XML

<?xml version="1.0" encoding="utf-8"?>  
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent">  
  
 <!-- ImageSwitcher to switch between images -->  
 <ImageSwitcher  
 android:id="@+id/imageSwitcher"  
 android:layout\_width="match\_parent"  
 android:layout\_height="300dp"  
 android:layout\_centerInParent="true"  
 android:src="@drawable/image1"/>  
  
 <!-- Button to switch images -->  
 <Button  
 android:id="@+id/buttonSwitch"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Switch Image"  
 android:layout\_below="@id/imageSwitcher"  
 android:layout\_centerHorizontal="true"  
 android:layout\_marginTop="20dp"/>  
  
</RelativeLayout>

MAIN

package com.example.imageswitcher;  
  
import android.os.Bundle;  
import android.view.View;  
import android.widget.Button;  
import android.widget.ImageSwitcher;  
import android.widget.ImageView;  
import android.widget.ViewSwitcher;  
import androidx.appcompat.app.AppCompatActivity;  
  
public class MainActivity extends AppCompatActivity {  
  
 // Define an array of image resource IDs  
 private int[] imageIds = {R.drawable.*image1*, R.drawable.*image2*, R.drawable.*image3*};  
 private int currentIndex = 0; // Keeps track of the current image  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
  
 // Initialize the ImageSwitcher  
 ImageSwitcher imageSwitcher = findViewById(R.id.*imageSwitcher*);  
  
 // Set the factory for the ImageSwitcher  
 imageSwitcher.setFactory(new ViewSwitcher.ViewFactory() {  
 @Override  
 public View makeView() {  
 // Create a new ImageView and set it as the ImageSwitcher view  
 ImageView imageView = new ImageView(MainActivity.this);  
 imageView.setScaleType(ImageView.ScaleType.*CENTER\_CROP*);  
 return imageView;  
 }  
 });  
  
 // Set the first image to be displayed  
 imageSwitcher.setImageResource(imageIds[currentIndex]);  
  
 // Initialize the button to switch images  
 Button buttonSwitch = findViewById(R.id.*buttonSwitch*);  
 buttonSwitch.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View v) {  
 // Increment the image index and cycle through the images  
 currentIndex = (currentIndex + 1) % imageIds.length;  
 imageSwitcher.setImageResource(imageIds[currentIndex]);  
 }  
 });  
 }  
}