Aim: Program to develop application using Fragments

```
activity_main.xml
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">
  <ImageButton
    android:id="@+id/imageButton"
    android:layout_width="208dp"
    android:layout_height="173dp"
    android:background="@drawable/custom_button_background"
    app:layout constraintBottom toBottomOf="parent"
    app:layout_constraintEnd_toEndOf="parent"
    app:layout_constraintStart_toStartOf="parent"
    app:layout constraintTop toTopOf="parent"
    tools:srcCompat="@tools:sample/backgrounds/scenic"/>
</androidx.constraintlayout.widget.ConstraintLayout>
custom button background.xml
<?xml version="1.0" encoding="utf-8"?>
<selector xmlns:android="http://schemas.android.com/apk/res/android">
<item>
  <shape android:shape="rectangle">
    <solid android:color="@color/purple 700"></solid>
    <stroke android:color="@color/black"
         android:width="10dp"
         android:dashGap="40dp"
         android:dashWidth="5dp">
    </stroke>
    <corners android:bottomLeftRadius="15dp"</pre>
         android:topRightRadius="45dp" >
    </corners>
    <size android:width="100dp" android:height="100dp"></size>
    <gradient
       android:startColor="@color/teal 200"
       android:endColor="@color/cardview_dark_background"
       android:angle="360"
       android:centerColor="@color/teal_200"
       android:type="radial"
       android:gradientRadius="40dp"
```

```
android:centerX="1"
android:centerY="0">
</gradient>

</shape>
</item>
</selector>
```

## **Output:**

