

# How to set OnClickListener for TextView in Kotlin Android

## TextView OnClickListener in Kotlin Android

In Android, TextView is a child class of View, and hence can use the method `setOnClickListener()` on the object of TextView.

In this tutorial, we will learn how to set OnClickListener for TextView in Kotlin file, with the help of an example.

### Code – TextView OnClickListener

Following is quick look into code to set OnClickListener for TextView in [Kotlin Programming](#) :

```
// get reference to textview
val tv_click_me = findViewById(R.id.tv_click_me) as TextView
// set on-click listener
tv_click_me.setOnClickListener {
    // your code to run when the user clicks on the TextView
}
```

### Example – OnClickListener for TextView

In this example, we shall look into the layout xml file and Activity(Kotlin file) to set OnClickListener for a TextView.

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

#### **activity\_main.xml**

We have a TextView in LinearLayout. We will use this TextView to set on-click listener.

```

<?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">
    <TextView
      android:id="@+id/tv_click_me"
      android:layout_width="wrap_content"
      android:layout_height="wrap_content"
      android:textSize="50dp"
      android:text="Click Me"/>
    </LinearLayout>
  </android.support.constraint.ConstraintLayout>

```

## MainActivity.kt

Get reference to the the TextView in layout file using id, and then call `setOnClickListener {}` on this TextView. When user clicks on this TextView, the code inside `setOnClickListener {}` will be executed.

```

package com.tutorialkart.myapplication

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

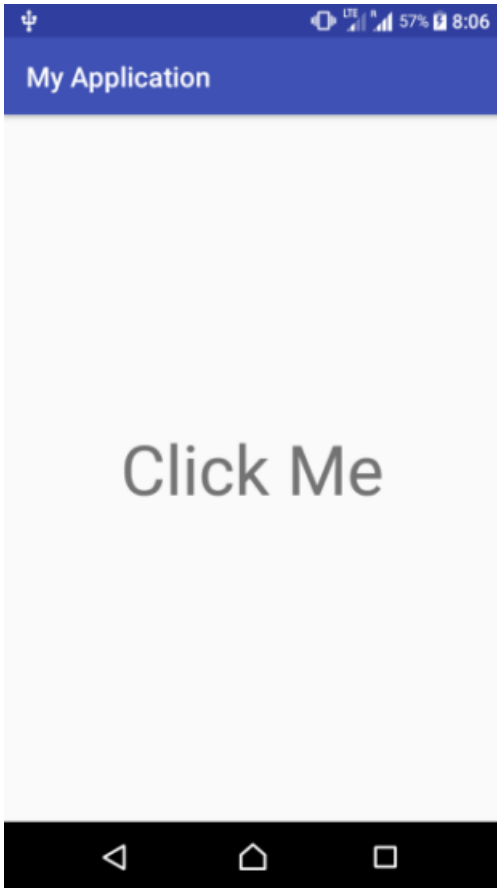
class MainActivity : AppCompatActivity() {

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

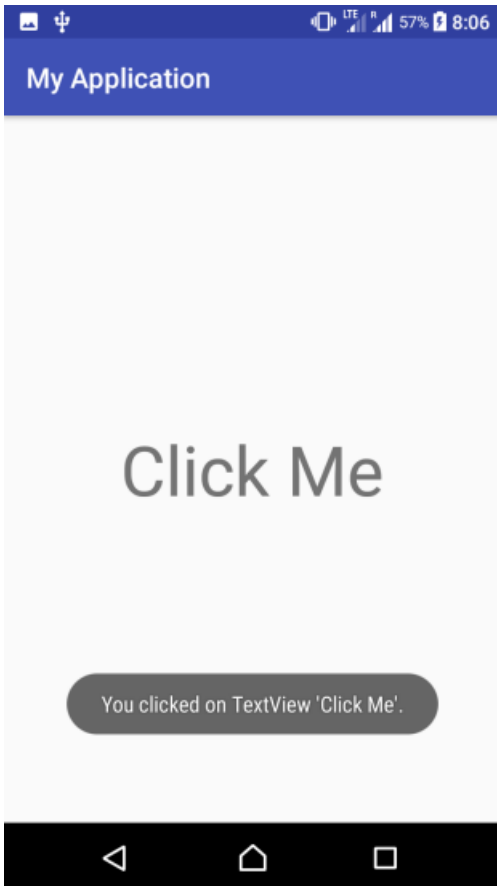
        // get reference to textview
        val tv_click_me = findViewById(R.id.tv_click_me) as TextView
        // set on-click listener
        tv_click_me.setOnClickListener {
            // your code to perform when the user clicks on the TextView
            Toast.makeText(this@MainActivity, "You clicked on TextView 'Click Me'.", Toast.LENGTH_SHORT)
        }
    }
}

```

Following are the screenshots to demonstrate the `setOnClickListener` for TextView.



MainActivity with TextView "Click Me"



OnClickListener set for TextView

## Conclusion

In this [Kotlin Android Tutorial](#), we have learnt how to set on-click listener for TextView using `TextView.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 programatically](#)

## 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](#)
- ‡ [Kotlin Android Game Development](#)

## Kotlin - Java

- ‡ [Kotlin Tutorial](#)

## Useful Resources

- ‡ [How to Learn Programming](#)