MULTIMEDIA

Audio/video, in its raw form, is typically very large that makes it unsuitable for storage or transport; therefore, before packaging it in a container format, it needs to be compressed (or encoded) using compression algorithms. These algorithms, which help in reducing the size of raw audio/video by compressing it, are referred to as codecs (compressor-decompressor). H.264 AVC (Advanced Video Coding), Theora, and VP8 are a few popular video codecs. MP3, AAC (Advanced Audio Coding), and Vorbis are a few popular audio codecs.

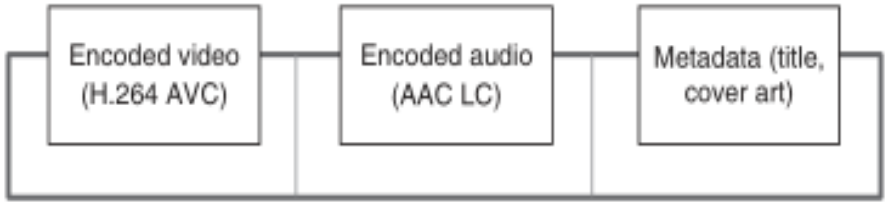


Figure 8.1 | An MPEG-4 container with encoded audio and video elements.

Built-in App Mechanism

```
Intent i = new Intent(Intent.ACTION_VIEW);
Uri uri = Uri.parse ("https://musicsite/music.mp3");
i.setDataAndType(uri,"audio/*");
startActivity(i);
```

MULTIMEDIA

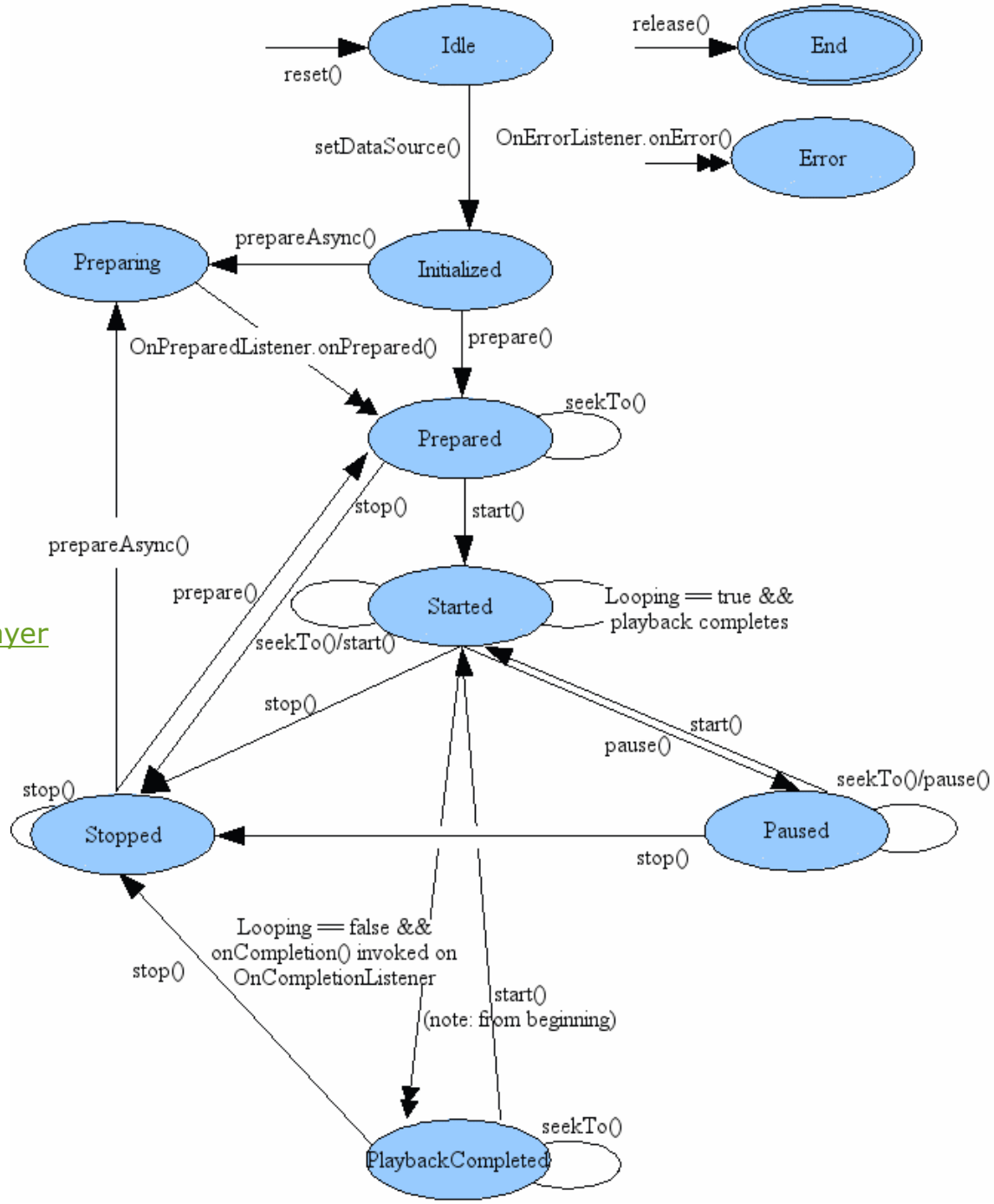
In-app Mechanism

more control and flexible

Reading:

https://developer.android.com/reference/android/media/MediaPlayer

https://developer.android.com/guide/topics/media/mediaplayer



CAMERA

Take Photos:

https://developer.android.com/training/camera/photobasics

TUTORIAL

Create an android app which has two activities:

First Activity: Has two buttons and an image view.

- Clicking on the first button, captures the image from the camera, stores it and displays the thumbnail in image view. The filename of the image captured must be saved in the SQLite database along with current time.
- Clicking on the second button , will take the user to the next activity

Second Activity: This activity must display filenames along with datetime of all images captured