**LiveFeed Class Description**

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| **Name** | LiveFeed |
| **Base Class** | <none> |
| **Purpose** | LiveFeed displays the video image being transmitted by the Fotoball and provides user options to change views or to capture video data |
| **States** | Active, Inactive |
| **Constructors** | Default: no camera loaded  Ball Object: sends one Fotoball object to be used |
| **Mutators** | setCamera() |
| **Accessors** | getVideo() |
| **Fields** | video\_feed |

**setCamera() Method Description**

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| **Prototype** | private void setCamera(int camNum) |
| **Purpose** | Specify which camera to use |
| **Receives** | camNum - an integer specifying which camera to turn on |
| **Returns** | nothing |
| **Remarks** | This method will also make sure every other camera is turned off, so only one is live at a time |

**getVideo() method Description**

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| **Prototype** | public Object getVideo() |
| **Purpose** | To extract the video in use and save it to the device gallery |
| **Receives** | nothing |
| **Returns** | The current video object from the LiveFeed screen |
| **Remarks** | Will throw an exception if the video is unable to be returned |