Practical no 5

Create an application to create image flipper and image gallery. On click on the image display the imformation about the image.

**List\_item.xml**

<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent">  
 <TextView xmlns:android="http://schemas.android.com/apk/res/android"  
 android:id="@android:id/text1"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:textSize="18sp"  
 android:padding="16dp"  
 android:textColor="@android:color/black" />  
</LinearLayout>

**Activity\_main.xml**

<?xml version="1.0" encoding="utf-8"?>  
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 xmlns:app="http://schemas.android.com/apk/res-auto"  
 xmlns:tools="http://schemas.android.com/tools"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent"  
 tools:context=".MainActivity">  
 <ImageView  
 android:id="@+id/imageView"  
 android:layout\_width="match\_parent"  
 android:layout\_height="300dp"  
 android:scaleType="fitCenter" />  
 <ListView  
 android:id="@+id/imageList"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 android:layout\_below="@id/imageView"  
 android:layout\_marginTop="16dp" />  
</RelativeLayout>

**Mainactivity.kt**

package com.example.pract5  
  
import android.os.Bundle  
import androidx.activity.enableEdgeToEdge  
import androidx.appcompat.app.AppCompatActivity  
import android.widget.AdapterView  
import android.widget.ArrayAdapter  
import android.widget.ImageView  
import android.widget.ListView  
private lateinit var *imageView*: ImageView  
private lateinit var *imageList*: ListView  
private lateinit var *imageAdapter*: ArrayAdapter<String>  
private val *imageResources* = *arrayOf*(  
 R.drawable.*b1*,  
 R.drawable.*b2*,  
 R.drawable.*b3*)  
private val *imageInfo* = *arrayOf*(  
 "click on image 1",  
 "click on image 2",  
 "click on image 3"  
)  
class MainActivity : AppCompatActivity() {  
 override fun onCreate(savedInstanceState: Bundle?) {  
 super.onCreate(savedInstanceState)  
 *enableEdgeToEdge*()  
 setContentView(R.layout.*activity\_main*)  
 *imageView* = findViewById(R.id.*imageView*)  
 *imageList* = findViewById(R.id.*imageList*)  
 *imageAdapter* = ArrayAdapter(this,  
 android.R.layout.*simple\_list\_item\_1*, *imageInfo*)  
 *imageList*.*adapter* = *imageAdapter  
 imageList*.*onItemClickListener* = AdapterView.OnItemClickListener **{** \_, \_, position, \_ **->** *imageView*.setImageResource(*imageResources*[position])  
 **}** }  
}

output



