

Lab Exercise 04: Spinner

MainActivity.java

```
package com.example.lab04;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;
import android.view.View;
import android.widget.AdapterView;
import android.widget.AdapterView.OnItemClickListener;
import android.widget.ImageView;
import android.widget.Spinner;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        spinnerFn();
    }

    public void spinnerFn() {
        Spinner spinner;
        ImageView img;

        spinner = findViewById(R.id.spinner);
        img = findViewById(R.id.imageView);

        spinner.setOnItemClickListener(new AdapterView.OnItemClickListener() {
            @Override
            public void onItemClick(AdapterView<?> parent, View view, int position,
long id) {
                if (spinner.getSelectedItemId() == 0)
img.setImageResource(R.drawable.android);
                else if (spinner.getSelectedItemId() == 1)
img.setImageResource(R.drawable.mac);
                else if (spinner.getSelectedItemId() == 2)
img.setImageResource(R.drawable.ios);
                else if (spinner.getSelectedItemId() == 3)
img.setImageResource(R.drawable.mslogo);
                else if (spinner.getSelectedItemId() == 4)
img.setImageResource(R.drawable.linux);
            }

            @Override
            public void onNothingSelected(AdapterView<?> adapterView) {

            }

        });
    }
}
```

Strings.xml

```
<resources>
    <string name="app_name">Lab04</string>
    <string-array name="os">
        <item>Android</item>
        <item>MacOS</item>
        <item>iOS</item>
        <item>Windows</item>
        <item>Linux</item>
    </string-array>
</resources>
```

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context=".MainActivity">

    <Spinner
        android:id="@+id/spinner"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:entries="@array/os"
        android:minHeight="32dp" />

    <ImageView
        android:id="@+id/imageView"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:src="@drawable/android" />
</LinearLayout>
```

OUTPUT



Android



MacOS



Linux

