import android.graphics.Color  
import androidx.appcompat.app.AppCompatActivity  
import android.os.Bundle  
import kotlinx.android.synthetic.main.activity\_main.\*  
import kotlin.random.Random  
  
class MainActivity : AppCompatActivity() {  
  
private val imageResources = listOf(  
R.drawable.image1,  
R.drawable.image2,  
R.drawable.image3,  
R.drawable.image4,  
R.drawable.image5,  
R.drawable.image6,  
R.drawable.image7  
)  
  
override fun onCreate(savedInstanceState: Bundle?) {  
super.onCreate(savedInstanceState)  
setContentView(R.layout.activity\_main)  
  
changeImageAndButtonColor()  
  
changeImageButton.setOnClickListener {  
changeImageAndButtonColor()  
}  
}  
  
private fun changeImageAndButtonColor() {  
val randomIndex = Random.nextInt(imageResources.size)  
imageView.setImageResource(imageResources[randomIndex])  
  
val red = Random.nextInt(256)  
val green = Random.nextInt(256)  
val blue = Random.nextInt(256)  
val randomColor = Color.rgb(red, green, blue)  
changeImageButton.setBackgroundColor(randomColor)  
}  
}