Android Camera Developer Guide

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Android Camera Developer Guide

The general steps for creating a custom camera interface for your application are as follows: Detect and Access Camera - Create code to check for the existence of cameras and request access. Create a Preview Class - Create a camera preview class that extends SurfaceView and implements the ...

Camera API | Android Developers
Open the Camera Object Getting an instance of the Camera object is the first step in the process of directly controlling the camera. As Android's own Camera application does, the recommended way to access the camera is to open Camera on a separate thread that's launched from onCreate ().

Control the camera | Android Developers
CameraX is a Jetpack support library, built to help you make camera app development easier. It provides a consistent and easy-to-use API surface that works across most Android devices, with backward-compatibility to Android 5.0 (API level 21).

CameraX overview | Android Developers
Android Camera. Integrating camera photos into an app is a fairly common task when creating rich media apps. The big draw with apps like Facebook and Instagram is the ability to take a picture and share it with other users.

Camera · Developing for Android - A Developer's Guide
BaseColumns; CalendarContract.AttendeesColumns; CalendarContract.CalendarAlertsColumns; CalendarContract.CalendarCacheColumns; CalendarContract.CalendarColumns

android.hardware.camera2 | Android Developers
The camera app that comes installed on your phone is probably pretty good, but that doesn't mean it can't be improved. Android has a wide variety of 3rd-party camera apps that can help you …

Best Android Camera App - xda-developers
Developer Guide; Camera configs; Recording and Playback; Depth API. Overview; Developer guide; Augmented Images. Overview; Developer guide; Cloud Anchors. Overview; Build the Cloud Anchors Android sample app; Build the Cloud Anchors iOS sample app; Android developer guide; iOS developer guide; ARCore Extensions analytics; ARCore SDK for Unity ...

Depth API developer guide for Android | ARCore | Google ...
Welcome to the Android developer guides. These documents teach you how to build Android apps using APIs in the Android framework and other libraries. If you're brand new to Android and want to jump into code, start with the Build Your First App tutorial. And check out these other resources to learn Android development:

Developer Guides | Android Developers
For more information, see the Content Providers developer guide. A unique aspect of the Android system design is that any app can start another app's component. For example, if you want the user to capture a photo with the device camera, there's probably another app that does that and your app can use it instead of developing an activity to capture a photo yourself.

Application Fundamentals | Android Developers
Android 4.0 (API level 14) introduces support for the Bluetooth Health Device Profile (HDP). This lets you create applications that use Bluetooth to communicate with health devices that support Bluetooth, such as heart-rate monitors, blood meters, thermometers, and scales.

Bluetooth overview | Android Developers
Android AutoAndroid Auto now comes built-in, so you can simply plug in your phone and start using Android on your car's display. No app download needed. No app download needed. Dynamic System Updates This feature allows developers to load a different system image on their device for testing without affecting their original system image.

Android 10 | Android
Enable developer options and USB debugging on your device. Connect your device to your development machine. In the Unity Build Settings window, click Build and Run. Unity builds your project into...

Quickstart for Android | ARCore | Google Developers
Make sure your Android device is connected to the development machine and click Run in Android Studio. Android Studio

builds your project into a debuggable APK, installs the APK, and then runs the...

Quickstart for Android | ARCore | Google Developers
Make sure your device is connected to your machine and then click Build and Run. Unity builds your project into an Android APK, installs it on the device, and launches it. Find a location that has...

Lighting Estimation developer guide for Unity | ARCore
See the developer guide for an example of this prompt. Do not use the image's pose and size estimates until the image's tracking state is FULL_TRACKING. When an image is initially detected by ARCore, and no expected physical size was specified, its tracking state will be PAUSED. This means that ARCore has recognized the image, but has not ...

Augmented Images for Android | ARCore | Google Developers
Build and run the sample app Create a new project in Unity based on the quickstart. When building the app, make sure to include the augmented image scene located in...

Augmented Images developer guide for Unity | ARCore
Use the Camera returned by mapView.getCamera () to manipulate the view of the map. Call camera.updateCamera (CameraUpdate cameraUpdate) to set all camera properties in one go. Monitor changes to a camera by registering a CameraObserver. Put constraints on a camera by setting limits to the CameraLimits object returned by camera.getLimits ().

Guide - HERE SDK for Android (Lite Edition) - HERE Developer
The sample app gets camera images by creating an AVCaptureSession with video frames from the front camera. The following code sample shows an implementation of AVFoundation 's capture output delegate method, which passes the image, a timestamp, and a recognition rotation to your face session.

Augmented Faces developer guide for iOS | ARCore | Google ...
SDK for Android Developer's Guide Requesting Android Permissions. If your application supports Android 6.0 or above, ...

android.permission.CAMERA is required when LiveSight (augmented reality) features are used. Add the following methods to BasicMapActivity class:

Over 100 recipes to help you solve the most common problems faced by Android Developers today About This Book Find the answers to your common Android programming problems, from set up to security, to help you deliver better applications, faster Uncover the latest features of Android Marshmallow to make your applications stand out Get up to speed with Android Studio 1.4 - the first Android Studio based on the IntelliJ IDE from JetBrains Who This Book Is For If you are new to Android development and want to take a hands-on approach to learning the framework, or if you are an experienced developer in need of clear working code to solve the many challenges in Android development, you can benefit from this book. Either way, this is a resource you'll want to keep at your desk for a quick reference to solve new problems as you tackle more challenging projects. What You Will Learn Along with Marshmallow, get hands-on working with Google's new Android Studio IDE Develop applications using the latest Android framework while maintaining backward-compatibility with the support library Master Android programming best practices from the recipes Create exciting and engaging applications using knowledge gained from recipes on graphics, animations, and multimedia Work through succinct steps on specifics that will help you complete your project faster Keep your app responsive (and prevent ANRs) with examples on the AsynchTask class Utilize Google Speech Recognition APIs for your app. Make use of Google Cloud Messaging (GCM) to create Push Notifications for your users Get a better understanding of the Android framework through detailed explanations In Detail The Android OS has the largest installation base of any operating system in the world; there has never been a better time to learn Android development to write your own applications, or to make your own contributions to the open source community! This "cookbook" will make it easy for you to jump to a topic of interest and get what you need to implement the feature in your own application. If you are new to Android and learn best by "doing," then this book will provide many topics of interest. Starting with the basics of Android development, we move on to more advanced concepts, and we'll guide you through common tasks developers struggle to solve. The first few chapters cover the basics including Activities, Layouts, Widgets, and the Menu. From there, we cover fragments and data storage (including SQLite), device sensors, the camera, and GPS. Then we move on more advanced topics such as graphics and animation (including OpenGL), multi-threading with AsyncTask, and Internet functionality with Volley. We'll also demonstrate Google Maps and Google Cloud Messaging (also known as Push Notifications) using the Google API Library. Finally, we'll take a look at several online services designed especially for Android development. Take your application big-time with full Internet web services without having to become a server admin by leveraging the power of Backend as a Service (BaaS) providers. Style and approach This book progresses from the fundamentals of Android Development to more advanced concepts, with recipes to solve the most common problems faced by developers. This cookbook makes it easy to jump to specific topics of interest, where you'll find simple steps to implement the solution and get a clear explanation of how it works.

Beginning Google Glass Development is your number one resource for learning how to develop for Google Glass--the paradigm-shifting mobile computing platform taking the world by storm now and for years to come. Mobile developers have always had to think for the future, and right now that means getting started with Google Glass. This book is incredibly hands-on with many exciting projects. You will learn the basics of Glass and how to set up your development environment, through to every Glass development topic using Glass Development Kit (GDK): • Glass User Interface • Camera and Image Processing • Video: Basics and Applications • Voice and Audio • Network, Bluetooth, and Social • Locations, Map, and Sensors • Graphics, Animation, and Games You will also learn how to develop enterprise and web-based Glass apps using the Mirror API. Each topic is full of examples that illustrate what Glass can truly do and help you quickly start developing your own apps. Jeff Tang has successfully developed mobile, web, and enterprise apps on many platforms, and cares immensely about user experience. He brings his vast knowledge to this book through cool and practical examples, which will excite and tantalize your creativity. This book is for any developer who is keen to start developing for Glass with GDK or the Mirror API. Whether you are an Android, iOS, web, or enterprise developer, you do not want to miss the chance that Glass becomes the next big thing. Get started with Beginning Google Glass Development and be inspired today.

Readers gain a strong foundation in Java programming and the confidence in technical skills to build working mobile applications with ANDROID BOOT CAMP FOR DEVELOPERS USING JAVA: A GUIDE TO CREATING YOUR FIRST ANDROID APPS, 3E. Written by an award-winning technology author, this book thoroughly introduces Java with an emphasis on creating effective mobile applications. The book is ideal for readers with some programming experience or those new to Java and Android Studio. The book's hands-on tutorial approach offers step-by-step instruction and numerous screen shots to guide you through tasks. Practical callouts, industry tips, cases and assignments reinforce understanding of programming logic and Java tools for Android. Content is both relevant for today and focused on programming principles for the future. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Android Programming: The Big Nerd Ranch Guide: is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with all versions of Android widely used today (Android 2.2 - 4.2). Write and run code every step of the way – creating apps that catalog crime scenes, browse photos, track your jogging route, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Write and run code every step of the way — creating apps that catalog crime scenes, browse photos, track your jogging route, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. "Big Nerd Ranch provided the training we needed to get

hundreds of engineers building skillfully on Android. This book is a great distillation of that training and will be a huge help to anyone looking to ramp up as well." – Mike Shaver, Director of Mobile Engineering, Facebook "…a must-have for the developer just starting in Android or ready for more advanced techniques. I was impressed with this book's content and clarity of presentation. The authors explain simple and complex Android topics with equal ease." – James Steele, author of The Android Developer's Cookbook

Put your ActionScript 3 skills to work building mobile apps. This book shows you how to develop native applications for Android-based smartphones and tablets from the ground up, using Adobe AIR. You learn the entire development process hands-on, from coding specific functions to options for getting your app published. Start by building a sample app with step-by-step instructions, using either Flash Professional or Flash Builder. Then learn how to use ActionScript libraries for typical device features, such as the camera and the accelerometer. This book includes ready-to-run example code and a case study that demonstrates how to bring all of the elements together into a full-scale working app. Create functionality and content that works on multiple Android devices Choose from several data storage options Create view and navigation components, including a back button Get tips for designing user experience with touch and gestures Build a location-aware app, or one that makes use of motion Explore ways to use audio, video, and photos in your application Learn best practices for asset management and development

An operating manual for the hottest mobile operating system. The Complete Idiot's Guide® to Android App Development gets novice developers up and running quickly on creating their very own mobile applications, with step-by-step instruction on everything they need to design, develop, test, and publish their fully-featured apps. The Android operating system is now the largest mobile platform in the U.S., and there are now more than 90,000 apps available. Android is completely open and free to all developers. Topics covered include: ? Designing effective and easy-to-navigate user interfaces for apps. ? Adding audio and video support to apps. ? Making the most of Android's hardware, including GPS, social media, built-in camera, and voice integration. ? Publishing application to the Android market.

Learning Android™ Application Programming will help you master modern Android programming by building a fully functional app from the ground up. Working with the Android 4.3 toolset, you'll solve real-world problems faced by every Android developer and learn best practices for success with any mobile development project. Ideal for developers who have little or no Android experience but have basic Java experience, this tutorial teaches through carefully structured exercises that address the entire development process. Leading Android developers James Talbot and Justin McLean guide you through building a real biking mobile app that can handle everything from mileage tracking to route planning. Each chapter builds your knowledge, step-by-step, and in the end you will have a complete, working app. Along the way, you'll gain hands-on experience with writing code that can run on the widest spectrum of devices while still leveraging Android's newest features. You'll also discover proven solutions for the occasionally messy realities of Android development, from

inaccurate sensor data to inadequate device battery life–pitfalls that most other Android books ignore. Learn how to Set up your Android development environment on Windows or Mac operating systems Quickly create a simple, working app that demonstrates basic Android principles Master core building blocks, such as Activities, Intents, Services, and Resources Build a functional user interface, and then make it more intuitive and usable Professionally style your Android app Make your app location-aware Integrate social networking features Build highly efficient threaded apps Integrate database support to read and write data Make your app run faster, while using less memory and power Efficiently test and debug your app Easily internationalize your app for multiple countries and languages Sell your app through Google Play and the Amazon AppStore Get all of this book's sample code at www.androiddevbook.com/code.html. Register your book at informit.com/register to gain access to the Bonus KitKat Chapter. Download the free version of this book's On Your Bike app from Google Play today.

Put your ActionScript 3 skills to work building mobile apps. This book shows you how to develop native applications for Android-based smartphones and tablets from the ground up, using Adobe AIR. You learn the entire development process hands-on, from coding specific functions to options for getting your app published. Start by building a sample app with step-by-step instructions, using either Flash Professional or Flash Builder. Then learn how to use ActionScript libraries for typical device features, such as the camera and the accelerometer. This book includes ready-to-run example code and a case study that demonstrates how to bring all of the elements together into a full-scale working app. Create functionality and content that works on multiple Android devices Choose from several data storage options Create view and navigation components, including a back button Get tips for designing user experience with touch and gestures Build a location-aware app, or one that makes use of motion Explore ways to use audio, video, and photos in your application Learn best practices for asset management and development

Digital cameras, both in traditional form factors and as parts of cell phones, have become ubiquitous over the last decade. But for the most part, they remain black boxes to the end-user, and cannot be reprogrammed or modified. This has become an obstacle to researchers in the new field of computational photography, who want to use the growing computing power of digital cameras to create images no traditional camera could produce. This dissertation presents the Frankencamera platform, a digital camera system designed for computational photography. The Frankencamera is a fully open, fully programmable digital camera, which can be easily modified to test out new research ideas. The Frankencamera architecture allows for per-frame control of the capture process, and accurate synchronization of all the components that make up the camera. Based on this architecture, this dissertation details two hardware platforms: the F2, a flexible custom-built camera; and the Nokia N900, a commercial smartphone. Both platforms can be easily programmed at a high level using the FCam API, written to embody the Frankencamera architecture. Finally, this dissertation presents several sample applications for the Frankencamera platform. Several of these applications could not have been developed for any existing camera platform, and the ease and speed at which they were written show that the Frankencamera platform is a compelling tool for computational photography.

Learn To Use Raspberry Pi 3 Kit & Also Learn to Program Android in 24 Hours! This guide book will ensure you are equipped with the complete know-how of programming the Raspberry Pi 3. Get started with learning Android Development right away. What You'll Learn From This Book? RASPBERRY PI 3 Chapter 1: Introduction - Embedded Systems & The Raspberry Pi Chapter 2: Moving Toward A Smarter Internet - The Internet Of Things Chapter 3: Understanding The Raspberry Pi Versions & Features Chapter 4: Understanding The Raspberry Pi 3 Chapter 5: The Raspberry Pi 3 - Hardware Setup Chapter 6: Operating Systems Required For Raspberry Pi 3 Chapter 7: NOOBS for Raspberry Pi 3 Chapter 8: Connecting The Raspberry Pi 3 Chapter 9: Starting And Programming Raspberry Pi 3 Chapter 10: General Purpose Input Output (GPIO) Chapter 11: Understanding And Accessing Python 3 Programming Using Python 3 Chapter 12: Understanding And Accessing Mathematica Chapter 13: Programming In Mathematica Chapter 14: Accessing Camera In Raspberry Pi 3 Chapter 15: Raspberry Pi 3 - Getting Ahead With IOT Chapter 16: Conclusion - Sculpting Your Career In IOT ANDROID DEVELOPMENT Chapter 1: Introduction Chapter 2: Choosing App Development As A Career Option Chapter 3: History Of Android App Development Chapter 4: Advantages Of Android Programming Chapter 5: Android Apps Vs other OS Apps Chapter 6: Different Versions In Android Chapter 7: The Skills You Need To Develop An Android App Chapter 8: Getting Started - System & Software Requirements How To Set Java Environment How To Set Android Studio Chapter 9: Let's Build Your First Android App R.Java & String.XML Learn About Manifest.XML Learn About Layouts Learn About Databases Chapter 10: How To Publish Your Android App Chapter 11: Rooting Android App Chapter 12: How To Use Your Mobile As AVD Chapter 13: Why Should You Become An Android Developer? Chapter 14: Conclusion - Future Of Android App Development Use this book to get ahead in the world of Internet Of Things! Elevate your skill levels in using and programming the Raspberry Pi 3!

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