[How to set an image to imageView using filepath in android](http://stackoverflow.com/questions/15814638/how-to-set-an-image-to-imageview-using-filepath-in-android)

o set an image from a file you need to do this:

File file = new File(Environment.getExternalStorageDirectory()+File.separator + "image.jpg"); //your image file path

mImage = (ImageView) findViewById(R.id.imageView1);

mImage.setImageBitmap(decodeSampledBitmapFromFile(file.getAbsolutePath(), 500, 250));

When decodeSampledBitmapFromFile:

public static Bitmap decodeSampledBitmapFromFile(String path,

int reqWidth, int reqHeight) { // BEST QUALITY MATCH

// First decode with inJustDecodeBounds=true to check dimensions

final BitmapFactory.Options options = new BitmapFactory.Options();

options.inJustDecodeBounds = true;

BitmapFactory.decodeFile(path, options);

// Calculate inSampleSize

// Raw height and width of image

final int height = options.outHeight;

final int width = options.outWidth;

options.inPreferredConfig = Bitmap.Config.RGB\_565;

int inSampleSize = 1;

if (height > reqHeight) {

inSampleSize = Math.round((float)height / (float)reqHeight);

}

int expectedWidth = width / inSampleSize;

if (expectedWidth > reqWidth) {

//if(Math.round((float)width / (float)reqWidth) > inSampleSize) // If bigger SampSize..

inSampleSize = Math.round((float)width / (float)reqWidth);

}

options.inSampleSize = inSampleSize;

// Decode bitmap with inSampleSize set

options.inJustDecodeBounds = false;

return BitmapFactory.decodeFile(path, options);

}

You can play with the numbers (500 and 250 in this case) to change the quality of the bitmap for the ImageView.