# Using Camera

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# Using Camera

- These are the following two ways, in which you can use camera in your application
  - Using existing android camera application in our application
  - Directly using Camera API provided by android in our application

# Using existing camera

- Using existing android camera application in our application

- You will use MediaStore.ACTION_IMAGE_CAPTURE to launch an existing camera application installed on your phone. Its syntax is given below

```
Intent intent = new
Intent(android.provider.MediaStore.ACTION_IM
AGE_CAPTURE);
```

- Apart from the above, there are other available Intents provided by MediaStore.

# Intents Available

- ACTION_IMAGE_CAPTURE_SECURE
  - It returns the image captured from the camera , when the device is secured
- ACTION_VIDEO_CAPTURE
  - It calls the existing video application in android to capture video
- EXTRA_SCREEN_ORIENTATION
  - It is used to set the orientation of the screen to vertical or landscape
- EXTRA_FULL_SCREEN
  - It is used to control the user interface of the ViewImage
- INTENT_ACTION_VIDEO_CAMERA
  - This intent is used to launch the camera in the video mode
- EXTRA_SIZE_LIMIT
  - It is used to specify the size limit of video or image capture size

# Starting Intent

- Now you will use the function startActivityForResult() to launch this activity and wait for its result. Its syntax is given below:

  ```
  startActivityForResult(intent,0)
  ```

- This method has been defined in the activity class.

- We are calling it from main activity. There are methods defined in the activity class that does the same job , but used when you are not calling from the activity but from somewhere else.

# Example:

- Camera.java

# Thank you

**Web Resources**
http://mitu.co.in
http://tusharkute.com

**Blogs**
http://digitallocha.blogspot.in
http://kyamputar.blogspot.in

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