**Q.1) Write a program to implement an image in the app.**

**Code:**

**MainActivity.java**

package com.example.image;

import android.os.Bundle;

import android.view.View;

import android.widget.Button;

import android.widget.ImageView;

import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity {

private ImageView imageView;

private Button button;

private boolean isImage1Displayed = true; // Flag to toggle images

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

imageView = findViewById(R.id.imageView);

button = findViewById(R.id.button);

button.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if (isImage1Displayed) {

imageView.setImageResource(R.drawable.image2); // Display second image

} else {

imageView.setImageResource(R.drawable.image1); // Display first image

}

isImage1Displayed = !isImage1Displayed; // Toggle the flag

}

});

}

}

**activity\_main.xml**

<?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"

android:gravity="center\_horizontal">

<Button

android:id="@+id/button"

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:layout\_marginTop="12dp"

android:text="Change Image" />

<ImageView

android:id="@+id/imageView"

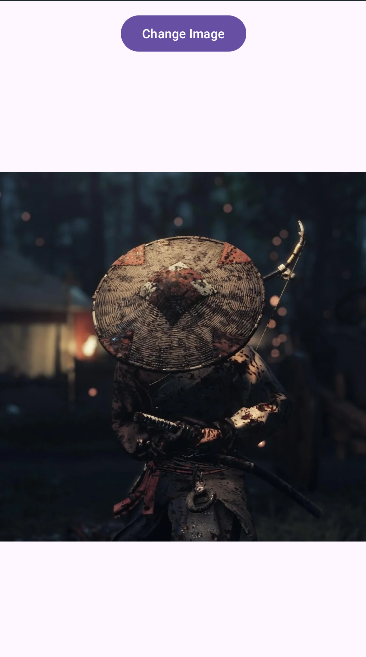
android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:src="@drawable/image1" />

</LinearLayout>

**Output:**

** **