2.Devise a mobile App to showcase graphics on button states and add a widge at run time.
Step-1:Create xml file inside drawable folder(File name-change)
change.xml:-

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

    <item
            android:state_enabled="false"
            android:drawable="@drawable/button_disabled"
        />
    <item
        android:state_pressed="true"
        android:drawable="@drawable/button_pressed"
        />
    <item
        android:drawable="@drawable/button_default"
         />
</selector>
```

activity_main.xml:-

```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:id="@+id/cl"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <ImageButton
        android:id="@+id/imageButton"
        android:layout_width="224dp"
        android:layout_height="147dp"
        android:background="@drawable/change"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.108"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.909" />

    <Switch
        android:id="@+id/switch1"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Switch"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.829"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        app:layout_constraintVertical_bias="0.836" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

MainActivity.class:-

```java
package com.durgesh.program_2;

import androidx.appcompat.app.AppCompatActivity;
import androidx.constraintlayout.widget.ConstraintLayout;

import android.os.Bundle;
import android.view.View;
import android.widget.CompoundButton;
import android.widget.DatePicker;
import android.widget.ImageButton;
import android.widget.Switch;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

    private ImageButton btn;
    private Switch aSwitch;

    private ConstraintLayout cl;

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

        btn=findViewById(R.id.imageButton);
        aSwitch=findViewById(R.id.switch1);
        cl=findViewById(R.id.cl);

        DatePicker d=new DatePicker(this);
        cl.addView(d);

        aSwitch.setOnCheckedChangeListener(new
CompoundButton.OnCheckedChangeListener() {
            @Override
            public void onCheckedChanged(CompoundButton compoundButton, boolean b) {
                if(b)
                {
                    btn.setEnabled(true);
                }
                else
                    btn.setEnabled(false);
            }
        });

        btn.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                Toast.makeText(MainActivity.this, "Click Button", Toast.LENGTH_SHORT).show();
            }
        });

    }
}
```