

3. Develop an application that toggles image using FrameLayout

```
<?xml version="1.0" encoding="utf-8"?>
<FrameLayout 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:id="@+id/frm"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <ImageView
        android:id="@+id/img"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="center"
        android:src="@drawable/n1"/>

    <ImageView
        android:id="@+id/img1"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="center"
        android:src="@drawable/n3"
        android:visibility="gone"/>

</FrameLayout>
```

```
package com.example.framelayout;

import androidx.appcompat.app.AppCompatActivity;
import androidx.core.app.NotificationCompatSideChannelService;

import android.os.Bundle;
import android.view.View;
import android.widget.FrameLayout;
import android.widget.ImageView;

public class MainActivity extends AppCompatActivity implements
View.OnClickListener {
```

```

ImageView img, img1;

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    img = (ImageView) findViewById(R.id.img);
    img1 = (ImageView) findViewById(R.id.img1);
    img.setOnClickListener(this);
    img1.setOnClickListener(this);

}

@Override
public void onClick(View v) {
    if (v == img) {
        img.setVisibility(View.GONE);
        img1.setVisibility(View.VISIBLE);
    } else {
        img1.setVisibility(View.GONE);
        img.setVisibility(View.VISIBLE);
    }
}
}

```



