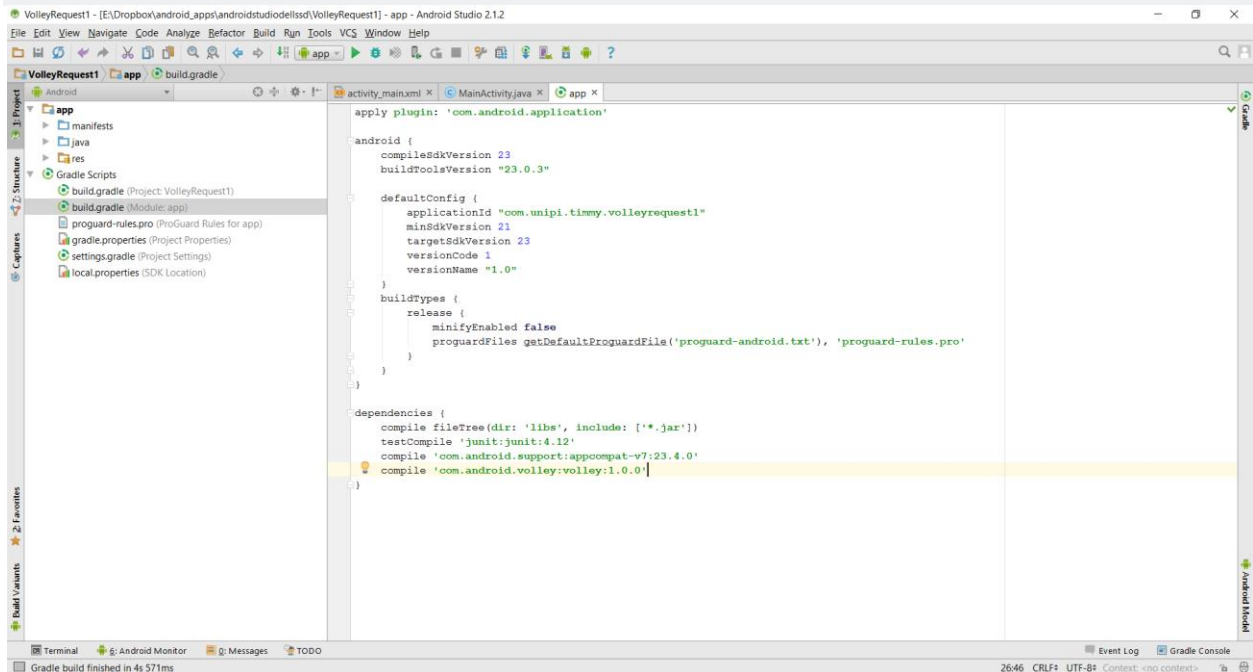


Android Simple Network request using Volley

1. Add Volley to you project (build.gradle)

```
dependencies {
    compile 'com.android.volley:volley:1.0.0'
}
```



2. Add the INTERNET Permission

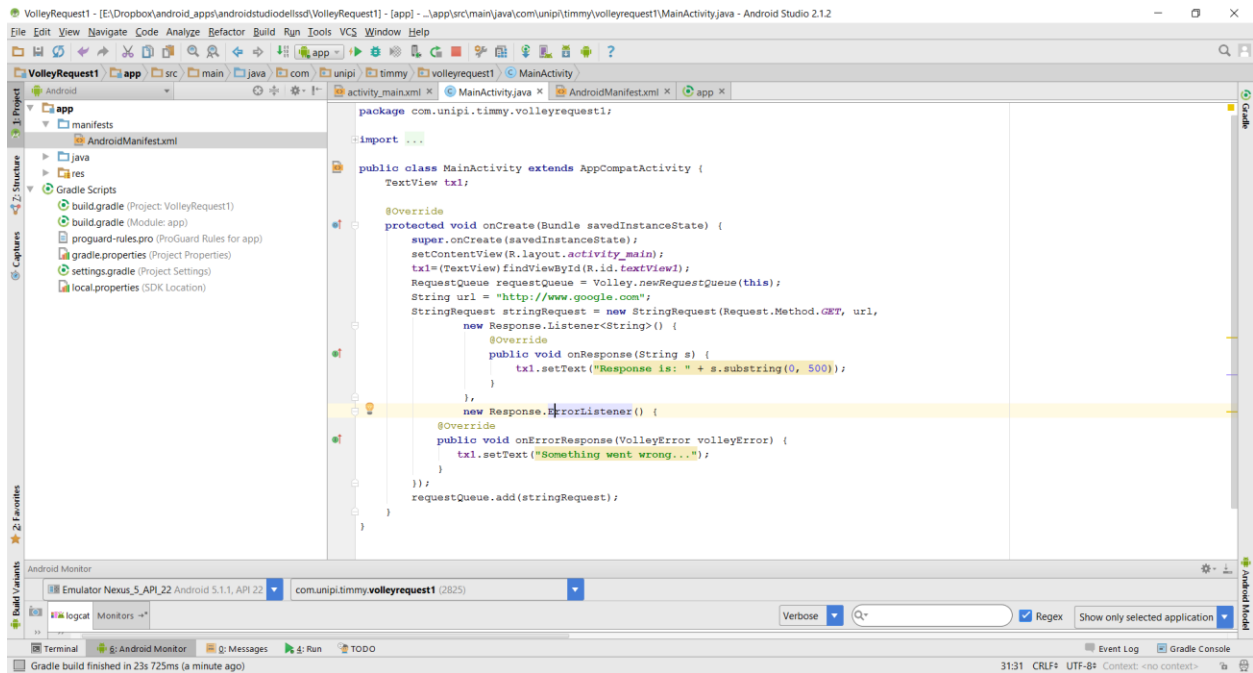
3. `@Override`

```
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    tx1=(TextView) findViewById(R.id.textView1);
    RequestQueue requestQueue = Volley.newRequestQueue(this);
    String url = "http://www.google.com";
    StringRequest stringRequest = new StringRequest(Request.Method.GET,
url,
        new Response.Listener<String>() {
            @Override
            public void onResponse(String s) {
                tx1.setText("Response is: " + s.substring(0, 500));
            }
        },
        new Response.ErrorListener() {
            @Override
            public void onErrorResponse(VolleyError volleyError) {
                tx1.setText("Something went wrong...");
            }
        }
    ));
}
```

```

        requestQueue.add(stringRequest);
    }
}

```



Do the same for loading image:

```

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_image);
    String url = "http://i.imgur.com/7spzG.png";
    mImageView = (ImageView) findViewById(R.id.imageView1);
    RequestQueue queue = Volley.newRequestQueue(this);

    // Retrieves an image specified by the URL, displays it in the UI.
    ImageRequest request = new ImageRequest(url,
        new Response.Listener<Bitmap>() {
            @Override
            public void onResponse(Bitmap bitmap) {
                mImageView.setImageBitmap(bitmap);
            }
        }, 0, 0, null, Bitmap.Config.RGB_565,
        new Response.ErrorListener() {
            public void onErrorResponse(VolleyError error) {

            }
        }
    );
    queue.add(request);
}

```

