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How to save image from imageview to sdcard in android

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activity_main.xml pacchetto MainActivity.java; import android.app.actionbar; importazione Android.Graphics.Color; import android.graphics.drawable.ColorDrawable; import android.net.uri; import android.os.bundle; importazione Android.App.Activity; import android.os.Environment; Importa Android.View.View; import android.widget.Button; import android.widget.imageView; import android.widget.relativeLayout; import android.graphics.bitmap; import android.graphics.drawable.drawable; import android.graphics.drawable.bitmapdrawawable; import android.widget.textView; import java.io.file; importare java.io.fileoutputStream; import java.io.oexception; import java.io.outputstream; public class MainActivity estende Activity {protected onCreate void (Bundle savedInstanceState) {super.onCreate (savedInstanceState); setContentView (r.layout.activity_main); // Ricevi i widget Riferimento dal layout XML Final reativeLayout rl = (relativeLayout) findViewById (r.id.rl); Pulsante finale btn = (Button) findViewById (R.id.btn); finale ImageView iv_source = (ImageView) findViewById (R.id.iv_source); finali ImageView iv_saved = (ImageView) findViewById (R.id.iv_saved); TextView finale tv_saved = (TextView) findViewById (R.id.tv_saved); finale ActionBar ab = getActionBar (); ab.setBackgroundDrawable (nuova ColorDrawable (Color.parseColor ("# FFBE7B4"))); btn.setOnClickListener (nuova View.OnClickListener () {@Override public void onClick (Visualizza v) { // Ottenere l'immagine dalla risorsa drawable come oggetto disegnabile Drawable disegnabile = getDrawable (R.drawable.bird); // Prendi il bitmap da drawable oggetto bitmap bitmap = ((BitmapDrawable) drawable). getBitmap (); // File un "astratto" rappresentazione di un'entit  file system identificato da un percorso il percorso pu  essere assoluto (relativo alla directory principale del file system) o relativo alla directory corrente in cui il programma   in esecuzione. il file effettivo a cui fa riferimento un file pu  o non pu  esistere. pu  anche, nonostante il nome del file, una cartella o un altro file non regolare. * // inizializzazione un nuovo file del file... // * Ambiente Fornisce l'accesso alle variabili di ambiente getExternalStorageDirectory file statici pubblici () Ritorna la directory di memorizzazione esterna primaria Questa directory non pu  attualmente essere accessibile se   stato montato dall'utente sul proprio computer.   stato rimosso dal dispositivo, o qualche altro problema   accaduto.   possibile determinare il suo stato attuale con getExternalStorageState (). Nota: Be confused by the word "external" here. This directory can be improved as a multimedia / shared support. It is a filesystem capable of containing a relatively large quantity of data and that is shared on all applications (does not apply permissions). Traditionally it is an SD card, but it can also be being being As a storage incorporated into a device distinct from the protected internal memory and can be mounted as a filesystem on a computer. * // Get the path of the path string of the external storage directory = environment.getExternalStorageDirectory (). ToString (); // * Public file (dirpath string, string name) builds a new file using the specified directory path and file name, placing a path separator between the two. Dirpath parameters: the path of the directory where the file is stored. Name: The name of the file. NullPointerException Groups If Name == NULL. * // create a file to save the image file = new file (path, "uniquefile" + ".jpg"); Try { // * OutputStream A writable sink for bytes. Most clients use output streams that write data on the file system (fileoutputstream), the network (getoutputstream () / getoutputstream ()) or on an in-memory byte array (bytearrayoutputstream). Use OutputStreamWriter to adapt a byte flow like this in a character flow. * / OutputStream stream = null; // * FileOutputStream An output stream that writes byte to a file. If the output file exists, it can be replaced or added to. If you don't exist, a new file will be created. * // * Public FileOutputStream (file file) builds a new fileoutputstream that writes to the file. The file will be truncated if it exists and created if it does not exist. FileNotFoundException Groups: If the file cannot be opened for writing. * / stream = new fileoutputstream (file); // * Compressed Boolean public (bitmap.compermpreatFormat Format, int quality, ExputsStream Stream) Write a bitmap compressed version to the specified outputstream. If it returns it is true, bitmap can be rebuilt by passing a corresponding inputstream to bitmapfactory.decodestream (). Note: Not all formats directly support all Bitmap configurations, so it is possible that the bitmap returned by bitmapfactory may be in a different bitdepth, and / or may have lost for pixel alpha (eg JPEG only supports opaque pixels). Parameter format: the quality format of the compressed image: tip to the compressor, 0-100. 0 Meaning Compress for small size, 100 Meaning Compress for maximum quality. Some formats, like PNG that are not without loss, will ignore the quality setting flow: the output to write compressed data. Returns true: if correctly compressed to the specified flow. * / bitmap.compress (bitmap.compressformat.jpeg, 100, flow); // * Public voices flush () flushes this flow. The implementations of this method should ensure that any data buffer is devalued. This implementation does nothing. Throw IEXCEPTION: If an error occurs while washing this flow. * / stream.flush (); // * Public void Close () closes this flow. The implementations of this method should free up any resource used by the flow. This implementation does nothing. Throws IEXCEPTION: if an error occurs while closing this flow. * / stream.close (); } Catch (IEXCEPTION e) // Take the exception {e.printStackTrace (); } // analyzes the path of the image saved by URI URI SALVATEURSI = Uri.parese (file.getabsolutepath ()); // Show the image saved at ImageView IV_SAVED.SETIMAGEURI (SAVEDIMAGEURI); // Display of the rescued image URI to textView TV_SAVED.SETTEXT ("Image saved in external storage." + Savatomaguri); }} // AndroidManifest.xml (permission) Android: Name = "android.permission.write_external_storage" />
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