Experiment No. 7

Aim: Create spinner with strings from the resource folder (res >> value folder). On changing spinner value, change image.

Program:

• Activity.xml:-

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
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"
    tools:context=".MainActivity">
 <Spinner
     android:id="@+id/sp"
     android:layout width="150dp"
     android:layout height="wrap content"
     android:layout centerHorizontal="true"
     android:layout marginTop="100dp"
     android:entries="@array/spin"
     android:minHeight="48dp"/>
  <ImageView</pre>
     android:layout width="270dp"
     android:layout height="270dp"
     android:id="@+id/img"
     android:layout marginTop="300dp"
      android:src="@drawable/supra"
     android:layout centerHorizontal="true"
      />
</RelativeLayout>
```

• MainActivity.java:-

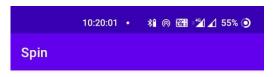
```
package com.example.spin;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.AdapterView;
import android.widget.ImageView;
import android.widget.Spinner;
public class MainActivity extends AppCompatActivity implements
AdapterView.OnItemSelectedListener {
Spinner sp;
ImageView img;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity main);
        sp=findViewById(R.id.sp);
        img=findViewById(R.id.img);
        sp.setOnItemSelectedListener(this);
    }
    @Override
    public void onItemSelected(AdapterView<?> adapterView,
View view, int i, long l) {
        switch (i) {
            case 0:
                img.setImageResource(R.drawable.supra);
                break;
            case 1:
                img.setImageResource(R.drawable.porsche);
            case 2:
                img.setImageResource(R.drawable.merc220d);
            case 3:
                img.setImageResource(R.drawable.gwagon);
                break;
        }
    }
    @Override
    public void onNothingSelected(AdapterView<?> adapterView)
{
    }
```

Android Experiment No. 7

• strings.xml:-

Output:















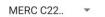


Android Experiment No. 7



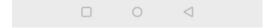


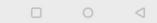
PORSCHE



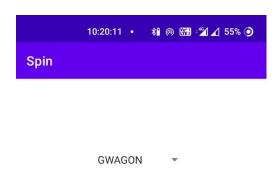








Android Experiment No. 7







Conclusion:

Hence, by completing this experiment I came to know that how to Create spinner with strings from the resource folder (res >> value folder). On changing spinner value, change image.

Writeup & Oral (4)	Practical Performance (4)	Attendance (2)	Total (10)