Click to verify

This example demonstrates how do I get a bitmap from Url in android app. Step 1 − Create a new project in Android Studio, go to File ⇒ New Project and fill all required details to create a new project. Step 2 − Add the following code to res/layout/activity_main.xml. Step 3 – Copy and paste an image (.png/.jpg/.jpeg) into res/drawable Step 4 − Add the following code to src/MainActivity.java import android.graphics.Bitmap; import android.graphics.BitmapFactory; import android.os.AsyncTask; import android.support.v7.app.AppCompatActivity; import android.os.Bundle; import android.widget.ImageView; import java.io.IOException; import java.io.InputStream; public class MainActivity extends AppCompatActivity { Bitmap bitmap; ImageView image; String urlImage = " + "-elements-imag-background-image-furnished-nasa-61052787.jpg"; @Override protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(R.layout.activity_main); image = findViewById(R.id.iMageView); new GetImageFromUrl(image).execute(urlImage); } public class GetImageFromUrl extends AsyncTask{ ImageView imageView; public GetImageFromUrl(ImageView img){ this.imageView = img; } @Override protected Bitmap doInBackground(String... url) { String stringUrl = url[0]; bitmap = null; InputStream inputStream; try { inputStream = new java.net.URL(stringUrl).openStream(); bitmap = BitmapFactory.decodeStream(inputStream); } catch (IOException e) { e.printStackTrace(); } return bitmap; } @Override protected void onPostExecute(Bitmap bitmap){ super.onPostExecute(bitmap); imageView.setImageBitmap(bitmap); } } } Step 5 - Add the following code to androidManifest.xml