Task-2(b)

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USN:1NT20IS182 XML CODE:

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| <?xml version="1.0" encoding="utf-8"?>  <LinearLayout 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:layout\_width="match\_parent" android:layout\_height="match\_parent" android:orientation="vertical" android:padding="16dp"  tools:context=".MainActivity">      <ImageView  android:id="@+id/myImg"  android:layout\_width="match\_parent" android:layout\_height="400dp" android:src="@drawable/day" />    <Button  android:id="@+id/click"  android:layout\_width="wrap\_content" android:layout\_height="wrap\_content" android:text="Change Image"/>  </LinearLayout> |

MainActivity.kt code:

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| package com.example.myapplication    import android.os.Bundle  import androidx.activity.ComponentActivity import androidx.activity.compose.setContent import androidx.compose.foundation.Image import androidx.compose.foundation.background import androidx.compose.foundation.layout.\*  import androidx.compose.foundation.text.BasicTextField import androidx.compose.foundation.text.KeyboardActions  import androidx.compose.foundation.text.KeyboardActions.Companion.*Default* import androidx.compose.foundation.text.KeyboardOptions import androidx.compose.material3.\* import androidx.compose.runtime.\* import androidx.compose.ui.Alignment import androidx.compose.ui.Modifier import androidx.compose.ui.graphics.Color import androidx.compose.ui.res.painterResource import androidx.compose.ui.text.input.ImeAction import androidx.compose.ui.tooling.preview.Preview import androidx.compose.ui.unit.dp  import com.example.myapplication.ui.theme.MyApplicationTheme    class MainActivity : ComponentActivity() { |

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| override fun onCreate(savedInstanceState: Bundle?) { super.onCreate(savedInstanceState) *setContent* **{**  MyApplicationTheme **{**  // A surface container using the 'background' color from the theme  Surface(  modifier = Modifier.*fillMaxSize*(),  color = MaterialTheme.colorScheme.background  ) **{**  ImageSwitcher()  **}**  **}**  **}**  }  }    @Composable fun ImageSwitcher() {  var flag by remember **{** *mutableStateOf*(1) **}**  Column(  modifier = Modifier .*fillMaxSize*() .*padding*(16.*dp*),  verticalArrangement = Arrangement.Center,  horizontalAlignment = Alignment.CenterHorizontally  ) **{**  val imageRes = if (flag == 1) {  R.drawable.*day*  } else {  R.drawable.*night*  }    Image(  painter = painterResource(id = imageRes), contentDescription = null, modifier = Modifier  .*size*(450.*dp*)  .*background*(MaterialTheme.colorScheme.background)  )    Spacer(modifier = Modifier.*height*(16.*dp*))    Button( onClick = **{** flag = if (flag == 1) 2 else 1  **}**,  modifier = Modifier .*fillMaxWidth*()  ) **{**  Text(text = "Change Image")  **}**  **}**  }    @Preview(showBackground = true)  @Composable  fun ImageSwitcherPreview() {  MyApplicationTheme **{** ImageSwitcher() |

**}** }

Screenshots:

