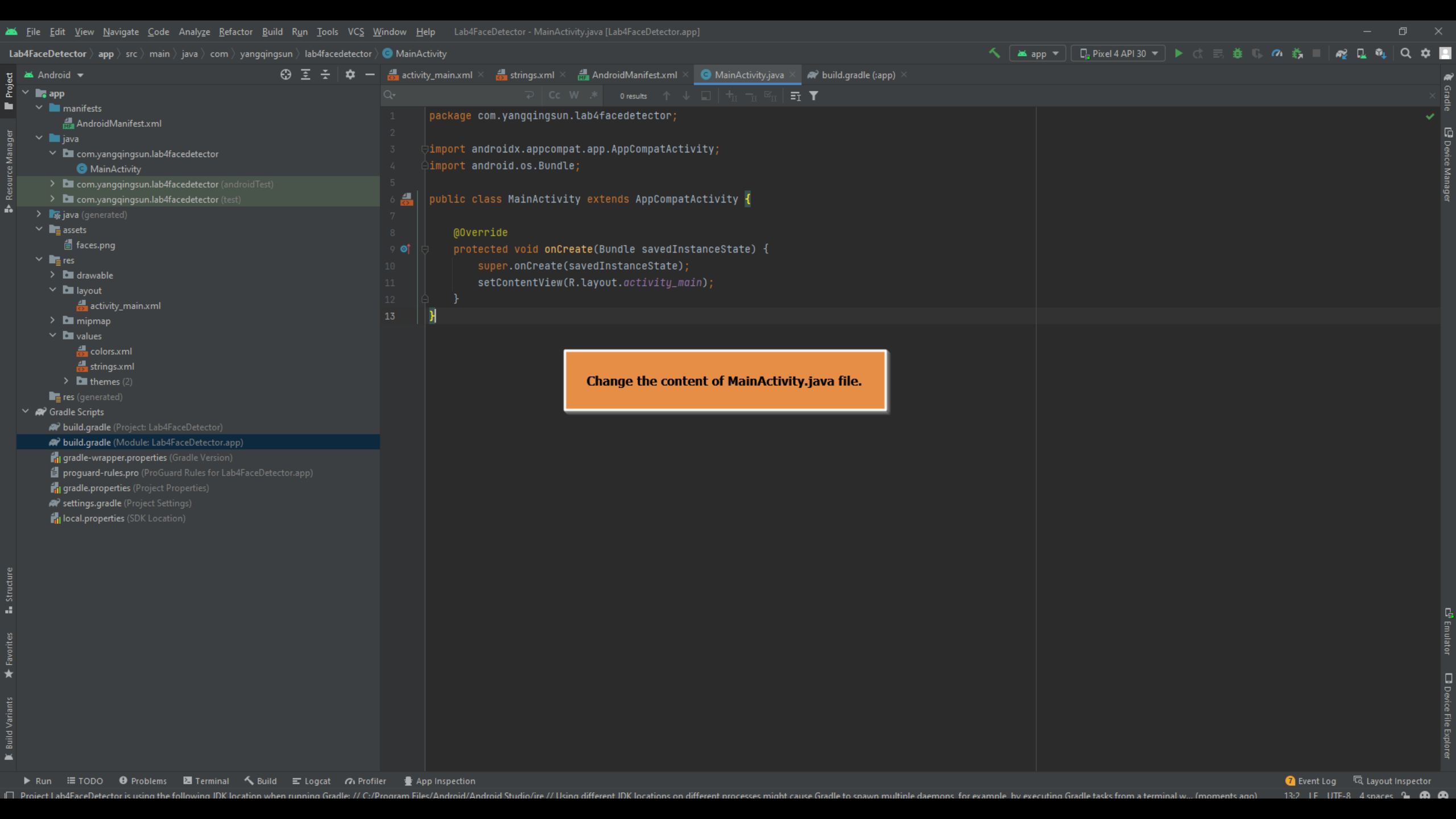
dependencies{}

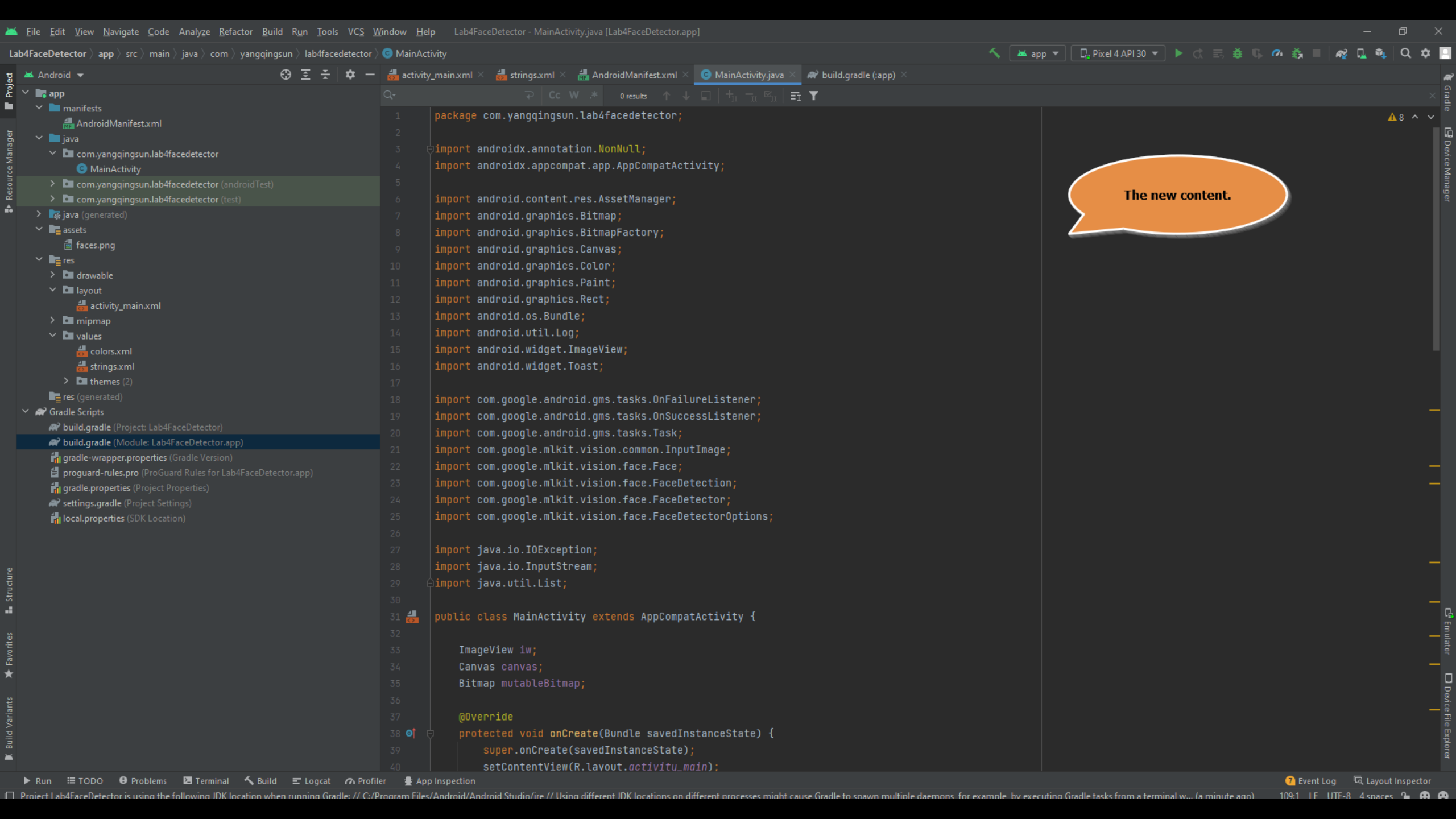
RunTODOProblemsTerminalBuildLogcatProfilerApp Inspection

Event LogLayout Inspector

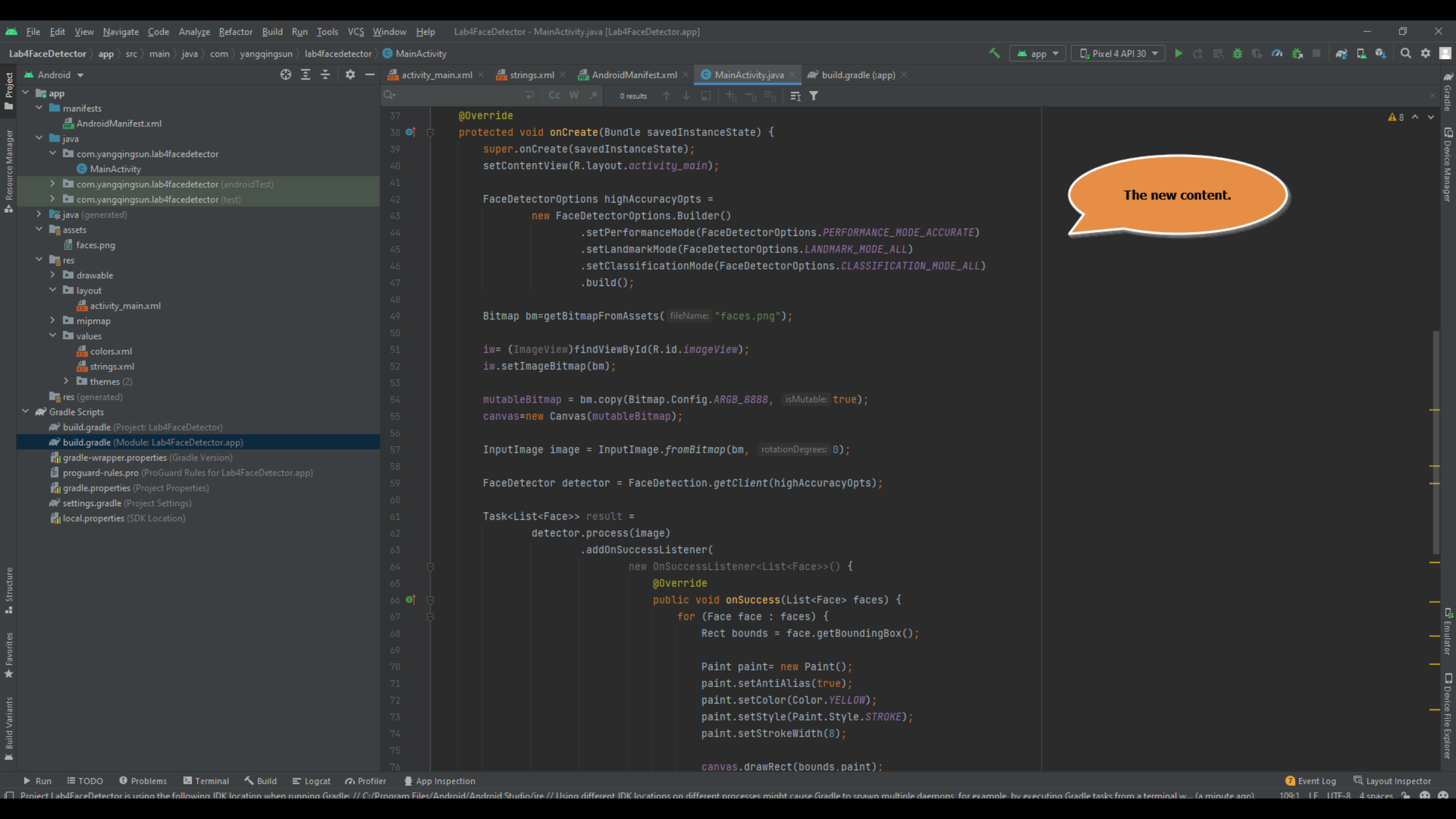
Project Lab4FaceDetector is using the following JDK location when running Gradle: // C:/Program Files/Android/Android Studio/ir... (8 minutes ago) 39:51 E UTF-8 4 spaces



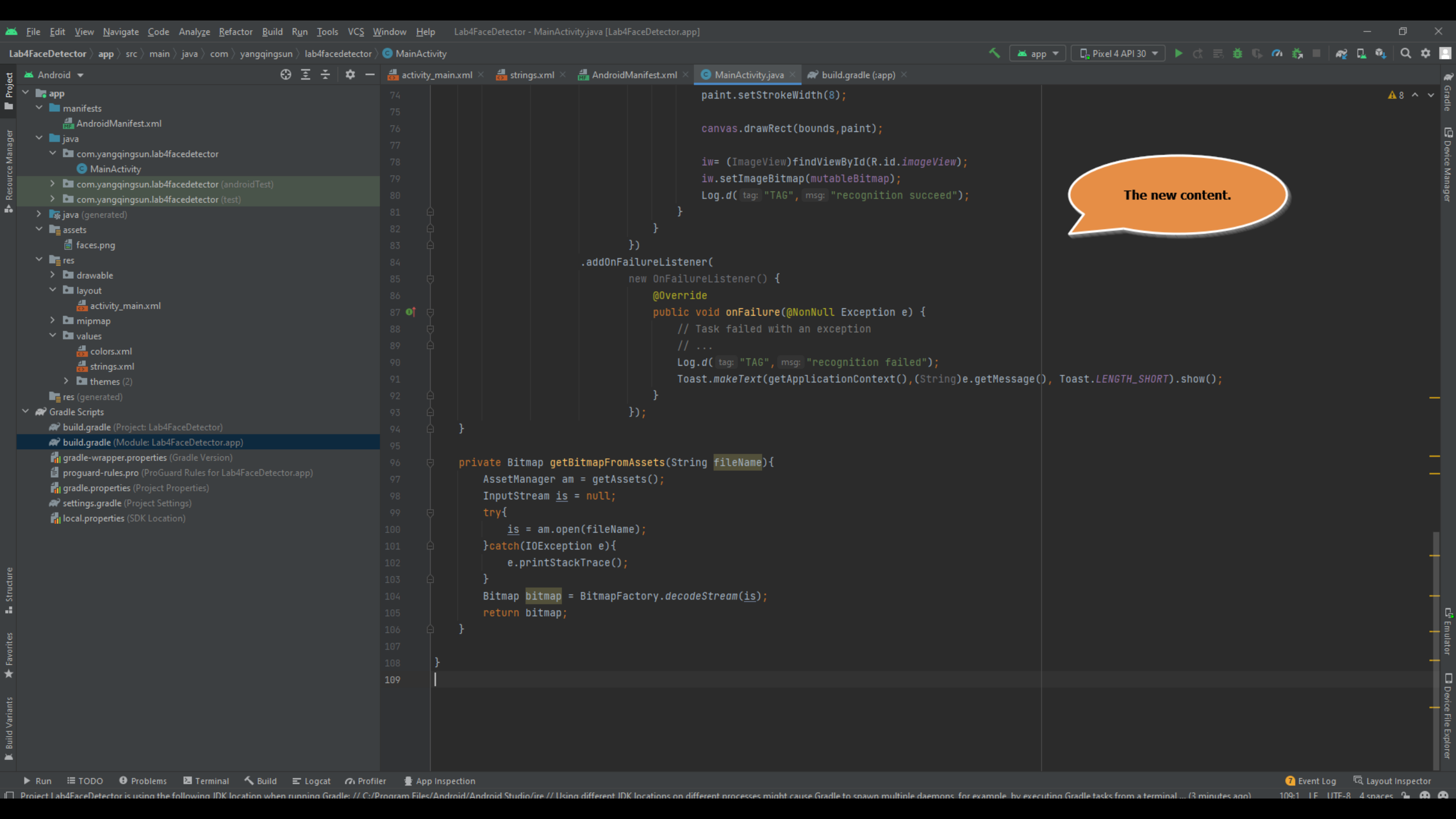


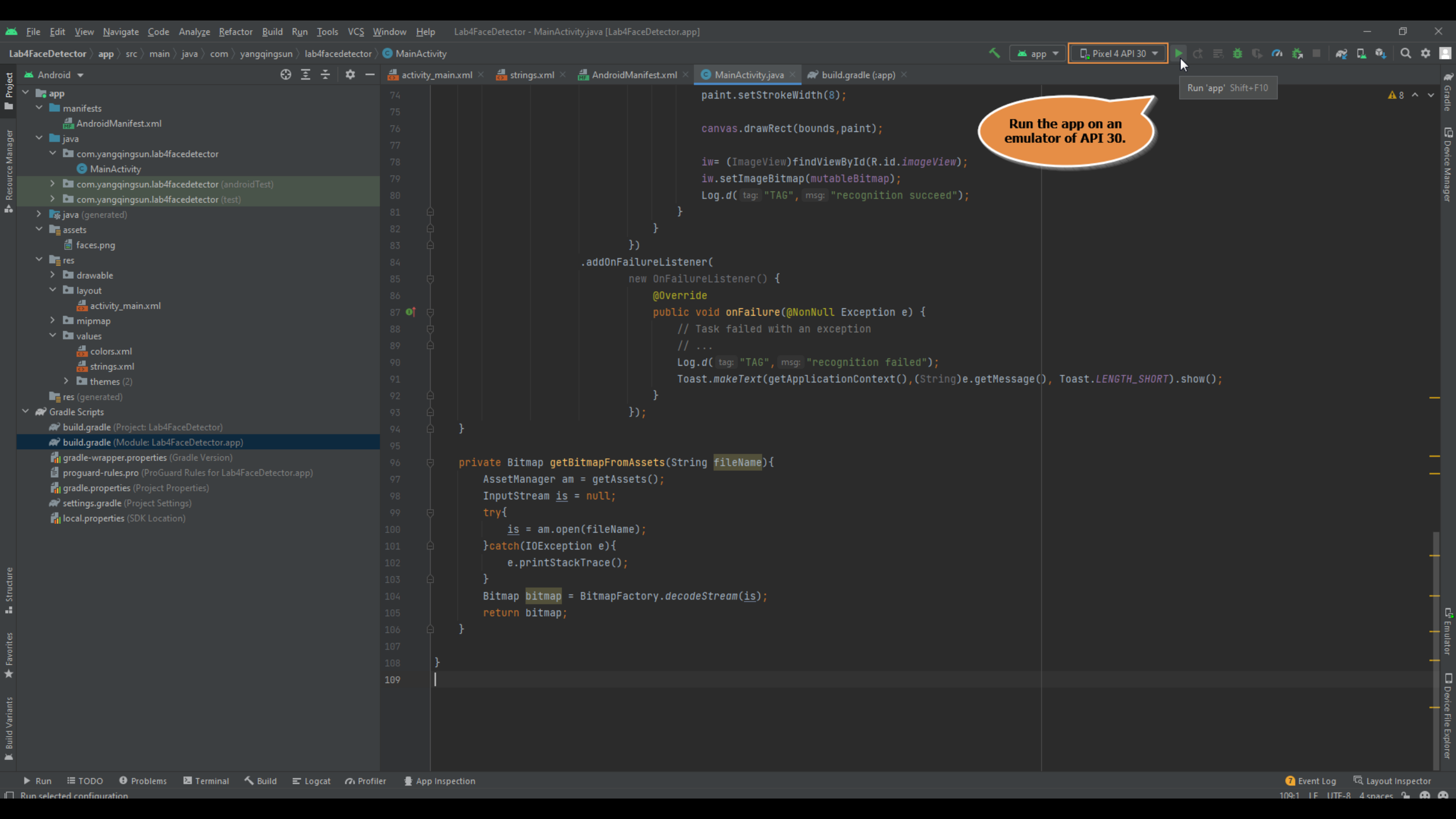


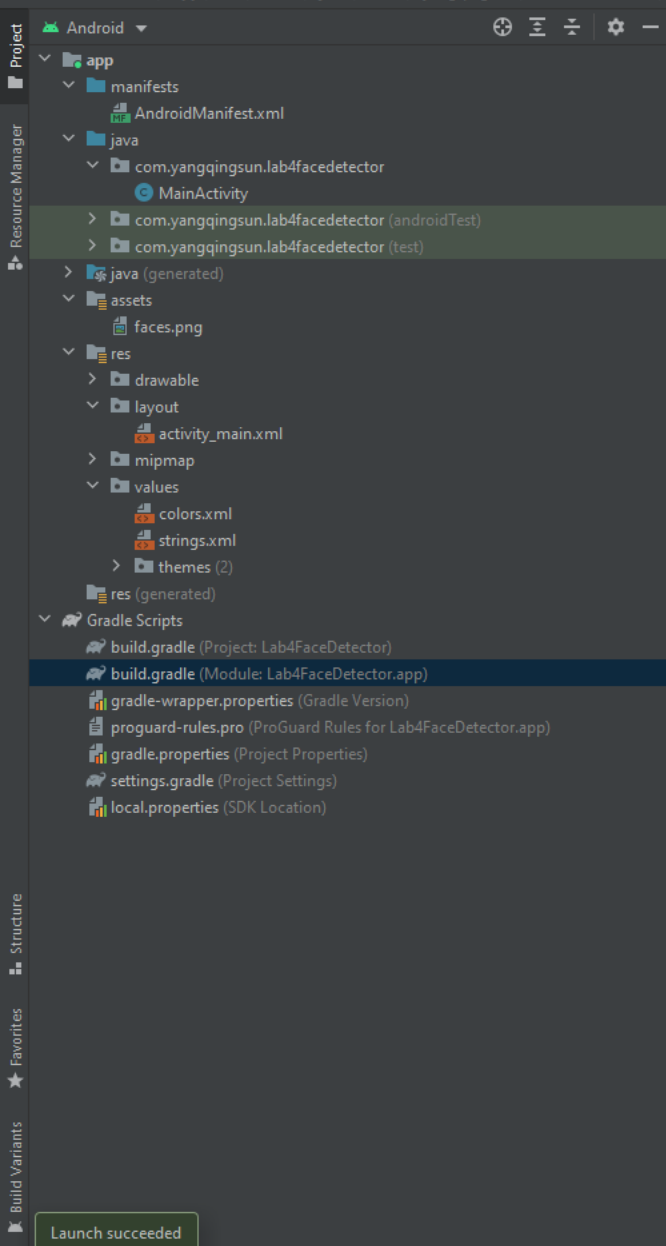
The new content.



The new content.







```

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```

```

        paint.setStrokeWidth(8);

        canvas.drawRect(bounds, paint);

        iw= (ImageView)findViewById(R.id.imageView)
        iw.setImageBitmap(mutableBitmap);
        Log.d( tag: "TAG", msg: "recognition succeed");
    }

    })

    .addOnFailureListener(
        new OnFailureListener() {
            @Override
            public void onFailure(@NonNull Exception e) {
                // Task failed with an exception
                // ...
                Log.d( tag: "TAG", msg: "recognition failed");
                Toast.makeText(getApplicationContext(),(String)
            }
        });
    }

    private Bitmap getBitmapFromAssets(String fileName){
        AssetManager am = getAssets();
        InputStream is = null;
        try{
            is = am.open(fileName);
        }catch(IOException e){
            e.printStackTrace();
        }
        Bitmap bitmap = BitmapFactory.decodeStream(is);
        return bitmap;
    }
}

```

