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Bestar. Image with no alt text. Related.Q: How to create a button that when I press it another screen appears I know this question is asked and answered alot, so sorry if i missed the question, I tried multiple sources I can find from youtube but none helped me get what I wanted. I have 3 buttons on the side, when I press one the whole app screen changes with an animation, I have most of it already but I'm still trying to figure out how to put one screen up on top of the other on button press. I have an ImageView that I want to cover on button press. A: Use the FrameLayout class "FrameLayout is a layout manager for creating a container for other containers. FrameLayout is useful when you want to add another, non-rectangular view to your UI. The FrameLayout class implements the FrameLayout.LayoutParams interface, which adds functionality for specifying how such an extra view should be positioned and sized on screen." "The FrameLayout class is used for creating containers that contain other containers. A FrameLayout can hold as many other views as you want. On the other hand, the FrameLayout class doesn't manage the constraints or positioning of its children. It just lays them out one after another on the screen. It is not recommended that you use FrameLayout if your app's UI is simple or has many items. The appcompat library, for instance, has a better, more flexible RelativeLayout class for this purpose." You can create the layout as below f678ea9f9e

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