## MainActivity

```
package com.example.myapplication7
import android.media.MediaPlayer
import android.view.LayoutInflater
import android.widget.ArrayAdapter
import androidx.activity.enableEdgeToEdge
import androidx.core.view.WindowInsetsCompat
class MainActivity : AppCompatActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        enableEdgeToEdge()
        setContentView(R.layout.activity main)
        ViewCompat.setOnApplyWindowInsetsListener(findViewById(R.id.main)) {
v, insets ->
            val systemBars =
insets.getInsets(WindowInsetsCompat.Type.systemBars())
            v.setPadding(systemBars.left, systemBars.top, systemBars.right,
systemBars.bottom)
        class AdapterList(context: MainActivity, private val
items:List<ListItem>):ArrayAdapter<ListItem>(context,0,items) {
ViewGroup):View{
                 val view = convertView?:
                 val imageView : ImageView = view.findViewById(R.id.ImageView)
val textView: TextView = view.findViewById(R.id.tvList)
                 item?.let{
                     imageView.setImageResource(it.imageR)
                     textView.text = it.text
                 return view
            ListItem(R.drawable.happycat, "Happy musik", "Action3"),
```

```
val listView : ListView = findViewById(R.id.lvMain)
val adapter = AdapterList(this, items)
listView.adapter = adapter
listView.setOnItemClickListener { parent, view, position, id ->
    val selectedItem = items[position]
            var mp = MediaPlayer.create(this, R.raw.coolmusic)
            if (mp.isPlaying) mp.stop()
                Toast.LENGTH SHORT) .show()
            var mp = MediaPlayer.create(this, R.raw.crying)
            if (mp.isPlaying) mp.stop()
                Toast.LENGTH SHORT) .show()
            var mp = MediaPlayer.create(this, R.raw.happymusic)
            if (mp.isPlaying) mp.stop()
            else mp.start()
            var mp = MediaPlayer.create(this, R.raw.sadmusic)
            if (mp.isPlaying) mp.stop()
```

Подключаем плеер к нажатию на ListItem

Загружаем картинки и музыку в проект, теперь при нажатии будет играть музыка и при повторном нажатии музыка остановится

## Activity\_main

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout 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:id="@+id/main"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity"
    android:orientation="vertical"
    android:background="@color/pink">

    </p
```

```
android:textSize="29sp"
android:layout_gravity="center"
android:background="@color/pink"

/>

<ListView
android:id="@+id/lvMain"
android:layout_width="match_parent"
android:layout_height="wrap_content"
app:layout_constraintEnd_toEndOf="parent"

/>
</LinearLayout>
```

## List\_item.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    >

    <ImageView
        android:layout_width="200dp"
        android:layout_height="200dp"
        android:layout_margin="15dp"
        android:src="@drawable/crying"
        android:layout_gravity="center"
        />
    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="crying cat"
        android:layout_margin="15dp"
        android:textSize="45sp"
        android:layout_margin="15dp"
        android:layout_gravity="center"
        android:textColor="@color/black"
        />
    </LinearLayout>
```

Result

