

# IOS - CAMERA MANAGEMENT

[http://www.tutorialspoint.com/ios/ios\\_camera\\_management.htm](http://www.tutorialspoint.com/ios/ios_camera_management.htm)

Copyright © tutorialspoint.com

Camera is one of the common features in a mobile device. It is possible for us to take pictures with the camera and use it in our application and it is quite simple too.

## Camera Management - Steps Involved

**Step 1.** Create a simple **View based application**.

**Step 2.** Add a **button** in **ViewController.xib** and create **IBAction** for the button.

**Step 3.** Add an **image view** and create **IBOutlet** naming it as **imageView**.

**Step 4.** Update **ViewController.h** as follows –

```
#import <UIKit/UIKit.h>

@interface ViewController : UIViewController<UIImagePickerControllerDelegate>
{
    UIImagePickerController *imagePicker;
    IBOutlet UIImageView *imageView;
}
- (IBAction)showCamera:(id)sender;

@end
```

**Step 5.** Update **ViewController.m** as follows –

```
#import "ViewController.h"

@interface ViewController ()

@end

@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (IBAction)showCamera:(id)sender {
    imagePicker.allowsEditing = YES;
    if ([[UIImagePickerController isSourceTypeAvailable:
        UIImagePickerControllerSourceTypeCamera]])
    {
        imagePicker.sourceType = UIImagePickerControllerSourceTypeCamera;
    }
    else{
        imagePicker.sourceType =
            UIImagePickerControllerSourceTypePhotoLibrary;
    }
    [self presentViewController:imagePicker animated:YES];
}

- (void)imagePickerController:(UIImagePickerController *)picker
didFinishPickingMediaWithInfo:(NSDictionary *)info{
```

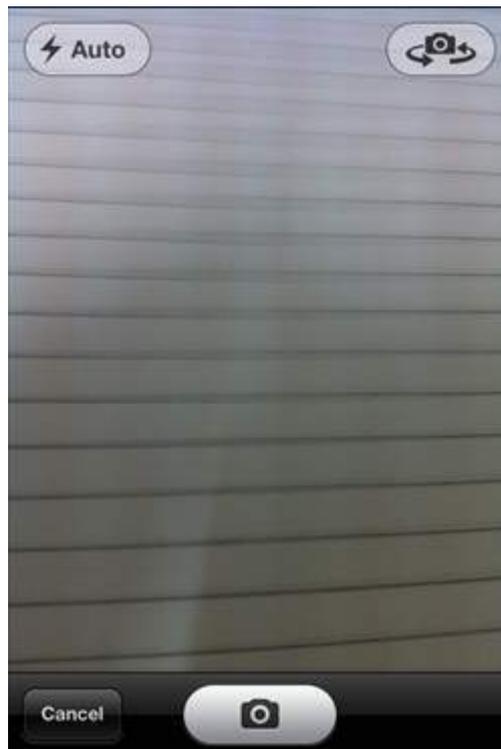
```
UIImage *image = [info objectForKey:UIImagePickerControllerEditedImage];
if (image == nil) {
    image = [info objectForKey:UIImagePickerControllerOriginalImage];
}
imageView.image = image;
}

-(void)imagePickerControllerDidCancel:(UIImagePickerController *)picker{
    [self dismissModalViewControllerAnimated:YES];
}

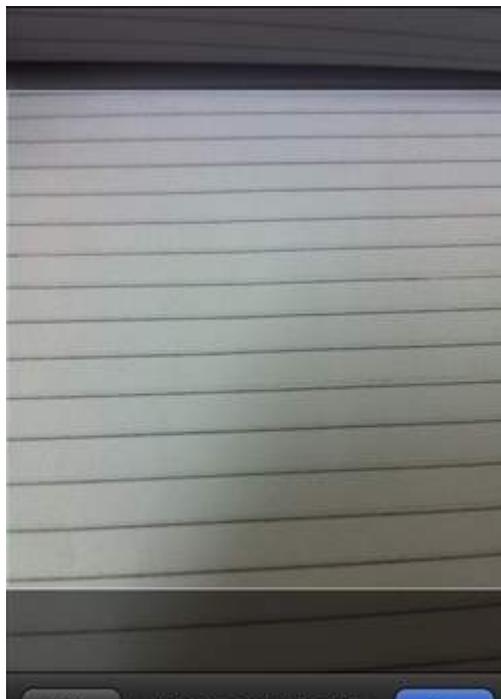
@end
```

## Output

When we run the application and click show camera button, we'll get the following output –



Once we take a picture, we can edit the picture, i.e., move and scale as shown below –



Retake

Move and Scale

Use