PROGRAM 4

AIM : Develop an application that toggles image using FrameLayout

PROGRAM CODE :

JAVA

package com.example.framelayout;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

import android.widget.ImageView;


```java
public class MainActivity extends AppCompatActivity implements View.OnClickListener {

    ImageView i1,i2;

    @Override

    protected void onCreate(Bundle savedInstanceState) {

        super.onCreate(savedInstanceState);

        setContentView(R.layout.activity_main);

        i1=(ImageView) findViewById(R.id.imageView1);

        i2=(ImageView) findViewById(R.id.imageView2);

        i1.setOnClickListener(this);

        i2.setOnClickListener(this);

    }
```

```java
    @Override

    public void onClick(View v) {

        if(v.getId()==R.id.imageView1)

        {

            i1.setVisibility(v.GONE);

            i2.setVisibility(v.VISIBLE);

        }

        else

        {

            i2.setVisibility(v.GONE);

            i1.setVisibility(v.VISIBLE);

        }

    }

}
```

XML

```xml
<?xml version="1.0" encoding="utf-8"?>

<FrameLayout 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=".MainActivity">

    <ImageView
```

```xml
        android:id="@+id/imageView1"

        android:layout_width="400dp"

        android:layout_height="392dp"

        app:srcCompat="@drawable/emojii"

        android:layout_gravity="left|top"/>


    <ImageView

        android:id="@+id/imageView2"

        android:layout_width="396dp"

        android:layout_height="400dp"

        app:srcCompat="@drawable/asd"

        android:layout_gravity="left|top"

        android:visibility="gone"/>


    <FrameLayout

        android:layout_width="match_parent"

        android:layout_height="match_parent">

    </FrameLayout>

</FrameLayout>
```
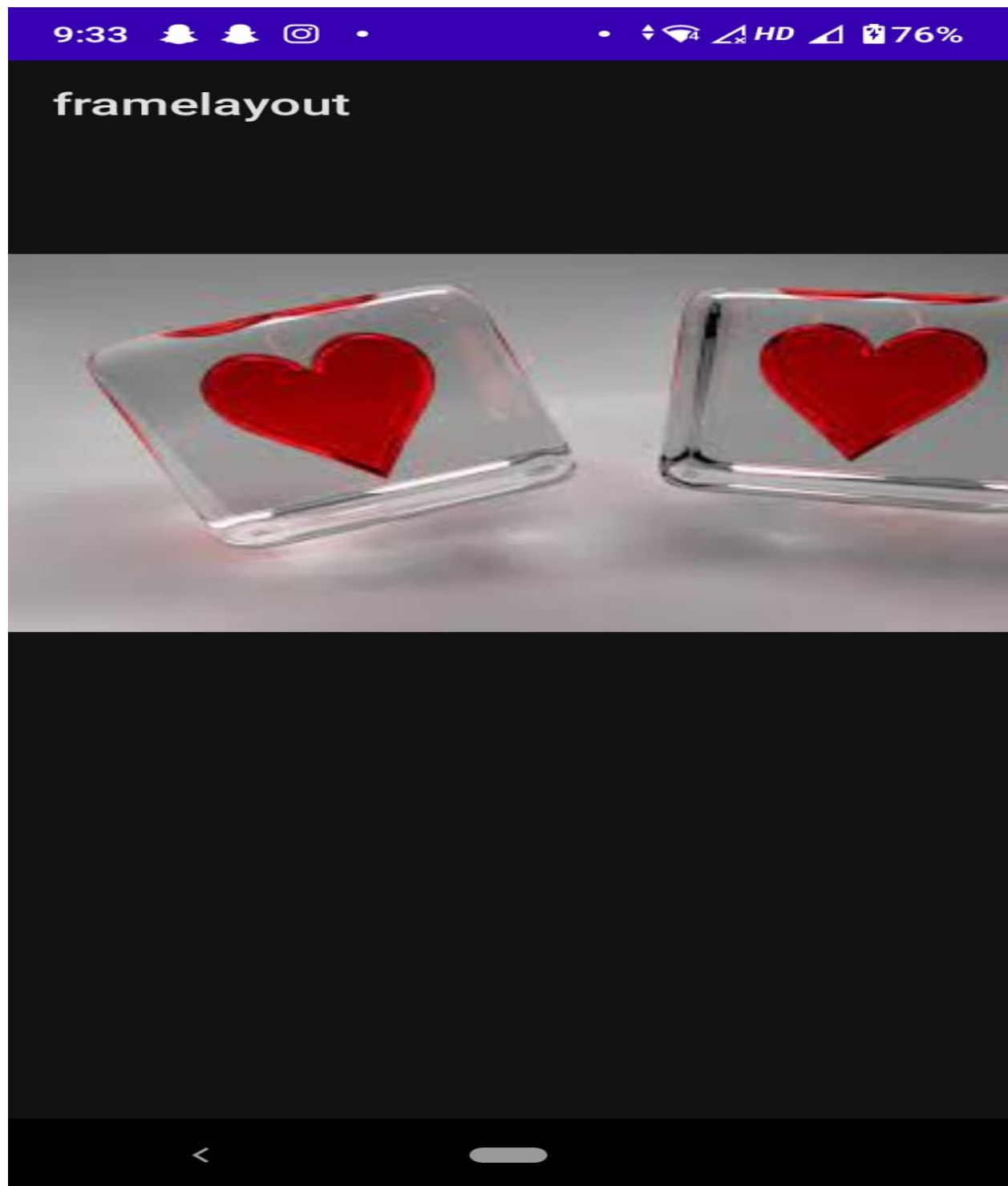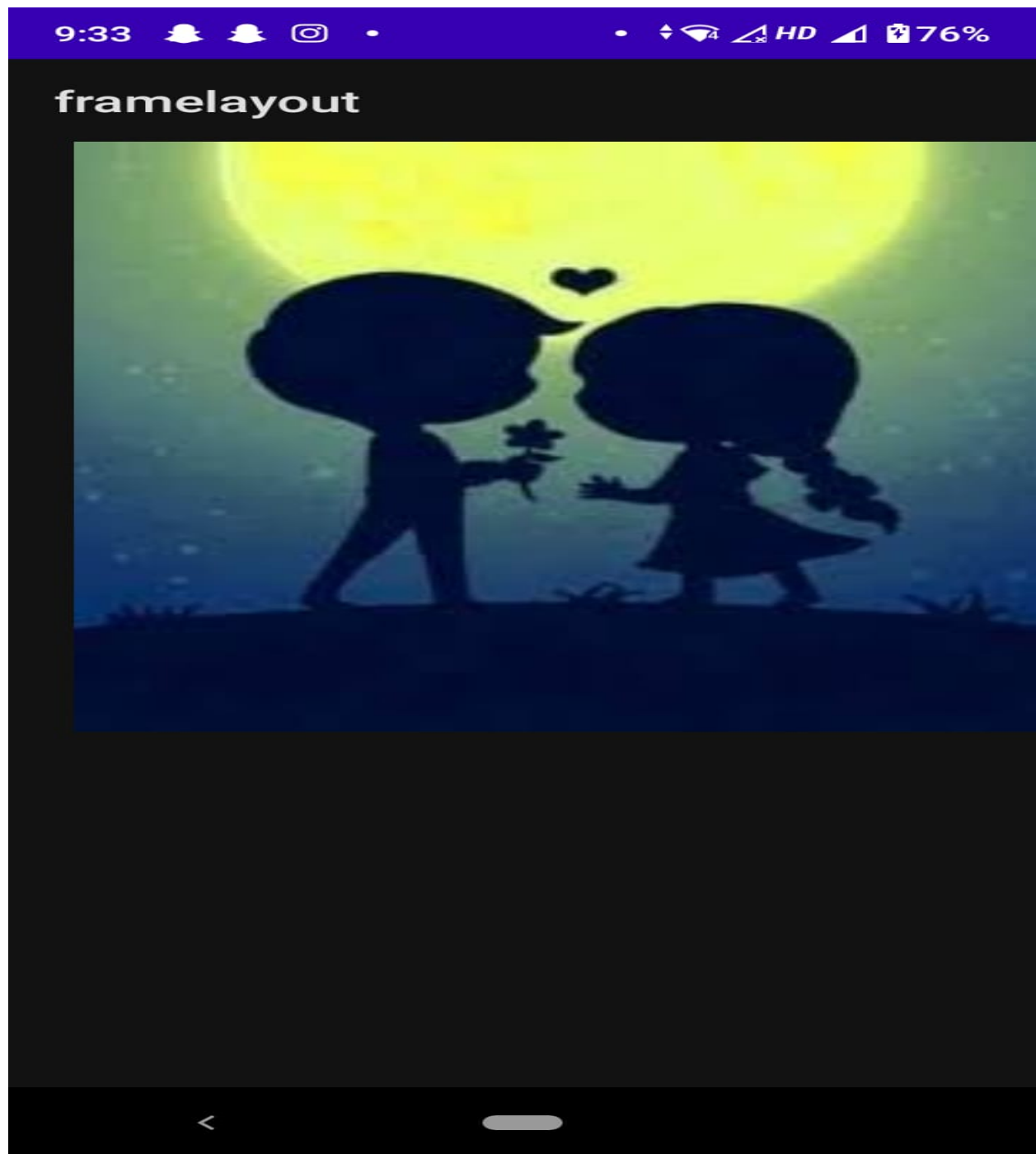
OUTPUT :

RESULT : Program has been succesfully executed and output is obtained.