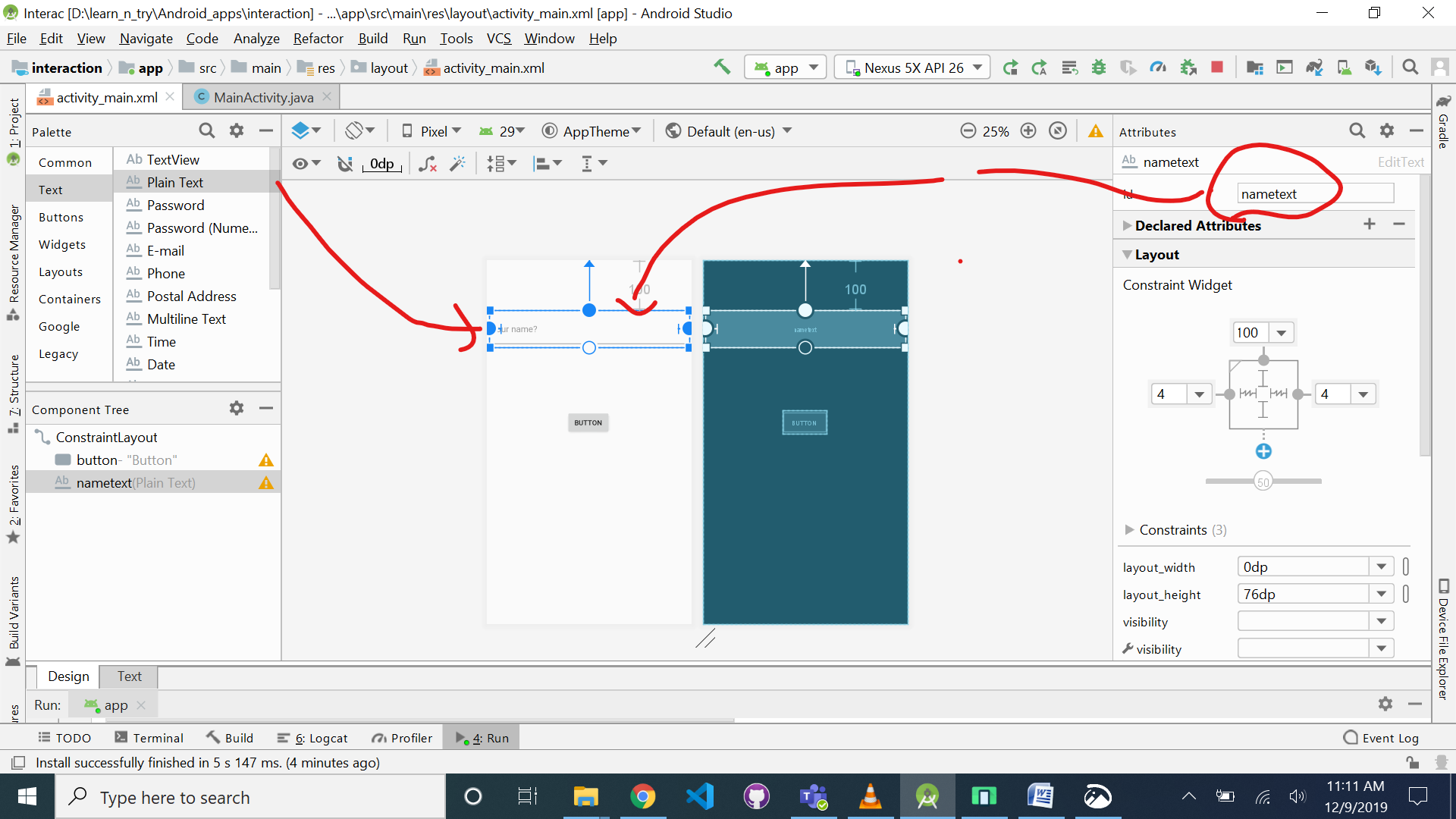
****

**In main activity add click function which is the onClick function for our button.**

**public void** click(View view)  
{  
 EditText nameEditText = (EditText) findViewById(R.id.***nametext***);  
 Log.*i*(**"Holaaa"**,**"Welcome"**);  
 Log.*i*(**"text"**, nameEditText.getText().toString());  
}

To give alternate chance to players and not letting overwrite each other’s move, follow this code.

Use imageView.getDrawable()!=null

**package** com.example.connect3;  
  
**import** androidx.appcompat.app.AppCompatActivity;  
  
**import** android.os.Bundle;  
**import** android.view.View;  
**import** android.widget.ImageView;  
**import** android.widget.Toast;  
  
**public class** MainActivity **extends** AppCompatActivity {  
 **boolean re**=**true**;  
 **public void** dropIn(View view){  
 ImageView counter = (ImageView)view;  
 **if**(counter.getDrawable()==**null**) {  
 counter.setTranslationY(-1500);  
 **if** (**re**) {  
 counter.setImageResource(R.drawable.***red***);  
 **re** = **false**;  
 } **else** {  
 counter.setImageResource(R.drawable.***yellow***);  
 **re** = **true**;  
 }  
 counter.animate().translationYBy(1500).setDuration(1000);  
 }  
 }  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(R.layout.***activity\_main***);  
 }  
}

If resource name is required follow this link -<https://stackoverflow.com/questions/23357706/how-to-check-which-current-image-resource-is-attached-to-imageview-in-android-xm>