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"  
 android:padding="16dp">  
  
 <!-- ImageSwitcher to display images -->  
 <android.widget.ImageSwitcher  
 android:id="@+id/imageSwitcher"  
 android:layout\_width="250dp"  
 android:layout\_height="250dp" />  
  
</LinearLayout>

MAIN

package com.example.image\_switcher;  
  
import android.os.Bundle;  
import android.view.View;  
import android.widget.ImageSwitcher;  
import android.widget.ImageView;  
import android.widget.Toast;  
import android.widget.ViewSwitcher;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
public class MainActivity extends AppCompatActivity {  
  
 // Declare ImageSwitcher and an array of image resource IDs  
 private ImageSwitcher imageSwitcher;  
 private int[] images = {R.drawable.*image1*, R.drawable.*image2*, R.drawable.*image3*};  
 private int currentImageIndex = 0;  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
  
 // Initialize ImageSwitcher and set a simple ViewFactory  
 imageSwitcher = findViewById(R.id.*imageSwitcher*);  
 imageSwitcher.setFactory(() -> new ImageView(MainActivity.this));  
  
 // Set the initial image  
 imageSwitcher.setImageResource(images[currentImageIndex]);  
  
 // Set a click listener on the ImageSwitcher itself to switch images on click  
 imageSwitcher.setOnClickListener(v -> {  
 // Increment the current image index and loop back to 0 when it exceeds the array length  
 currentImageIndex = (currentImageIndex + 1) % images.length;  
 imageSwitcher.setImageResource(images[currentImageIndex]);  
  
 });  
 }  
}