Android-er
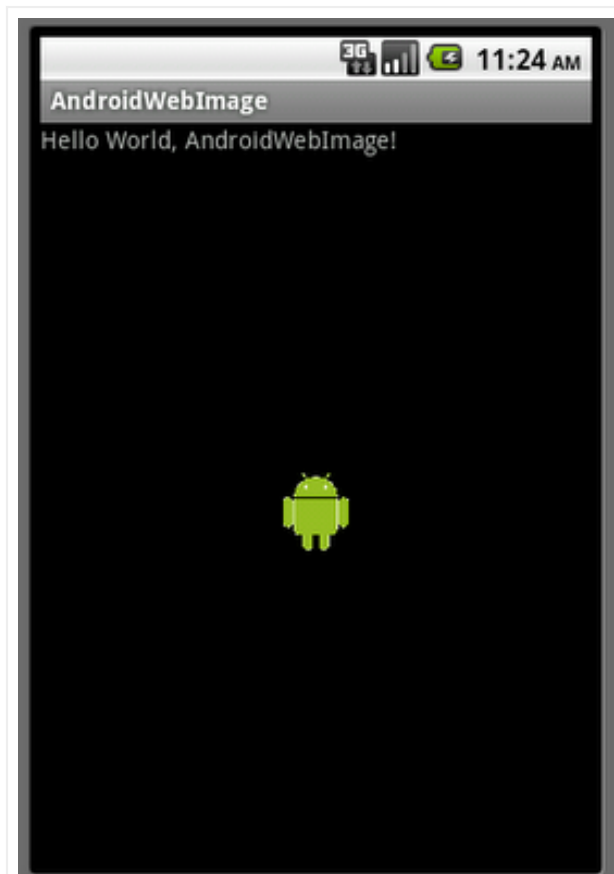
Load ImageView with bitmap from internet

It's a simple way to load ImageView with a bitmap from internet, via http connection.

In order to load something from internet, the AndroidManifest.xml have to be modified to grand permission for internet access.

```xml
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.exercise.AndroidWebImage"
    android:versionCode="1"
    android:versionName="1.0">
  <application android:icon="@drawable/icon" android:label="@string/app_name">
      <activity android:name=".AndroidWebImage"
                android:label="@string/app_name">
        <intent-filter>
            <action android:name="android.intent.action.MAIN" />
            <category android:name="android.intent.category.LAUNCHER" />
        </intent-filter>
      </activity>

  </application>
  <uses-sdk android:minSdkVersion="4" />
 <uses-permission android:name="android.permission.INTERNET" />
</manifest>
```

Modify main.xml to include a ImageView

```xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
   android:orientation="vertical"
   android:layout_width="fill_parent"
   android:layout_height="fill_parent"
   >
<TextView
```

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```
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:text="@string/hello"
    />
<ImageView
    android:id="@+id/image"
    android:scaleType="center"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
/>
</LinearLayout>
```

java code:

```
package com.exercise.AndroidWebImage;

import java.io.IOException;
import java.io.InputStream;
import java.net.HttpURLConnection;
import java.net.URL;
import java.net.URLConnection;

import android.app.Activity;
import android.graphics.Bitmap;
import android.graphics.BitmapFactory;
import android.os.Bundle;
import android.widget.ImageView;

public class AndroidWebImage extends Activity {

String image_URL=
 "http://4.bp.blogspot.com/_C5a2qH8Y_jk/StYXDpZ9-WI/AAAAAAAAAJQ/sCgPx6j
fWPU/S1600-R/android.png";

    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState) {
```

```java
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);

        ImageView bmImage = (ImageView)findViewById(R.id.image);
     BitmapFactory.Options bmOptions;
     bmOptions = new BitmapFactory.Options();
     bmOptions.inSampleSize = 1;
     Bitmap bm = LoadImage(image_URL, bmOptions);
     bmImage.setImageBitmap(bm);
    }

    private Bitmap LoadImage(String URL, BitmapFactory.Options options)
    {
     Bitmap bitmap = null;
     InputStream in = null;
        try {
            in = OpenHttpConnection(URL);
            bitmap = BitmapFactory.decodeStream(in, null, options);
            in.close();
        } catch (IOException e1) {
        }
        return bitmap;
    }

private InputStream OpenHttpConnection(String strURL) throws IOExceptio
n{
 InputStream inputStream = null;
```
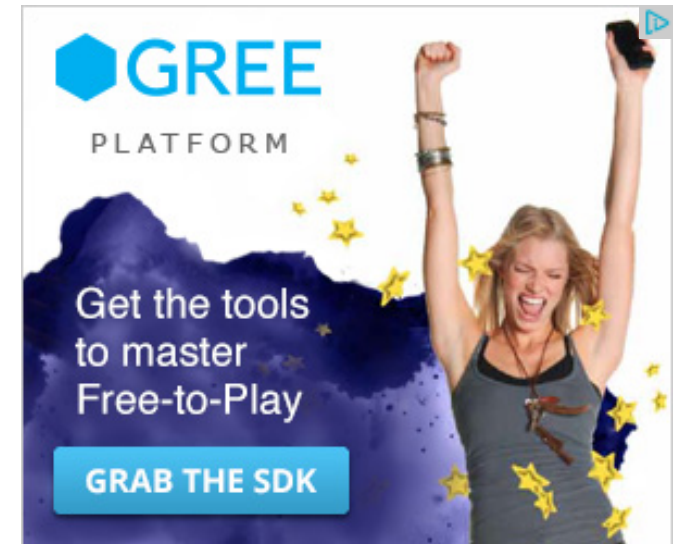
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```
InputStream inputStream = null;
URL url = new URL(strURL);
URLConnection conn = url.openConnection();

try{
 HttpURLConnection httpConn = (HttpURLConnection)conn;
 httpConn.setRequestMethod("GET");
 httpConn.connect();

 if (httpConn.getResponseCode() == HttpURLConnection.HTTP_OK) {
  inputStream = httpConn.getInputStream();
 }
}
catch (Exception ex)
{
}
 return inputStream;
}

}
```

1 comment:

prerna said...

Hi, is it possible to load images from internet/sdcard/phone memory and save them in the app database?

September 15, 2010 2:04 PM

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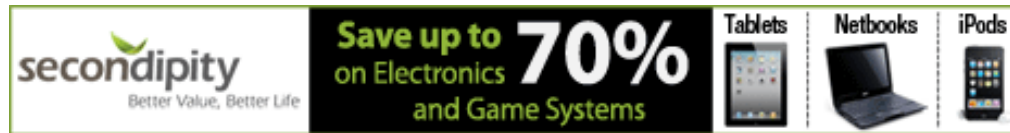
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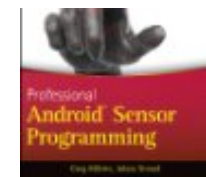   http://app-4-android.blogspot.com/

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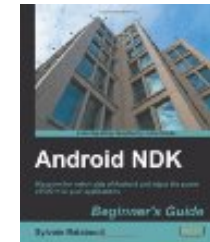J. F. DiMarzio

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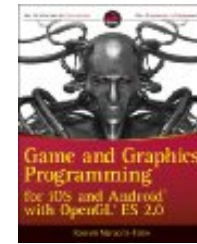
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