

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"/>

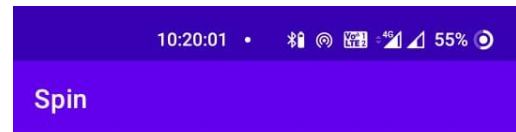
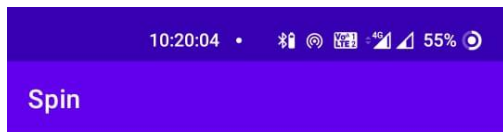
    <ImageView
        android:layout_width="270dp"
        android:layout_height="270dp"
        android:id="@+id/img"
        android:layout_marginTop="300dp"
        android:src="@drawable/supra"
        android:layout_centerHorizontal="true"
        />

</RelativeLayout>
```

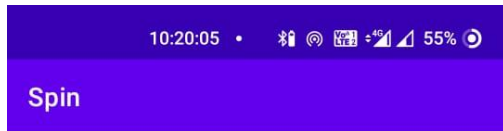

- **strings.xml:-**

```
<resources>
    <string name="app_name">Spin</string>
    <string-array name="spin">
        <item>SUPRA</item>
        <item>PORSCHE</item>
        <item>MERC C220D</item>
        <item>GWAGON</item>
    </string-array>
</resources>
```

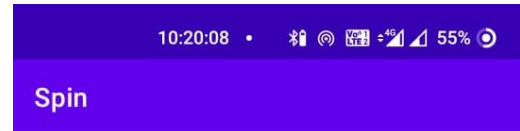
Output:



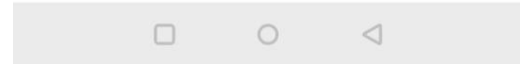
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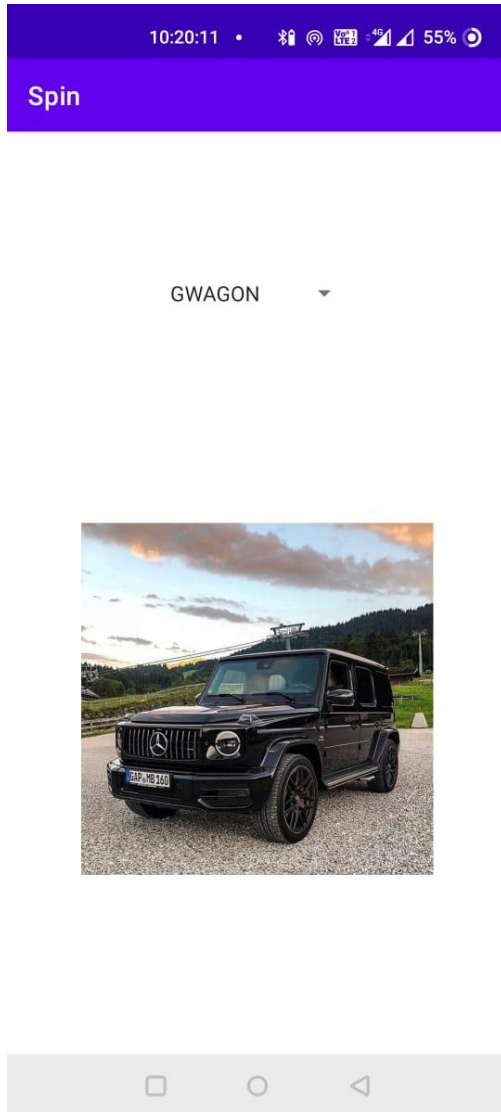


PORSCHE ▼



MERC C22... ▼





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)