Practical – 25 : Write a program to demonstrate use of Image Button.

MainActivity.java

```java
package com.example.imagebutton;

import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
import android.util.Log;
import android.view.View;
import android.widget.ImageView;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

    ImageView i;
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        i=findViewById(R.id.imageView);
        i.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                Toast.makeText(MainActivity.this,"Image is
clicked!",Toast.LENGTH_LONG).show();
                Log.d("pavan","clicked");
            }
        });
    }
}
```

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:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <ImageView
        android:id="@+id/imageView"
        android:layout_width="211dp"
        android:layout_height="219dp"
        android:layout_marginTop="242dp"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent"
        tools:srcCompat="@tools:sample/avatars"
        android:background="@drawable/ic_baseline_image_24"
        android:clickable="true"/>
</androidx.constraintlayout.widget.ConstraintLayout>
```

output :