**Spike outcomes**

**Name:** Save/Share Image

**Goals:**

Code for saving a processed image to the gallery.

Code for sharing a processed image.

**Personnel:**

Jack Hosemans and Thomas Parasiuk

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

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

**Tasks undertaken:**

* Created buttons (“share” and “save”) that appear underneath processed images and link them to functions.
* Made the “share” function share the image and made the “save” function save the image.

**What we found out:**

How to save images internally and externally with the File and FileOutputStream classes and the Bitmap.compress() method.

How to share images to other apps using intents.

**Open issues/risks:**

There are currently no open issues or risks that we’re aware of – everything is working and is well understood and tested by both members of the team.

**Recommendations:**

Now that this spike and the other three are complete, baseline functionality for the application has almost been achieved – we have been putting all the spike code together as we completed it.

All we need to do to make a working version of our halftone application is to change the processing code from “apply greyscale filter, put a dot in the middle” to something that actually reads the colour value of the image and creates a grid of dots based on that. That should be our next step on this project.