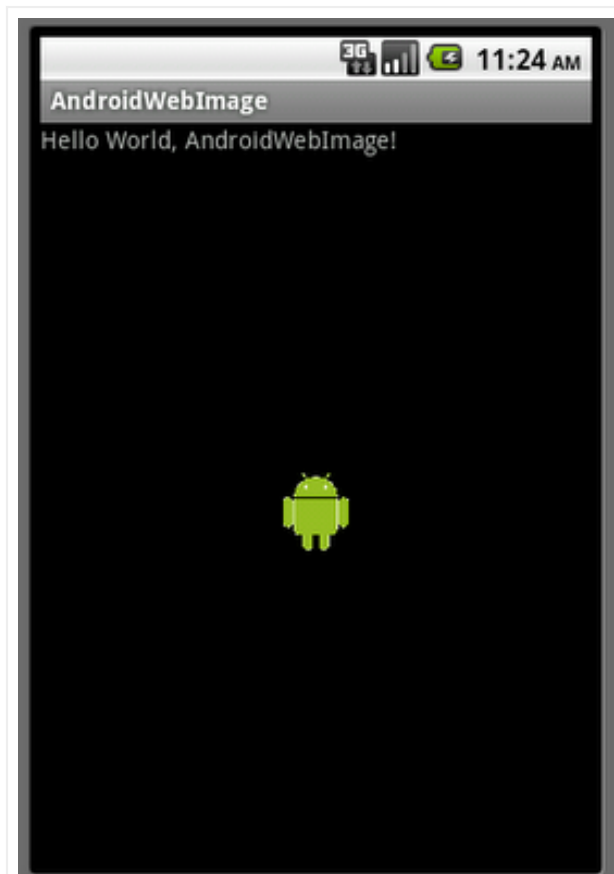


Android-er

WEDNESDAY, JUNE 16, 2010

Load ImageView with bitmap from internet

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



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

```
<?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/ap
p_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 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/sCgPx6jfwPU/S1600-R/android.png";

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

```

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```

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

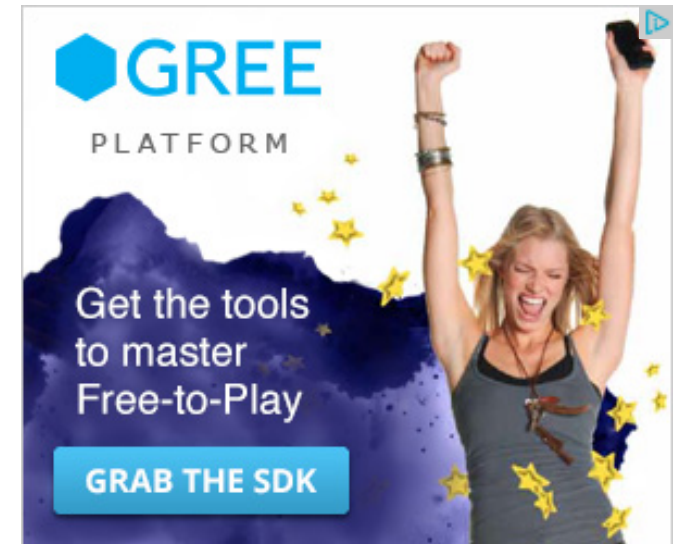
ImageView bmImage = (ImageView)findViewById(R.id.image);
BitmapFactory.Options bmOptions;
bmOptions = new BitmapFactory.Options();
bmOptions.inSampleSize = 1;
Bitmap bm = LoadImage(image_URL, bmOptions);
bmImage.setImageBitmap(bm);
}

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 IOException
{
    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;
}
}

```

張貼者： Andr.oid Eric 位於 8:25 PM



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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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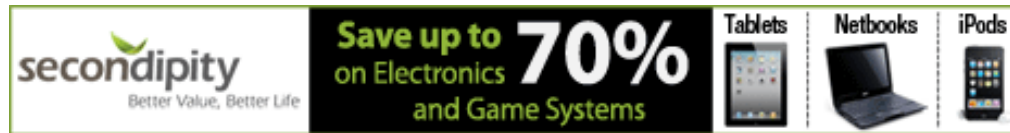


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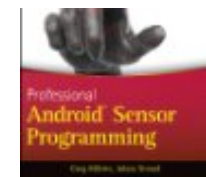
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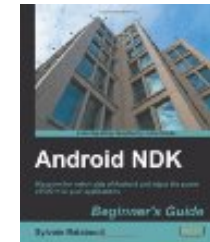
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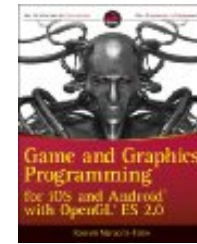
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