**Games colour change**

**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"

android:orientation="vertical"

android:background="#BDBDBD"

>

<ListView

android:id="@+id/listview"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

android:layout\_alignParentStart="true"

android:layout\_alignParentLeft="true"

android:layout\_alignParentTop="true"

android:layout\_alignParentBottom="true"

android:layout\_centerInParent="true"

android:layout\_marginStart="-1dp"

android:layout\_marginLeft="-1dp"

android:layout\_marginTop="-1dp"

android:layout\_marginBottom="4dp"

android:listSelector="#0f0"/>

</RelativeLayout>

**JAVA**

package com.example.games;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.widget.ArrayAdapter;

import android.widget.ListView;

import java.util.ArrayList;

public class MainActivity extends AppCompatActivity {

ListView listView;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

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

listView=(ListView)findViewById(R.id.*listview*);

ArrayList<String> arrayList = new ArrayList<>();

arrayList.add("PUBG");

arrayList.add("CSGO");

arrayList.add("CANDY CRUSH");

arrayList.add("SUBWAY SURFERS");

arrayList.add("TEMPLE RUN");

arrayList.add("DR DRIVE");

arrayList.add("SHADOW FIGHT");

ArrayAdapter arrayAdapter =new ArrayAdapter(this,android.R.layout.*simple\_list\_item\_1*,arrayList);

listView.setAdapter(arrayAdapter);

}

}

**APP**

