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

MainActivity.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 version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout</pre>
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">
    < Image View
        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:

