

PROGRAM 7:

Develop an application that toggles image using FrameLayout

CODE:

activity_main.xml:

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent">

    <ImageView
        android:id="@+id/imageView"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:scaleType="centerCrop"
        android:src="@drawable/a" />

</FrameLayout>
```

MainActivity.java

```
package com.example.record7;

import android.os.Bundle;
import android.view.View;
import android.widget.ImageView;
import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity {

    private ImageView imageView;
    private boolean isImage1 = true;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        imageView = findViewById(R.id.imageView);

        // Set an OnClickListener to toggle images
        imageView.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                toggleImage();
            }
        });

        private void toggleImage() {
            if (isImage1) {
                imageView.setImageResource(R.drawable.b);
            }
        }
    }
}
```

```
    } else {  
        imageView.setImageResource(R.drawable.a);  
    }  
    isImage1 = !isImage1; // Toggle the boolean flag  
}  
}
```