Flash Light with Timer:

package com.assignment.flashlight;

import android.hardware.Camera;

import android.hardware.Camera.Parameters;

import android.os.Bundle;

import android.os.CountDownTimer;

import android.app.Activity;

import android.widget.TextView;

import android.view.View;

public class MainActivity extends Activity {

boolean flashDetector = false;

TextView TimerTextView;

Camera cameraObj;

MyCount count = new MyCount(30000l, 1000l);

Camera.Parameters cameraParams;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

TimerTextView = (TextView) this.findViewById(R.id.timer\_text\_view);

cameraObj = Camera.open();

cameraParams = cameraObj.getParameters();

}

public void on(View view) {

if(flashDetector){

cameraParams.setFlashMode(Parameters.FLASH\_MODE\_OFF);

cameraObj.setParameters(cameraParams);

cameraObj.stopPreview();

cameraObj.release();

flashDetector = false;

}

else{

count.start();

}

}

public void off(View view) {

if(flashDetector){

cameraParams.setFlashMode(Parameters.FLASH\_MODE\_OFF);

cameraObj.setParameters(cameraParams);

cameraObj.stopPreview();

cameraObj.release();

flashDetector = false;

}

}

class MyCount extends CountDownTimer{

public MyCount(long millisInFuture, long countDownInterval) {

super(millisInFuture, countDownInterval);

}

@Override

public void onFinish(){

TimerTextView.setText("Timer: 0");

cameraParams.setFlashMode(Parameters.FLASH\_MODE\_TORCH);

cameraObj.setParameters(cameraParams);

cameraObj.startPreview();

flashDetector = true;

}

@Override

public void onTick(long millisUntilFinished) {

// TODO Auto-generated method stub

TimerTextView.setText("Timer: " + millisUntilFinished/1000);

}

}

}