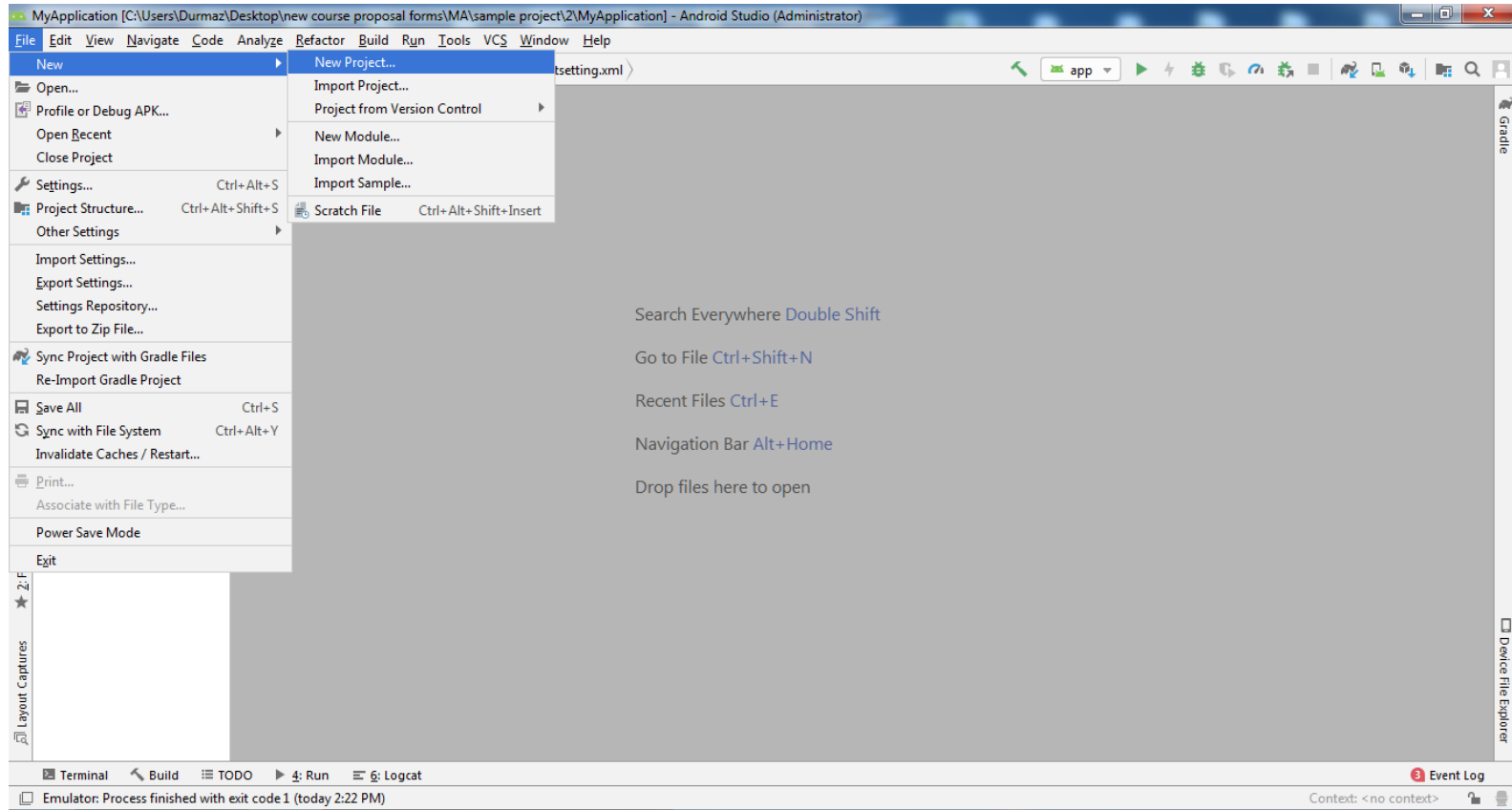
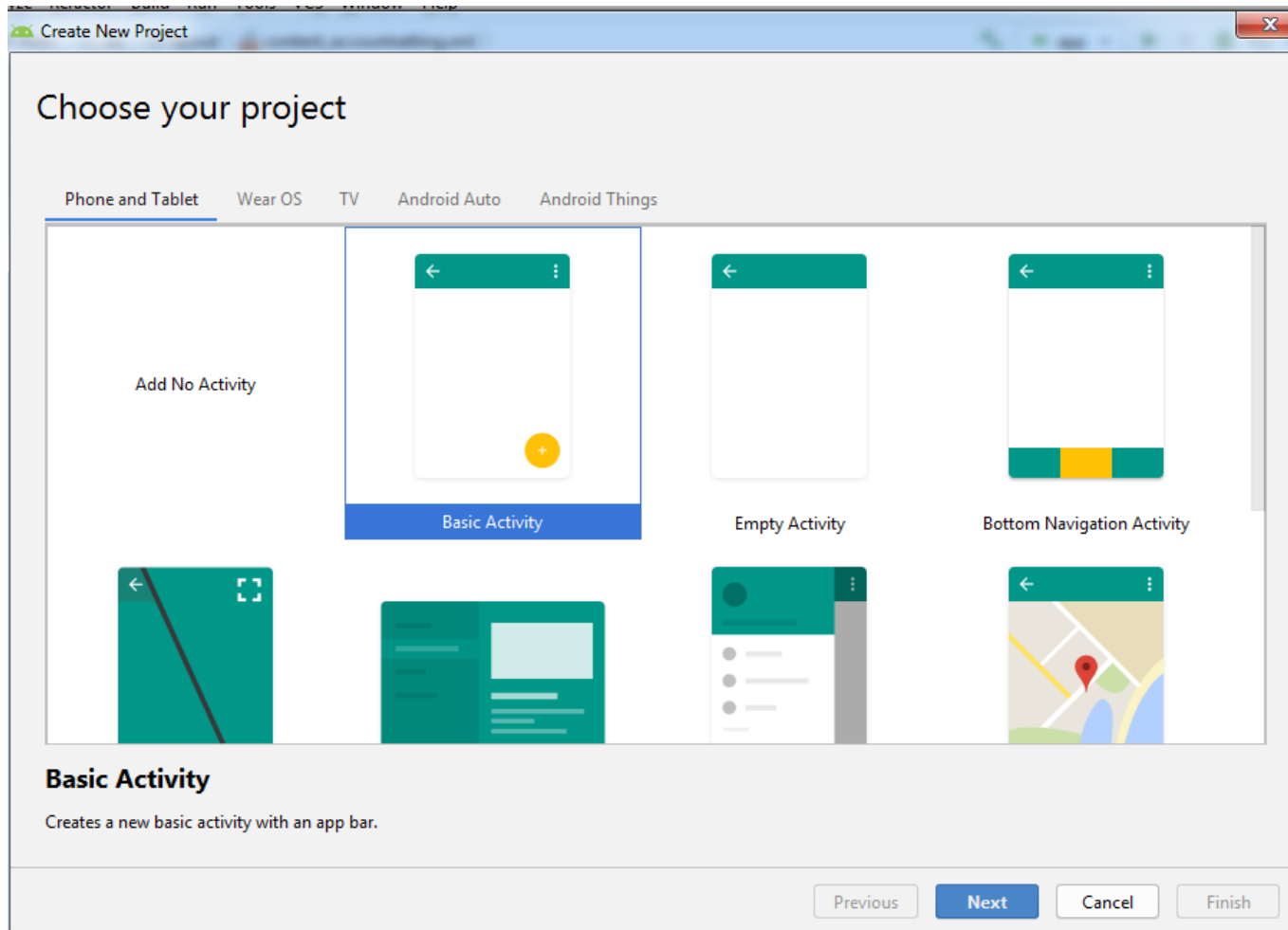


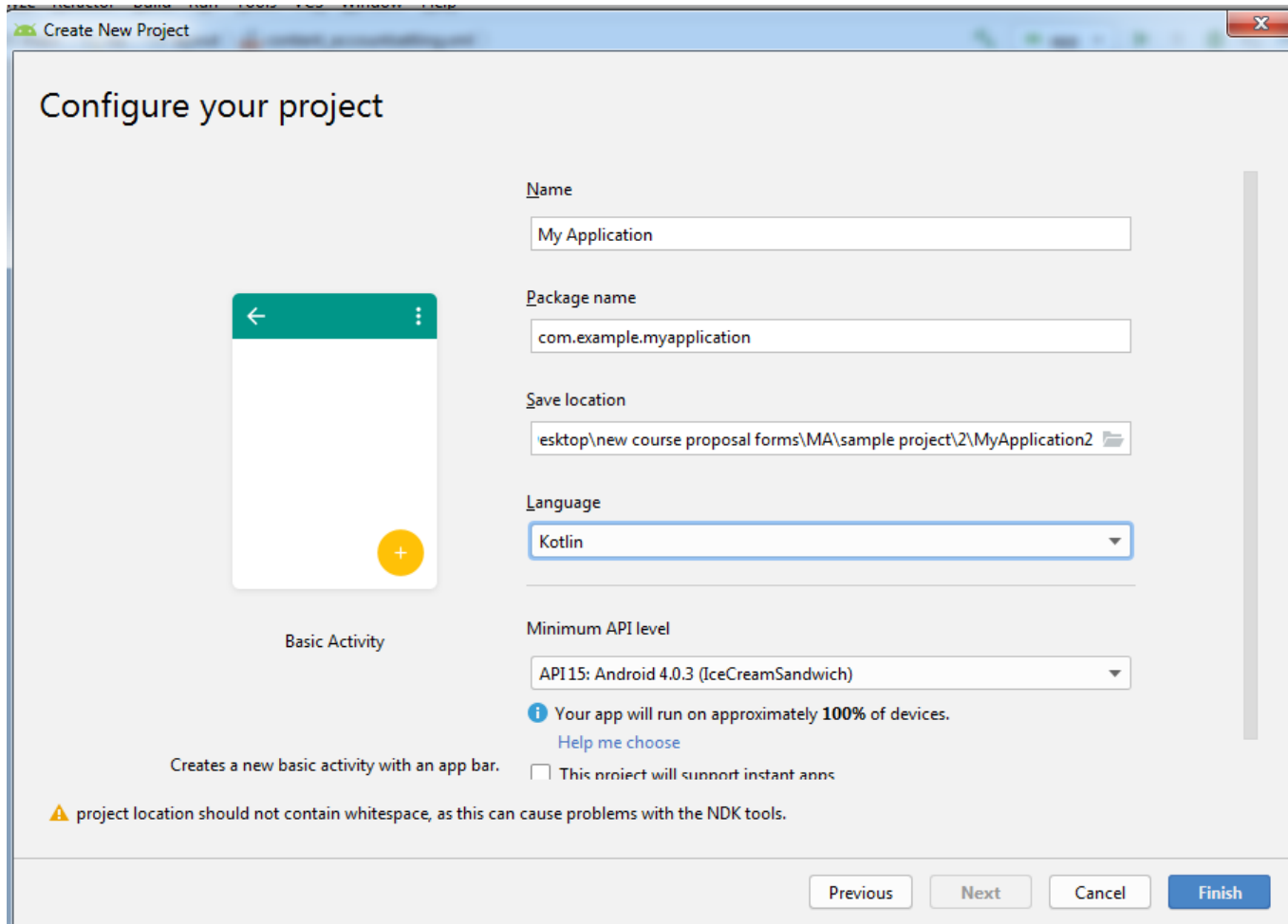
- 1- Open the Android studio software.
- 2- Open a new project, **File**→ **New**→ **New Project**



3- Select the **Basic Activity**



4- Set the project name , location, and select Kotlin language



- 5- From palette panel, add a button, Text view , plain text and image view.
- 6- For each component assign an ID please.
- 7- Copy and paste 4 pictures of a food to **Res→drawable**
- 8- Write a code that get the name of the food and after clicking on the button shows the picture of it.

**Hint Code (this example shows car names)**

```
button.setOnClickListener() {
    textView.text="This is a Nice car, it is called ${editText.text}"
    if (editText.text.toString() == "benz") {
        imageView.setImageResource(R.drawable.car1) → this is the location of the pictures R=Res
    } else if (editText.text.toString() == "bmw") {
        imageView.setImageResource(R.drawable.car2)
    } else if (editText.text.toString() == "Toyota") {
        imageView.setImageResource(R.drawable.car3)
    }
}
```