55Task-2

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2.Illustrate how to use Image View by building an Image Flipper Application.

XML CODE:

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

<androidx.constraintlayout.widget.ConstraintLayout 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

android:id="@+id/img"

android:layout\_width="417dp"

android:layout\_height="434dp"

app:srcCompat="@drawable/img"

tools:layout\_editor\_absoluteX="-3dp"

tools:layout\_editor\_absoluteY="0dp" />

<Button

android:id="@+id/click"

android:layout\_width="147dp"

android:layout\_height="79dp"

android:layout\_marginStart="152dp"

android:text="click"

android:textSize="100px"

app:layout\_constraintStart\_toStartOf="parent"

tools:layout\_editor\_absoluteY="450dp" />

</androidx.constraintlayout.widget.ConstraintLayout>

Activity.java:

package com.example.imageview;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

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 change;

private int flag = 1;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

imageView = findViewById(R.id.img);

change = findViewById(R.id.click);

change.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View v) {

if (flag == 1) {

imageView.setImageResource(R.drawable.img);

flag = 2;

} else {

imageView.setImageResource(R.drawable.img\_1);

flag = 1;

}

}

     });

    }

Screenshot:

}

