How to use the class of imageopsRS in Android projects in Android Studio:
RenderScript implements an interface with files with type .rs
The language itself is a C99-derived language for writing high-performance compute code. Writing a RenderScript Kernel describes how to use it to write compute kernels.
The control API is used for managing the lifetime of RenderScript resources and controlling kernel execution. It is available in three different languages: Java, C++ in Android NDK, and the C99-derived kernel language itself. Using RenderScript from Java Code and Single-Source RenderScript describe the first and the third options, respectively. It is very similar to CUDA programming.
The support library in Android is supporting some intrinsic libraries, which for them it is not needed to implement .rs files.
I used these libraries to create a class for two operations that are used in our program. First is resizing and second is conversion of YUV to RGB.

To use this class, first it is needed to include renderscript support in Gradle like this:

```
android {
   ...
   defaultConfig {
      ...
      renderscriptTargetApi 16
      renderscriptSupportModeEnabled true
   }
   ...
}
```

After that we are allowed to use renderscript's supportlibrary in our project:

```
import android.support.v8.renderscript.*;
```

To use this class, it is needed to create a renderscript object, and the rest are normal inputs like bitmap and size of image in case of bitmap resize.