

Adding resources & controls



Android only supports lowercase filenames for resource items.

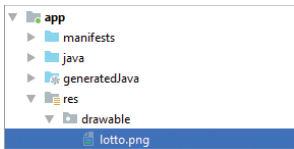
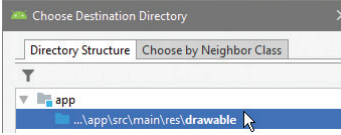
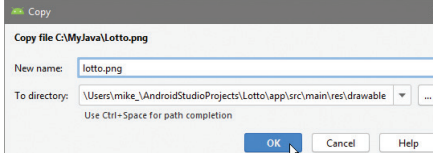


Image resources

To begin customizing the default Android Studio empty app for the Lotto program, the image can first be added as a “resource”:

- 1 Right-click on the **Lotto.png** image, and choose **Copy**
- 2 Next, right-click on the **app>res>drawable** folder in the Project window, and choose **Paste**
- 3 Choose a Destination Directory, then rename the file to lowercase as **lotto.png**

- 4 Click **OK** to see the file now appear in the **drawable** folder
 

Interface controls

The Lotto app will require three interface controls in a vertical layout – an `ImageView` control for the logo, a `TextView` control for the output, and a `Button` control for user interaction:

- 1 Open the **activity_main.xml** file in the Editor's Text view
- 2 Insert this `ImageView` control element immediately before the existing default `TextView` element



activity_main.xml

<ImageView

```

android:layout_width="match_parent"
android:layout_height="wrap_content"
app:srcCompat="@drawable/lotto"
android:id="@+id/imageView"
android:contentDescription="Lotto Logo"
app:layout_constraintTop_toTopOf="parent" />

```



The `app:srcCompat` attribute references the image resource added to the **drawable** folder.

The attributes in this element fit the control to the width of the layout container, and position the control at the top of the container. The image resource is defined as the content source, and the element is given an id for reference by other elements.