Create an android layout with a rectangle with gradient color inside it.

Step1: Create a custom style for a button inside a new resource file under res folder of project

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

<selector xmlns:android="http://schemas.android.com/apk/res/android">

<item>

<shape android:shape="rectangle">

<solid android:color="#3A98CC"></solid>

<stroke android:color="#E4EAF1"

android:width="30dp"

android:dashGap="0dp"

android:dashWidth="20dp"></stroke>

<corners android:bottomLeftRadius="0dp" android:topRightRadius="0dp"></corners>

<gradient android:startColor="#205870" android:endColor="#27B3C5"

</shape>

</item>

</selector>

Step 2: Create an xml file

ActivityMain.xml

<?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">

<ImageButton

android:layout\_width="200dp"

android:layout\_height="240dp"

android:background="@drawable/custom\_button"

tools:layout\_editor\_absoluteX="101dp"

tools:layout\_editor\_absoluteY="229dp">

</ImageButton>

</androidx.constraintlayout.widget.ConstraintLayout>

Step 3:

package com.example.gradient\_october\_25th\_2022;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

public class MainActivity extends AppCompatActivity {

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.*activity\_main*);

}

}