UIImagePickerControllerDelegate

A set of methods that your delegate object must implement to interact
with the image picker interface.

Declaration

```
protocol UIImagePickerControllerDelegate
```

Overview

The methods of this protocol notify your delegate when the user either picks an image or movie, or
cancels the picker operation. The delegate methods are responsible for dismissing the picker when
the operation completes. To dismiss the picker, call the `dismissModalViewController`
`Animated:` method of the parent controller responsible for displaying the `UIImagePicker`
`Controller` object.

To save a still image to the user's Camera Roll album, call the `UIImageWriteToSavedPhotos`
`Album(_:_:_:_:)` function from within the body of the `imagePickerController(_:did`
`FinishPickingMediaWithInfo:)` method. To save a movie to the user's Camera Roll album,
instead call the `UISaveVideoAtPathToSavedPhotosAlbum(_:_:_:_:)` function. These
functions, described in UIKit Functions, save the image or movie only; they do not save metadata.

To write additional metadata when saving an image to the Camera Roll, use the `PHAssetChange`
`Request` class from the Photos framework. See the description for the `mediaMetadata` key.

Topics

Closing the Picker

```
func imagePickerController(UIImagePickerController, didFinish
PickingMediaWithInfo: [UIImagePickerController.InfoKey : Any])
```
Tells the delegate that the user picked a still image or movie.

```
func imagePickerControllerDidCancel(UIImagePickerController)
```
Tells the delegate that the user cancelled the pick operation.

Getting the Editing Information

Use these keys to retrieve information from the editing dictionary about what was returned to your
delegate object.

```
struct UIImagePickerController.InfoKey
```