# Accessing ImageViews in Java

With the ImageViews added to our project, it's now time to link them into Java and connect them to our random numbers created by a random number generator. Just like with our other widgets, we need to create specific links to connect them from the layout to Java. Open the MainActivity.java file for this project to get started. We need to create two things. The first are fields to link the ImageView widgets to Java. The second is to create an array list to group them together as a collection so we can link through each one when we create our random numbers.

Since the collection needs to be scoped to the project, we'll define the array list at the top of our class. We're going to create a new comment, ArrayList to hold all three dice images. Then we'll create our ArrayList, but this time instead of an integer it's going to contain an ImageView. And we'll call this diceImageViews. We'll need to import the class again, so go ahead and press ALT + Enter. Now you can go into the onCreate method and we can access the individual images.

Let's go ahead and create the first one. ImageView die1image is equal to a cast of ImageView, then we'll use FindViewById, we'll access R.id.die1Image. Then we can copy, paste an update to capture the other two. Highlight, right click, copy. I'll create a new line, and I'm going to paste and then I'll paste again. And I'm going to change this so instead of die1Image it's going to be die2Image, and then I change the reference here to access die2.

Then for the third one we'll change this to three. Then we can build our ArrayList and add the ImageView instances to the collection. So go ahead and access diceImageViews, and we'll set this to be a new ArrayList tight as ImageView. And then we'll access the die1Image that we created above. We'll go ahead and highlight. We'll copy, and then we'll paste two times. Instead of die1image we'll just have the say die2 and the last one will be die3.

That's it. Let's make sure everything is running without any errors. Go ahead and run in the emulator. The app won't run any differently, since we haven't hooked up the dynamic images yet. But you should see the images display and not get any errors.