**Add Functionality to Button**

**Step 1 -** Create an **Activity**.

**Step 2 -** Open **XML** -

* Select Linear Layout.
* <Image View

1. Width - 300dp
2. H - 300dp
3. Id - a
4. Gravity - centrer
5. Orientation - Vertical
6. Scale Type - FitXY/Fite Center

* <Button>

1. Text - Ok
2. Id - button\_ok

**Step 3 -** Open Main Activity

* And **define the Button and Image view** inside the ***MainActivity*** *extends AppCompactivity {*

**Button ok;**

**ImageView image;**

* Inside onCreate() we have to **findView by their Id.**

Ok = findViewById(R.Id.button\_ok);

Image = findViewById(R.Id.a);

* Now **setOnClickListener** below it -

**ok.setOnClickListener(new View.OnClickListener()** {

* It will create an automatic **onClick method.**

You have to set the **CONTENT** which you want to show.

image.setImageResource(R.drawable.b);

(Note - before set add image b in a **drawable** folder which you are going to show)