



## Using the Media APIs

The only modern technology that can compete with mobile phones for ubiquity is the portable digital media player. As a result, the multimedia capabilities of portable devices are a significant consideration for many consumers.

Android's open platform- and provider-agnostic philosophy ensures that it offers a multimedia library capable of playing and recording a wide range of media formats, both locally and streamed.

Android exposes this library to your applications, providing comprehensive multimedia functionality including recording and playback of audio, video, and still-image media stored locally, within an application, or streamed over a data connection.

At the time of print, Android supported the following multimedia formats:

- JPEG
- PNG
- OGG
- Mpeg 4
- 3GPP
- MP3
- Bitmap