Put image in drawable

.java

package com.example.toggleimgframe;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

import android.view.View;

import android.widget.ImageView;

public class MainActivity extends AppCompatActivity {

ImageView i1,i2;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

i1=findViewById(R.id.i1);

i2=findViewById(R.id.i2);

i1.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

i2.setVisibility(View.VISIBLE);

i1.setVisibility(View.GONE);

}

});

i2.setOnClickListener(new View.OnClickListener() {

@Override

public void onClick(View view) {

i1.setVisibility(View.VISIBLE);

i2.setVisibility(View.GONE);

}

});

}

}

.XML

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

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

android:layout\_height="match\_parent"

android:layout\_width="match\_parent">

android:orientation="vertical"

<ImageView

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:id="@+id/i1"

android:src="@drawable/sm11"

android:scaleType="fitXY">

</ImageView>

<ImageView

android:layout\_width="wrap\_content"

android:layout\_height="wrap\_content"

android:id="@+id/i2"

android:src="@drawable/sm13"

android:scaleType="fitXY">

</ImageView>

</FrameLayout>



