

# Kotlin Android – Set OnClickListener for Button

## Kotlin setOnClickListener for Button

Android Button widget is a UI element generally used to receive user actions as input. You can click on a Button, long press, etc.

In this tutorial, we shall learn to set OnClickListener for Button.

### Code – Button.setOnClickListener()

Following code helps you to set on-click listener for Button.

```
// get reference to button
val btn_click_me = findViewById(R.id.btn_click_me) as Button
// set on-click listener
btn_click_me.setOnClickListener {
    Toast.makeText(this@MainActivity, "You clicked me.", Toast.LENGTH_SHORT).show()
}
```

What we have done here is, we got the reference to the Button and then used setOnClickListener method to trigger an action when the button is clicked.

### Example – Kotlin Androide Button.setOnClickListener()

Now we shall look into the layout xml file and Activity(Kotlin file) to set OnClickListener for a Button.

[Create an Android Application with Kotlin Support](#) and replace activity\_main.xml and MainActivity.kt with the following content.

**activity\_main.xml**

```

<?xml version="1.0" encoding="utf-8"?>
<android.support.constraint.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res-
  xmlns:app="http://schemas.android.com/apk/res-auto"
  xmlns:tools="http://schemas.android.com/tools"
  android:layout_width="match_parent"
  android:layout_height="match_parent"
  tools:context="com.tutorialkart.myapplication.MainActivity">
  <LinearLayout
    android:id="@+id/ll_main_layout"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:gravity="center"
    android:orientation="vertical">
    <Button
      android:id="@+id/btn_click_me"
      android:layout_width="wrap_content"
      android:layout_height="wrap_content"
      android:text="Click Me"/>
  </LinearLayout>
</android.support.constraint.ConstraintLayout>

```

### MainActivity.kt

```

package com.tutorialkart.myapplication

import android.support.v7.app.AppCompatActivity
import android.os.Bundle
import android.widget.Button
import android.widget.Toast

class MainActivity : AppCompatActivity() {

    override fun onCreate(savedInstanceState: Bundle?) {
        super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_main)

        // get reference to button
        val btn_click_me = findViewById(R.id.btn_click_me) as Button
        // set on-click listener
        btn_click_me.setOnClickListener {
            // your code to perform when the user clicks on the button
            Toast.makeText(this@MainActivity, "You clicked me.", Toast.LENGTH_SHORT).show()
        }
    }
}

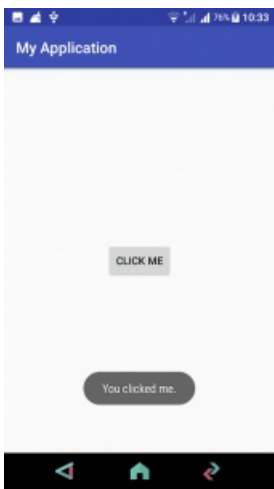
```

Build and Run the Android Application. You would see the Android screen as shown in the following screenshot.



Set OnClickListener for Button in Kotlin Android

Tao on 'Click Me' button.



Action performed on clicking the button

Button.setOnClickListener() will be triggered and the code in this setOnClickListener{} block will run.

## Conclusion

In this [Android Tutorial](#) – **Kotlin Button OnclickListener**, we have learnt to set OnClickListener for Button in Kotlin Android using Button.setOnClickListener() method.

### Getting Started with Android

- [Kotlin Android Tutorial](#)
- [Create Android Application with Kotlin Support](#)
- [Walk Through Android Studio](#)
- [Convert Java Files to Kotlin Files](#)
- [Kotlin vs Java](#)
- [Use Java 8 in Android](#)
- [Add External Jar to Android Dependencies](#)

## Android TextView

- ‡ [Android TextView](#)
- ‡ [Android TextView - Basic Example](#)
- ‡ [Android TextView - Create programmatically](#)
- ‡ [Android TextView - OnClickListener](#)
- ‡ [Android TextView - Justify Text](#)
- ‡ [Android TextView - Italic](#)
- ‡ [Android TextView - Bold](#)

## Android Button

- ‡ [Android - New Button programmatically](#)
- ‡ [Android Button - OnClickListener](#)
- ‡ [Android Button - Disable All Caps](#)
- ‡ [Android Button - Custom Background](#)
- ‡ [Android Button - Change background programmatically](#)

## Android Toast

- ‡ [Android Toast - Example](#)

## Android EditText

- ‡ [Android EditText - Create programmatically](#)
- ‡ [Android EditText - On Text Change - Listener](#)
- ‡ [Android TextInputLayout - Floating Label in EditText](#)
- ‡ [Android EditText - Keyboard with only Numbers](#)
- ‡ [Android EditText - Show/Hide Password](#)

## Android ImageView

- ‡ [Android ImageView - OnClickListener](#)

## Android Radio Buttons

- ‡ [Android RadioGroup - RadioButtons Create programmatically](#)

## Android SeekBar

- ‡ [Android SeekBar - Example](#)
- ‡ [Android SeekBar Set Custom Range](#)

## Android Intent

- ‡ [Android - Start Another Activity](#)
- ‡ [Android - Open URL in Browser Activity](#)

## Android AlertDialog

‣ [Android AlertDialog - Example](#)

## Android WebView

‣ [Android WebView - Example](#)

## Android ProgressBar

‣ [Kotlin Android - Indeterminate ProgressBar](#)

## Android Snackbar

‣ [Android Snackbar - Example](#)

‣ [Android Snackbar - Set Action](#)

‣ [Android Snackbar - Change Text Color, Background Color](#)

## Android ListView

‣ [Android ListView Example](#)

‣ [Android Refresh ListView](#)

## Android Device Parameters

‣ [Android Get Screen Width and Height Programmatically](#)

## Android Canvas

‣ [Draw Rect / Oval to Canvas](#)

‣ [Android Draw Circle Border](#)

‣ [Android Draw SVG to Canvas](#)

## Android Programming - Other

‣ [Android - Access View Programmatically using findViewById](#)

‣ [Android runOnUiThread](#)

## Android Game Development

‣ [Android Game Development](#)

‣ [Detect Collisions between two Sprites \(Bitmaps\)](#)

## Android Text To Speech

‣ [Android Text To Speech - Kotlin Example](#)

## Fix Errors

‣ [Android - Minimum supported Gradle version](#)

‣ [Android - All support libraries must use the exact same version specification](#)

## Example Applications

‣ [Android - Login Form](#)

‣ [Android - Color Picker](#)

▸ [Android - Color Picker](#)

▸ [Kotlin Android Game Development](#)

## Kotlin - Java

▸ [Kotlin Tutorial](#)

## Useful Resources

▸ [How to Learn Programming](#)