

Picasso

Introduction

- It simplifies the process of **loading images** from external **urls** and display on your application.
- For example, downloading an image **from server**, is one of the most common task in any application.
- Picasso provides automatic **image caching**.
- Images add **much-needed context and visual flair** to Android applications, Picasso allows for hassle-free image loading in your application—**often in one line of code!**

```
Picasso.with(context).load("http://image_url.png").into(imageView);
```

Picasso

Usage

IMAGE TRANSFORMATIONS

- Transform images to better fit into layouts and to **reduce memory size**.

```
Picasso.with(context).load(url).resize(50, 50).centerCrop().into(imageView)
```

PLACE HOLDERS

- Picasso supports both **download** and **error placeholders** as optional features

```
Picasso.with(context).load(url).placeholder(R.drawable.user_placeholder)  
.error(R.drawable.user_placeholder_error).into(imageView);
```

Picasso

Usage

RESOURCE LOADING

Resources, assets, files, content providers are all supported as image sources.

```
Picasso.with(context).load(R.drawable.landing_screen).into(imageView1);
```

```
Picasso.with(context).load("file:///android_asset/DvpvklR.png").into(imageView2);
```

```
Picasso.with(context).load(new File(...)).into(imageView3);
```

Gradle Link :

```
compile 'com.squareup.picasso:picasso:2.5.2'
```

----- Complete coding under Industry Expert in class room -----