**Guia 23: Uso de la cámara**

1. Crear un proyecto base.
2. Editar el archivo activity\_main.xml

*<?***xml version="1.0" encoding="utf-8"***?>*

<**LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"**

**xmlns:app="http://schemas.android.com/apk/res-auto"**

**xmlns:tools="http://schemas.android.com/tools"**

**android:layout\_width="match\_parent"**

**android:layout\_height="match\_parent"**

**android:orientation="vertical"**

**tools:context="mobile.calyr.com.camara.MainActivity"**>

<**Button**

**android:id="@+id/button"**

**android:layout\_width="match\_parent"**

**android:layout\_height="wrap\_content"**

**android:onClick="sacarFoto"**

**android:text="@string/sacar\_foto"** />

<**ImageView**

**android:id="@+id/imageView"**

**android:layout\_width="match\_parent"**

**android:layout\_height="match\_parent"**

**app:srcCompat="@mipmap/ic\_launcher"** />

</**LinearLayout**>

3. Editar el Archivo AndroidManifest.xml

*<?***xml version="1.0" encoding="utf-8"***?>*

<**manifest xmlns:android="http://schemas.android.com/apk/res/android"**

**package="mobile.calyr.com.camara"**>

<**uses-permission android:name="android.permission.WRITE\_EXTERNAL\_STORAGE"**/>

<**application**

**android:allowBackup="true"**

**android:icon="@mipmap/ic\_launcher"**

**android:label="@string/app\_name"**

**android:roundIcon="@mipmap/ic\_launcher\_round"**

**android:supportsRtl="true"**

**android:theme="@style/AppTheme"**>

<**activity android:name=".MainActivity"**>

<**intent-filter**>

<**action android:name="android.intent.action.MAIN"** />

<**category android:name="android.intent.category.LAUNCHER"** />

</**intent-filter**>

</**activity**>

</**application**>

</**manifest**>

4. Modificar la clase MainActivity.java

**package** mobile.calyr.com.camara;

**import** android.content.Intent;

**import** android.graphics.Bitmap;

**import** android.graphics.BitmapFactory;

**import** android.net.Uri;

**import** android.os.Bundle;

**import** android.os.Environment;

**import** android.provider.MediaStore;

**import** android.support.v7.app.AppCompatActivity;

**import** android.view.View;

**import** android.widget.ImageView;

**import** java.io.File;

**public class** MainActivity **extends** AppCompatActivity {

**private** ImageView **img**;

@Override

**protected void** onCreate(Bundle savedInstanceState) {

**super**.onCreate(savedInstanceState);

setContentView(R.layout.***activity\_main***);

**img** = (ImageView) findViewById(R.id.***imageView***);

}

**public void** sacarFoto(View view) {

*//Creamos el Intent para llamar a la Camara*

Intent cameraIntent = **new** Intent(

android.provider.MediaStore.***ACTION\_IMAGE\_CAPTURE***);

*//Creamos una carpeta en la memeria del terminal*

File imagesFolder = **new** File(

Environment.*getExternalStorageDirectory*(), **"ucb"**);

imagesFolder.mkdirs();

*//añadimos el nombre de la imagen*

File image = **new** File(imagesFolder, **"foto.jpg"**);

Uri uriSavedImage = Uri.*fromFile*(image);

*//Le decimos al Intent que queremos grabar la imagen*

cameraIntent.putExtra(MediaStore.***EXTRA\_OUTPUT***, uriSavedImage);

*//Lanzamos la aplicacion de la camara con retorno (forResult)*

startActivityForResult(cameraIntent, 1);

}

**protected void** onActivityResult(**int** requestCode, **int** resultCode, Intent data) {

*//Comprovamos que la foto se a realizado*

**if** (requestCode == 1 && resultCode == ***RESULT\_OK***) {

*//Creamos un bitmap con la imagen recientemente*

*//almacenada en la memoria*

Bitmap bMap = BitmapFactory.*decodeFile*(

Environment.*getExternalStorageDirectory*()+

**"/ucb/"**+**"foto.jpg"**);

*//Añadimos el bitmap al imageView para*

*//mostrarlo por pantalla*

**img**.setImageBitmap(bMap);

}

}

}