Main Points,	Key Points

Notes

React Native Images

1. Managing Images.

- a. React Native provides a unified way to manage images in both Android and iOS apps.
- b. To include static images, just place any image within the project folder and use the below reference inside App.js.

Image Reference

<Image source={require('./my-icon.png')} />

c. If you have created a folder named images, change the file path to ./images/my-icon.pg

2. Images for a Specific Platform.

- a. For any image that is intended to cater for specific platform, rename the folder using the name of the platform.
- b. For example:
 - my-icon.android.png This will be selected for Android smartphone.
 - my-icon.ios.png This will be selected for iPhone.

3. Images for Different Screen Sizes.

a. React Native provides a way to implement images for different screen sizes.

Summary

Main Points/Key Points

Notes

React Native Images

- i. The images intended for different screen sizes must include the following requirements:
 - Images are having different resolution to cater for each screen size.
 - Use of @2x and @3x file names, where @2x image will be used for iPhone 7 and @3x image for iPhone 7 Plus.
- ii. To resize image dynamically, use flex and manually set the props to {weight: undefined, height: undefined}.

4. Referencing Other Medias (Non-Image Resources).

a. Use the same referencing for other medias such as .mp3, .mp4, .wav, .mov, .html, .pdf.

5. Referencing Network Images.

a. To include images from the Internet, use the following reference.

Internet Image Reference

```
<Image source={{uri:
'https://facebook.github.io/react/logo-
og.png'}} style={{width: 400, height: 400}}
/>
```

Summary

Main Points/Key Points	Notes
	React Native Images
	6. References.
	a. Dabit, N. (2018). <i>React Native in Action</i> . New York, NY: Manning Publications Co.
	b. Facebook Inc. React Native Reference, version 0.57. Available at https://facebook.github.io/react-native/docs/images.html#docsNav
	Summary