2.Devise a mobile App to showcase graphics on button states and add a widge at run time. Step-1:Create xml file inside drawable folder(File name-change)

# change.xml:-

*<?*xml version="1.0" encoding="utf-8"*?>*

<selector xmlns:android="<http://schemas.android.com/apk/res/android>">

<item

android:state\_enabled="false" android:drawable="@drawable/button\_disabled"

/>

<item

android:state\_pressed="true" android:drawable="@drawable/button\_pressed"

/>

<item

android:drawable="@drawable/button\_default"

/>

</selector>

# activity\_main.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:id="@+id/cl" android:layout\_width="match\_parent" android:layout\_height="match\_parent" tools:context=".MainActivity">

<ImageButton android:id="@+id/imageButton" android:layout\_width="224dp" android:layout\_height="147dp" android:background="@drawable/change"

app:layout\_constraintBottom\_toBottomOf="parent" app:layout\_constraintEnd\_toEndOf="parent" app:layout\_constraintHorizontal\_bias="0.108" app:layout\_constraintStart\_toStartOf="parent" app:layout\_constraintTop\_toTopOf="parent" app:layout\_constraintVertical\_bias="0.909" />

<Switch

android:id="@+id/switch1" android:layout\_width="wrap\_content" android:layout\_height="wrap\_content" android:text="Switch" app:layout\_constraintBottom\_toBottomOf="parent" app:layout\_constraintEnd\_toEndOf="parent" app:layout\_constraintHorizontal\_bias="0.829" app:layout\_constraintStart\_toStartOf="parent" app:layout\_constraintTop\_toTopOf="parent" app:layout\_constraintVertical\_bias="0.836" />

</androidx.constraintlayout.widget.ConstraintLayout>

# MainActivity.class:-

package com.durgesh.program\_2;

import androidx.appcompat.app.AppCompatActivity; import androidx.constraintlayout.widget.ConstraintLayout;

import android.os.Bundle; import android.view.View;

import android.widget.CompoundButton; import android.widget.DatePicker; import android.widget.ImageButton; import android.widget.Switch;

import android.widget.Toast;

public class MainActivity extends AppCompatActivity { private ImageButton btn;

private Switch aSwitch;

private ConstraintLayout cl; @Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState); setContentView(R.layout.*activity\_main*);

btn=findViewById(R.id.*imageButton*); aSwitch=findViewById(R.id.*switch1*); cl=findViewById(R.id.*cl*);

DatePicker d=new DatePicker(this); cl.addView(d);

aSwitch.setOnCheckedChangeListener(new CompoundButton.OnCheckedChangeListener() {

@Override

public void onCheckedChanged(CompoundButton compoundButton, boolean b) { if(b)

{

btn.setEnabled(true);

}

}

});

else

btn.setEnabled(false);

btn.setOnClickListener(new View.OnClickListener() { @Override

public void onClick(View view) {

Toast.*makeText*(MainActivity.this, "Click Button", Toast.*LENGTH\_SHORT*).show();

}

});

}

}

 