

Assignment2 Additional Report

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1. In the layout, this program use a **ImageView** widget to display the photo.
2. Set a onclick listener on the **ImageView**. It allowed user to upload a photo or take a photo by camera by clicking the image on the screen. Then transfer the photo into **Bitmap** type.
3. While click **addperson** button on the **Contact_details**. The photo submitted would transfer into **byte[]** type and stored in the database "**contact**" table "**picture**".
4. While using **Contact_profile** activity. The activity will search the picture in the database by name and transfer it into **Bitmap** type. Then show on the screen.
5. Set a onclick function on the picture. When the photo is exiting, start another activity "**full_image**" to show the entire picture on the screen. Then click the screen again, it will return to the **Contact_profile** page.
6. Default photo for **Contact_profile** is in "res/drawable/no_image.png". While editing in the **Contact_details** activity, the default photo shown on the screen is in "res/drawable/test.png".