

Display An Image

Recipe



1. Create a new Xamarin.Android application named DisplayAnImage.

2. Add two images named sample1.png and sample2.png respectively under the Resources > drawable folder in your IDE.
3. Replace the contents of Main.xml with the following,

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent">
    <Button
        android:id="@+id/myButton"
        android:layout_width="fill_parent"
        android:layout_height="wrap_content"
        android:text="@string/changeImage"/>
    <ImageView
        android:layout_width="fill_parent"
        android:layout_height="fill_parent"
        android:id="@+id/demoImageView"
        android:src="@drawable/sample1"
        android:scaleType="fitCenter"/>
</LinearLayout>
```

1. Add the following string to Strings.xml.

```
<string name="changeImage">Change Image</string>
```

1. In MainActivity.cs, add code to set the ImageView's image in the button.Click event handler.

```
button.Click += delegate {
    var imageView =
        FindViewById<ImageView> (Resource.Id.demoImageView);
    imageView.SetImageResource (Resource.Drawable.sample2);
};
```

Additional Information

The `ImageView` class allows you to display an image either declaratively in XML using the `android:src` attribute, or in code by calling `setImageResource`.