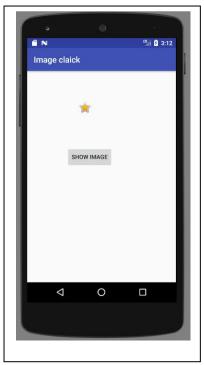
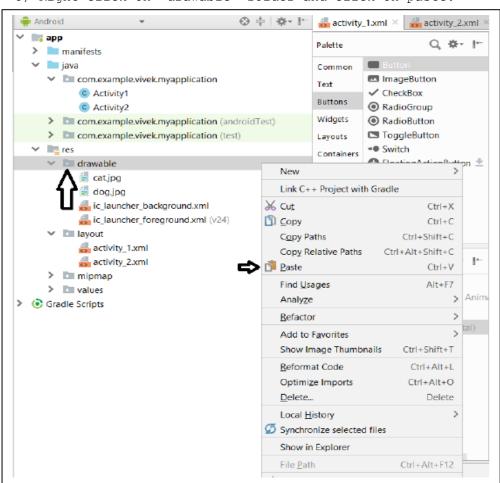
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Adding Images in Android Project

- 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.



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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 version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout</pre>
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</pre>
        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>

<u>Java</u>

```
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) {
```

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

}
```

Handling image res as drawable

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

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