ImageView из файла

If you know the filename in the code, calling this won't be a problem:

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

int resID = getResources().getIdentifier(drawableName, "drawable", getPackageName());

iw.setImageResource(resID);

Checkout this [code](https://xjaphx.wordpress.com/2011/10/02/store-and-use-files-in-assets/) . IN this tutorial you can find how to load image from asset folder.

// load image

try

{

// get input stream

InputStream ims = getAssets().open("avatar.jpg");

// load image as Drawable

Drawable d = Drawable.createFromStream(ims, null);

// set image to ImageView

mImage.setImageDrawable(d);

}

catch(IOException ex)

{

return;

}

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| 3down vote | Some of these answers may answer the question but I never liked any of them so I ended up writing this, it my help the community.  Get Bitmap from assets:  public Bitmap loadBitmapFromAssets(Context context, String path)  {  InputStream stream = null;  try  {  stream = context.getAssets().open(path);  return BitmapFactory.decodeStream(stream);  }  catch (Exception ignored) {} finally  {  try  {  if(stream != null)  {  stream.close();  }  } catch (Exception ignored) {}  }  return null;  }  Get Drawable from assets:  public Drawable loadDrawableFromAssets(Context context, String path)  {  InputStream stream = null;  try  {  stream = context.getAssets().open(path);  return Drawable.createFromStream(stream, null);  }  catch (Exception ignored) {} finally  {  try  {  if(stream != null)  {  stream.close();  }  } catch (Exception ignored) {}  }  return null;  } |

WebView web = (WebView) findViewById(R.id.webView);

web.loadUrl("file:///android\_asset/pract\_recommend\_section1\_pic2.png");

web.getSettings().setBuiltInZoomControls(true);