**Spike outcomes**

**Name:** Load and Display Image From Gallery

**Goals:**

Code for accessing gallery images.

Code for displaying images in our application.

**Personnel:**

Jack Hosemans and Thomas Parasiuk

**Technologies, Tools, and Resources used:**

Java, Eclipse, Android, Git, Emacs, Android API

**Tasks undertaken:**

* Created a simple example application.
* Added functionality for accessing the gallery.
* Made application load and display images on the screen.
* Added downscaling to image.

**What we found out:**

That there are libraries for accessing the gallery and that we don’t need to rewrite it.

We also managed to solve a few possible issues with loading images from the gallery thanks to using the Log class to provide information on exceptions thrown and the way the application is using our code. We’d do well to use Log a lot in our application.

**Open issues/risks:**

If the images in the gallery are too large then you can’t simply display them as is or it will lag the UI – they need to be downscaled.

**Recommendations:**

Add more sources for images, e.g. camera.

Find out how to process images loaded in to the application.