

Image View, Pertukaran Image dan tombol Keluar



Cara Menambahkan image

Pilih image yang ingin kita tampilkan letakan dalam folder drawable yang berada dalam :
D:\EfmiApr19b\app\src\main\res\drawable

Untuk kasus diatas kita menambahkan 2 image yaitu :

1. logoamik.jpg
2. bljrandroid.jpg

koding pemanggilan image adalah : `android:src="@drawable/logoamik"`

Koding latevent.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout 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:orientation="vertical" android:layout_width="match_parent"
    android:layout_height="match_parent">
```

```
<ImageView
    android:id="@+id/imageView1"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:scaleType="fitXY"
    android:src="@drawable/logoamik"
/>
```

```
<Button
    android:id="@+id/button2"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginTop="10dp"
    android:layout_marginBottom="10dp"
    android:background="@color/colorAccent"
    android:onClick="pesan"
    android:padding="@dimen/activity_horizontal_margin"
    android:text="PESAN"
    android:textColor="@android:color/white"
    tools:paddingBottom="@dimen/activity_horizontal_margin" />
```

```
<Button
    android:id="@+id/button3"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:background="@color/colorAccent"
    android:textColor="@android:color/white"
    android:onClick="kembali"
    android:text="KEMBALI" />
```

```
<Button
    android:id="@+id/button4"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginTop="10dp"
```

```

    android:layout_marginBottom="10dp"
    android:background="@color/colorAccent"
    android:onClick="keluar"
    android:text="KELUAR"
    android:textColor="@android:color/white" />

```

```
</LinearLayout>
```

Koding Mlatevent.java

```

package efmimaiyana.efmiapr19b;

import android.os.Bundle;
import android.support.v7.app.AppCompatActivity;
import android.view.View;
import android.widget.ImageView;
import android.widget.TextView;

public class Mlatevent extends AppCompatActivity {
    ImageView imageView;
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.lateven);
        imageView = (ImageView) findViewById(R.id.imageView1);
    }
    public void pesan(View view) {
imageView.setImageResource(R.drawable.bljandroid);
    }

    public void kembali(View view) {
        imageView.setImageResource(R.drawable.logoamik);
    }

    public void keluar(View view) {
        finish();
        exit();
    }
    private void exit() {
        exit();
    }
}

```