*<?*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"  
 android:orientation="vertical">  
  
 <TextView  
 android:id="@+id/helloText"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Hello, World!"  
 android:layout\_gravity="center"  
 android:layout\_margin="20dp"/>  
  
 <Button  
 android:id="@+id/changeButton"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Change Style"  
 android:layout\_gravity="center"  
   
 />  
  
</LinearLayout>

package com.example.change;  
  
import androidx.appcompat.app.AppCompatActivity;  
import android.os.Bundle;  
import android.view.View;  
import android.widget.Button;  
import android.widget.TextView;  
import java.util.Random;  
  
public class MainActivity extends AppCompatActivity {  
  
 private TextView helloText;  
 private Button changeButton;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
  
 helloText = findViewById(R.id.*helloText*);  
 changeButton = findViewById(R.id.*changeButton*);  
  
 changeButton.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View view) {  
 *// Generate random colors for the background and text* Random random = new Random();  
 int backgroundColor = 0xff000000 | random.nextInt(0x00ffffff);  
 int textColor = 0xff000000 | random.nextInt(0x00ffffff);  
  
 *// Set the background and text color* helloText.setBackgroundColor(backgroundColor);  
 helloText.setTextColor(textColor);  
  
 *// Change the font size randomly* float fontSize = random.nextInt(30) + 20; *// Font size between 20 and 50* helloText.setTextSize(fontSize);  
 }  
 });  
 }  
}