

Exhibit 31



Multimedia and Camera

The Android multimedia framework includes support for capturing and playing audio, video and images in a variety of common media types, so that you can easily integrate them into your applications. You can play audio or video from media files stored in your application's resources, from standalone files in the file system, or from a data stream arriving over a network connection, all using the [MediaPlayer](#) or [JetPlayer](#) APIs. You can also record audio, video and take pictures using the [MediaRecorder](#) and [Camera](#) APIs if supported by the device hardware.

The following topics show you how to use the Android framework to implement multimedia capture and playback.

[MediaPlayer](#)

How to play audio and video in your application.

[JetPlayer](#)

How to play interactive audio and video in your application using content created with JetCreator.

[Camera](#)

How to use a device camera to take pictures or video in your application.

[Audio Capture](#)

How to record sound in your application.

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Android 4.0 r1 - 04 Nov 2011 0:15

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Topics

[MediaPlayer](#)

[JetPlayer](#)

[Camera](#)

[Audio Capture](#)

Key classes

[MediaPlayer](#)

[JetPlayer](#)

[Camera](#)

[MediaRecorder](#)

[AudioManager](#)

[SoundPool](#)

See also

[Android Supported Media Formats](#)

[JetCreator User Manual](#)

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