Adding Images in Android Project

1) find and download images
2) images name must be written in small letters
3) Copy the images from where they are stored on your computer
4) Open the project, The images of your project will be stored in a
folder named 'drawable' which is located inside 'res' folder. Expand
it in project window.
5) Right click on 'drawable' folder and click on paste.
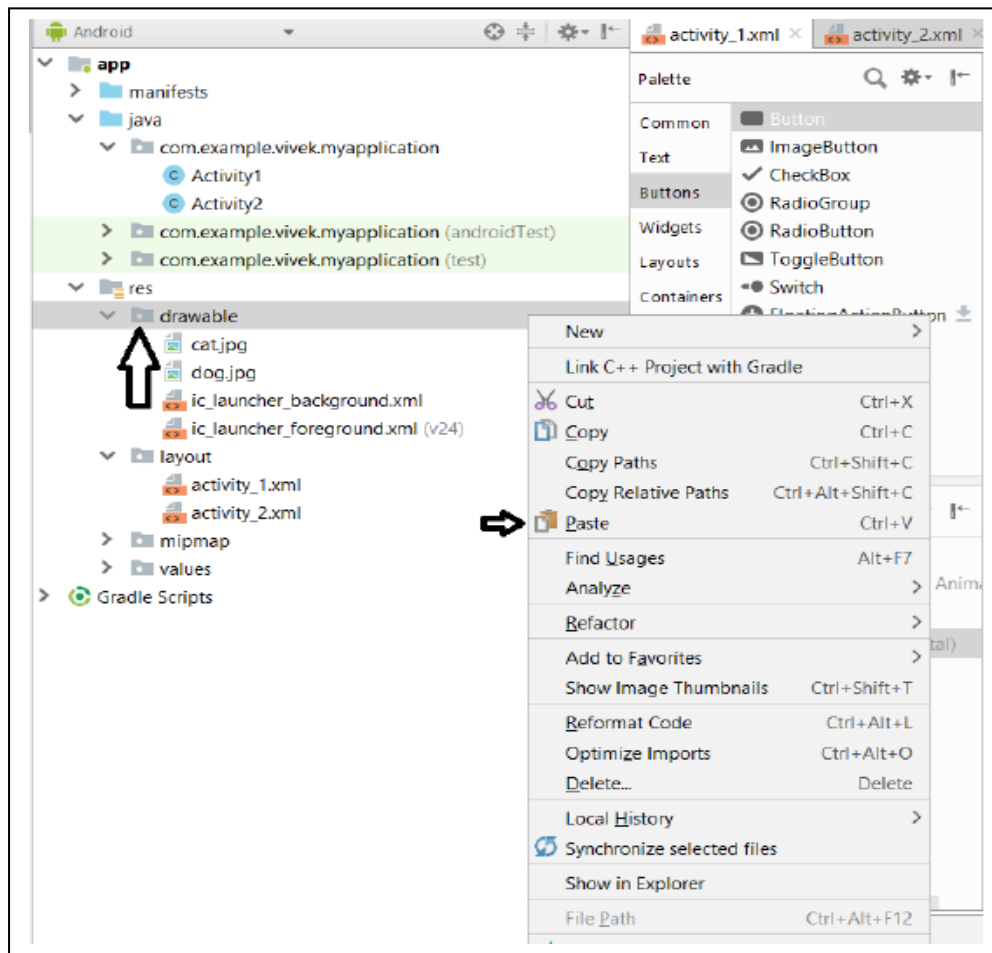
6) Click OK on next windows. Now you will be able to see the image names listed in drawable folder. Refer to the below images.

```xml
<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.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="com.example.itech_mgr.imageclaick.MainActivity">

    <Button
        android:id="@+id/button"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginStart="96dp"
        android:layout_marginTop="80dp"
        android:text="show image"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/imageView" />

    <ImageView
        android:id="@+id/imageView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_marginStart="124dp"
        android:layout_marginTop="72dp"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:srcCompat="@android:drawable/btn_star_big_on" />

</android.support.constraint.ConstraintLayout>
```

Java

```java
package com.example.itech_mgr.imageclaick;

import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.ImageView;

import static com.example.itech_mgr.imageclaick.R.drawable.apple;

public class MainActivity extends AppCompatActivity  {
    ImageView im;
    Button bt;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        im = (ImageView) findViewById(R.id.imageView);
        bt = (Button) findViewById(R.id.button);
bt.setOnClickListener(new View.OnClickListener() {
    @Override
    public void onClick(View view) {
```

```java
        im.setImageResource(R.drawable.apple);
    }
});

    }



}
```

Handling image res as drawable

Add a resource Drawable to an ImageView in the XML layout:

```xml
<ImageView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:tint="#55ff0000"
android:src="@drawable/my_image"/>
```