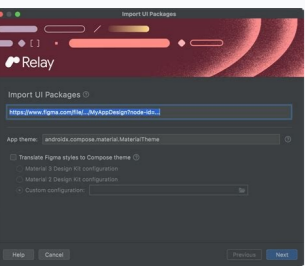
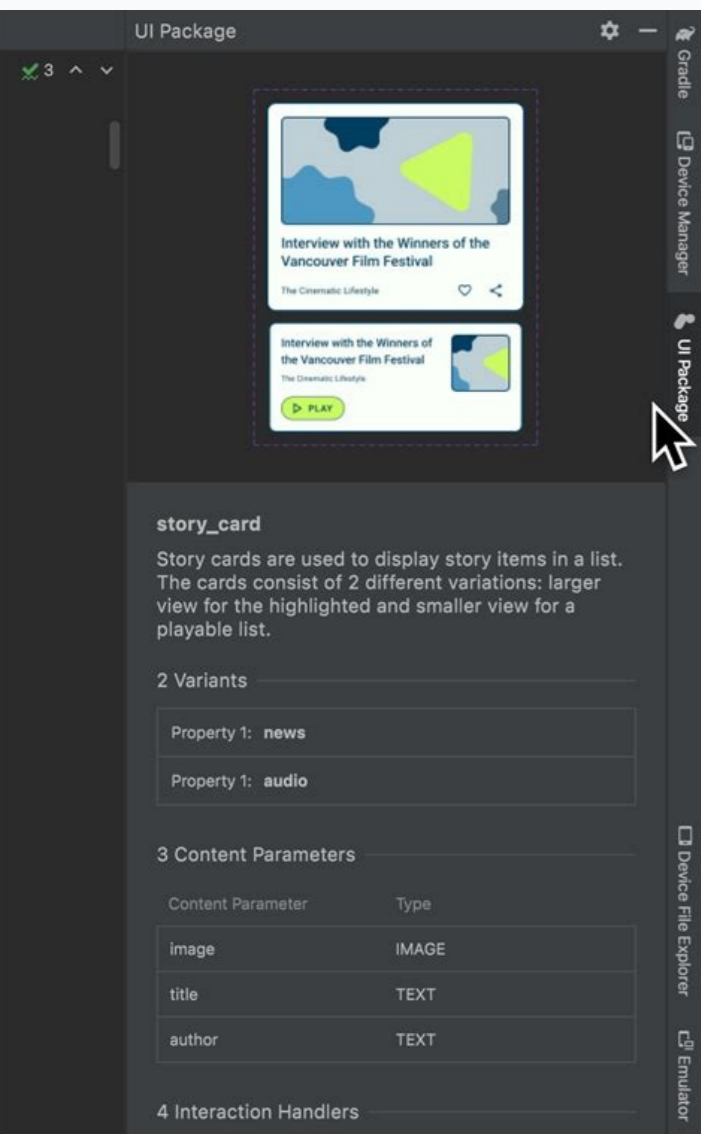


Android studio save image

Continue



Android studio save image to sqlite. Android studio save image to gallery. Android studio save image to external storage. Android studio save image to internal storage. Android studio save image in sharedpreferences. Android studio save image to sql server. Android studio save image from camera. Android studio save image in drawable programmatically.

Working from home is good, but there are downsides. Especially when you have small children who come to your office every half an hour looking for a coloring page - and every time it's the same page. Fortunately, thanks to Google Save, I was able to shorten the duration of these breaks. If you've never heard of it, Save is a service provided by Google that allows you to save items you find online. If you're constantly logged into your Google account and need a place to save images found on a search results page, Google Save can help. Google Save allows you to mark saved items. Keeping with the previous example, let's say we're looking for a Hello Kitty coloring page. As usual, start by searching for an image on Google, then click on the image you're interested in. Google then expands the image on the search results page. There are several buttons on the right, including Visit Site, View Image, Save, and View Saved. Click Save and the asterisk on that button will change color to indicate that the item has been saved by Google. To view the image on Google Save Now, click View Saved or go to Google.com/save in a browser. From here, you can tag items to make them easier to find later, or just for quick access to saved content. Note that Google Save only really saves links to content found on the web. Therefore, if the site you saved from deletes this image, you will no longer be able to access it. If you want to go beyond images and use Google Save to save website links, you can download the Save to Google extension for Chrome. 1. Before uploading an image, write a method to save bitmaps to an image file in Android internal memory. You need a context, it's better to pass it in the application context via getApplicationContext(). You can put this method in your activity class or some other utility class. public void saveImage(Context context, Bitmap b, String imageName) { FileOutputStream foStream; try { foStream = context.openFileOutput(imageName, Context.MODE_PRIVATE); b.compress(Bitmap.CompressFormat.PNG, 100, foStream); foStream.close(); } catch (Exception e) { Log.d("saveImage", "Exception 2, something went wrong!"); e.printStackTrace(); } } 2. Now we have a method to save a bitmap to an image file in Android, we will write an AsyncTask to retrieve images from a URL. This private class must be included in your activity class. After the image is loaded, the predefined saveImage method is called in the onPostExecute method to save the image. Note that the image name is encoded as "my_image.png". private class DownloadImage extends AsyncTask { private String TAG = "DownloadImage"; private Bitmap downloadImage(Bitmap sURL) { Bitmap bitmap = null; try { InputStream inputStream = new URL(sURL).openStream(); // Load image from URL bitmap = BitmapFactory.decodeStream(inputStream); // Decode the bitmap inputStream.close(); } catch (Exception e) { Log.d(TAG, "Exception 1, something went wrong!"); e.printStackTrace(); } return bitmap; } @Override protected void doInBackground(String... params) { return downloadImage(params[0]); } protected void onPostExecute(Bitmap result) { saveImage(getApplicationContext(), result, "my_image.png"); } } 3. An AsyncTask is defined to load the image, but to run this AsyncTask we need to execute it. To do this, write this line in the onCreate method of your Activity class, or in the onClick method of your button, or wherever you see fit. new DownloadImage().execute(); 4. Once the image is loaded, we need a way to retrieve the bitmap of the image from internal memory in order to use it. Let's write a method to load the bitmap. This method takes two parameters, the context and the image file name, without the full path, context.openFileInput(imageName) will look for the file in the save directory if the file name has been previously saved. Method. public Bitmap loadImageBitmap(context, String imageName) { Bitmap = null; FileInputStream fiStream; try { fiStream = context.openFileInput(imageName); bitmap = BitmapFactory.decodeStream(fiStream); fiStream.close(); } catch (Exception e) { Log.d("saveImage", "Exception 3, something went wrong!"); e.printStackTrace(); } return bitmap; } 5. Now we have everything we need to set up the ImageView or other views where you want to use the image. When we save the image, we hardcoded the image name as "my_image.jpeg", now we can pass the image name to the loadImageBitmap method above to get the bitmap and set it to the ImageView. imageView.setImageBitmap(loadImageBitmap(getApplicationContext(), "my_image.jpeg")); 6. To get full image path by image name. File file = getApplicationContext().getFileStreamPath("my_image.jpeg"); String imageFullPath = file.getAbsolutePath(); 7. Check if the image file exists. File file = getApplicationContext().getFileStreamPath("my_image.jpeg"); if (file.exists()) Log.d("file", "my_image.jpeg exists!"); 8. Delete the image file. File file = getApplicationContext().getFileStreamPath("my_image.jpeg"); if (file.delete()) Log.d("file", "deleted my_image.jpeg!"); 9. Image must be stored in /data/data/your.app.package.name/files/my_image.jpeg, check this post to access this directory from your device. Codepedia Search Search the entire web How to generate and save a layout image in Android with code examples Hello everyone. In this post we will look at how to solve the problem "How to generate and save a layout image in Android" using Computer Language. LinearLayout content = findViewById(R.id.r1id); content.setDrawingCacheEnabled(true); Bitmap = content.getDrawingCache(); file file; if (environment.getExternalStorageState().equals(android.os.Environment.MEDIA_MOUNTED)) { file = new File(file.getAbsolutePath()+file.separator+"filename"+ ".png"); } FileOutputStream ostream = new FileOutputStream(file); bitmap.compress(Bitmap.CompressFormat.PNG, 10, ostream); ostream.close(); } catch (Exception e) { e.printStackTrace(); } } As we have seen, the problem of the variable How to generate and save layout image in android is solved by using different instances How to create image from android layout How to change view or image layout and intentionally share it? Here is a simple way without redundant permissions: create an XML folder in your res folder (right click res -> new -> android resource directory -> resource type: xml). Create a new XML file named file_paths.xml Enter this code How to take a screenshot and save it to the Android Gallery Take a screenshot Open the screen you want to capture Depending on your phone: press the power button and the volume down button at the same time There is a preview at the bottom left screenshot . On some phones, the screenshot capture function is located at the top of the screen. How to add an image in LinearLayout for Android? To display images using XML, we need to add an ImageView tag to our XML layout. The ImageView tag has an android:src attribute that points to an image stored in the res/drawable directory. To programmatically display an image, instantiate an ImageView in your activity class and assign the image using setImageResource() and add it to the layout using LinearLayout. Aug 21, 2015 How do I save a layout as an image? how to generate and save layout image in android LinearLayout content = findViewById(R.id.r1id); Contents. setDrawingCacheEnabled(true); Bitmap bitmap = content.getDrawingCache(); file file; if (environment.getExternalStorageState().equals(android.os.Environment.MEDIA_MOUNTED)) { file = new File(file.getAbsolutePath()+file.separator+"filename"+ ".png"); } File(file.getAbsolutePath()+file.separator+"filename"+ ".png"); } FileOutputStream ostream = new FileOutputStream(file); ostream.write(bitmap); ostream.close(); } catch (Exception e) { e.printStackTrace(); } } How to save the layout in JPEG format? Export the document as an image file Z Select "File" in the toolbar menu > "Export" > "Images" where you want to save your images. In the File Name field, enter a name for the beginning of each exported image file. Select PNG or JPEG from the Save as type drop-down list. Click "Save". How do I add an image to a layout app? How would you create a custom view class and add it to the layout? Android SDK: Creating Custom Views Step 1: Create an Android project. Step 2: Create a view class. Step 3: Create attribute resources. Step 4: Add the view to the layout. Step 5: Get the attributes. Step 6: Draw the view. Step 7 Enter download and setup methods. What is the createChooser() method for? The ACTION_SEND action usually sends the URL of the built-in browser application. When providing data, the intent calls the createChooser() method, which takes the intent and specifies the name of the choice dialog. Intention. The createChooser() method displays the selector. How do I take a screenshot and save it? Press Ctrl + PrtScn. The entire screen turns gray, including the open menu. Select a mode, or in earlier versions of Windows, select the arrow next to the New button. Select the type of crop you want to capture, then select the area of the screenshot you want to capture. The FlickrCash website allows you to browse saved images from Flickr in a dynamic Flash-based interface. Log in to FlickrCash to save image searches and create photoboxes that you can share and bookmark (here's my hastily assembled lightbox of a cute kitty). I'm posting this late because I got caught playing FlickrCash; My only gripe is that you can't limit the search results to CC licensed images. To be honest, the video above doesn't do FlickrCash justice, so check it out for yourself. FlickrCash FlickrCash

