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How to make Circular ImageView and Rounded Corner ImageView in Android

HOW TO MAKE CIRCULAR IMAGEVIEW AND ROUNDED CORNER IMAGEVIEW IN ANDROID

HOW TO MAKE CIRCULAR IMAGEVIEW AND ROUNDED CORNER IMAGEVIEW IN ANDROID

In this tutorial we are going to learn different ways to make circular ImageView and rounded corner ImageView in android. The default ImageView in android is rectangle so there are situations where we will like to create a circular ImageView or rounded corner ImageView in android.

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Before we start, the first thing I will do is to list the environment and tools I used in this android tutorial but feel free to use whatever environment or tools you are familiar with.

Windows 7

Android Studio

Sony Xperia ZL

Min SDK 14

Target SDK 19

To create a new android application project, following the steps as stipulated below.

Go to File menu

Click on New menu

Click on Android Application

Enter Project name: AndroidCircularImageView

Package: com.inducesmile.androidcircularimageview

Keep other default selections.

Continue to click on next button until Finish button is active, then click on Finish Button

Once you are done with creating your project, make sure you change the package name if you did not use the same package.

- Android UI App for Food Ordering and Delivery from Multiple Restaurants

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```
import android.graphics.Canvas;
import android.graphics.Paint;
import android.graphics.PorterDuff;
import android.graphics.PorterDuffXfermode;
import android.graphics.Rect;
import android.graphics.RectF;

/*adopted from http://ruibm.com/2009/06/16/rounded-corne

public class ImageConverter {

    public static Bitmap getRoundedCornerBitmap(Bitmap b
        Bitmap output = Bitmap.createBitmap(bitmap.getWi
        Canvas canvas = new Canvas(output);

        final int color = 0xff424242;
        final Paint paint = new Paint();
        final Rect rect = new Rect(0, 0, bitmap.getWidth
        final RectF rectF = new RectF(rect);
        final float roundPx = pixels;

        paint.setAntiAlias(true);
        canvas.drawARGB(0, 0, 0, 0);
        paint.setColor(color);
        canvas.drawRoundRect(rectF, roundPx, roundPx, pa

        paint.setXfermode(new PorterDuffXfermode(PorterD
        canvas.drawBitmap(bitmap, rect, rect, paint);

        return output;
    }
}
```

We will convert our image resource in drawable folder and convert it to
a bitmap using BitmapFactory class. The Bitmap object is then passed
to the static method getRoundedCornerBitmap(Bitmap bitmap, int
pixels) and the result bitmap is set to the ImageView.

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```xml
android:layout_height="match_parent"
    android:paddingLeft="@dimen/activity_horizontal_marg
    android:paddingRight="@dimen/activity_horizontal_mar
    android:paddingTop="@dimen/activity_vertical_margin"
    android:paddingBottom="@dimen/activity_vertical_marg
    tools:context=".MainActivity">

    <ImageView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:id="@+id/imageView"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:contentDescription="@string/hello_world"
        android:layout_marginTop="24dp" />

    <de.hdodenhof.circleimageview.CircleImageView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_below="@+id/imageView"
        android:layout_marginTop="24dp"
        android:layout_centerHorizontal="true"
        android:src="@drawable/circularimage"
        android:id="@+id/circleView"
     />

</RelativeLayout>
```

The custom ImageView called CircularImageView is added in the project by add a dependency in the project build.gradle file as shown below.

```gradle
                                                    </>
dependencies {
    compile fileTree(dir: 'libs', include: ['*.jar'])
    compile 'com.android.support:appcompat-v7:21.0.3'
    compile 'de.hdodenhof:circleimageview:1.2.1'
```

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```java
package inducesmile.com.androidcircularimageview;

import android.graphics.Bitmap;
import android.graphics.BitmapFactory;
import android.support.v7.app.ActionBarActivity;
import android.os.Bundle;
import android.view.Menu;
import android.view.MenuItem;
import android.widget.ImageView;


public class MainActivity extends ActionBarActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        Bitmap bitmap = BitmapFactory.decodeResource(thi
        Bitmap circularBitmap = ImageConverter.getRounde

        ImageView circularImageView = (ImageView)findVie
        circularImageView.setImageBitmap(circularBitmap)

    }

    @Override
    public boolean onCreateOptionsMenu(Menu menu) {
        // Inflate the menu; this adds items to the acti
        getMenuInflater().inflate(R.menu.menu_main, menu
        return true;
    }

    @Override
    public boolean onOptionsItemSelected(MenuItem item)
        // Handle action bar item clicks here. The actio
        // automatically handle clicks on the Home/Up bu
        // as you specify a parent activity in AndroidMa
```

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```
        }
    }
}
```

Save the file and run your project.

You can download the code for this tutorial below. If you are having hard time downloading the tutorials, kindly contact me.

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Tags: android imageview, Circular ImageView, Rounded Corner ImageView

ABOUT THE AUTHOR

Inducesmile

I learn and write about Android, iOS, Javascript, Php, Node.js, React Native, Mobile Game, Virtual Reality and Internet of Things

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usheikh | March 22, 2016   Log in to Reply

hi where is the code for drawable?

Henry Author | March 23, 2016

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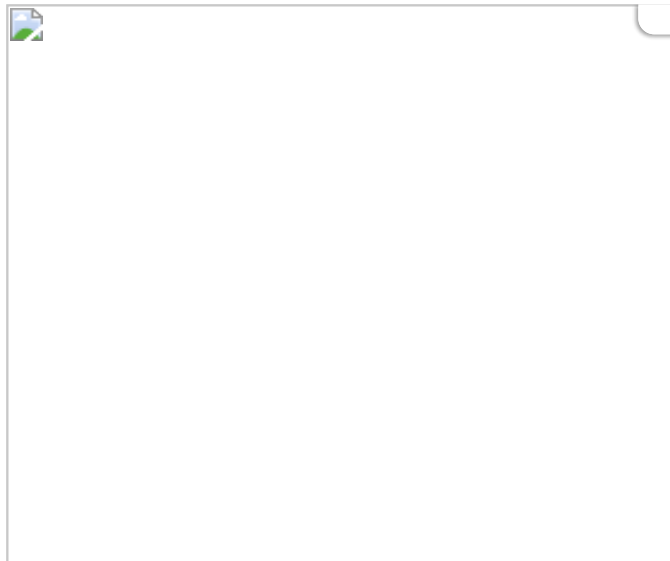drawable File (Image). Kindly Change the mistake…
Thank you..

mgumiero9 | September 29, 2017   Log in to Reply

Very nice work! Congratulations!

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