



Unidad Profesional Interdisciplinaria en Ingeniería y
Tecnologías Avanzadas

DISPOSITIVOS MÓVILES

Práctica 19

Grupo: 2TM19

Gallegos Ruiz Diana Abigail

1 XML

```
1 <?xml version="1.0" encoding="utf-8"?>
2 <LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
3   xmlns:app="http://schemas.android.com/apk/res-auto"
4   xmlns:tools="http://schemas.android.com/tools"
5   android:layout_width="match_parent"
6   android:layout_height="match_parent"
7   tools:context=".MainActivity">
8
9   <TextView
10     android:layout_width="wrap_content"
11     android:layout_height="wrap_content"
12     android:text="Hello World!"
13     app:layout_constraintBottom_toBottomOf="parent"
14     app:layout_constraintEnd_toEndOf="parent"
15     app:layout_constraintStart_toStartOf="parent"
16     app:layout_constraintTop_toTopOf="parent" />
17
18 </LinearLayout>
```

2 JAVA

```
1 package com.example.dibujocanvas;
2
3 import androidx.appcompat.app.AppCompatActivity;
4
5 import android.content.Context;
6 import android.graphics.Canvas;
7 import android.graphics.Color;
8 import android.graphics.Paint;
9 import android.graphics.Path;
10 import android.graphics.Rect;
11 import android.os.Bundle;
12 import android.view.MotionEvent;
13 import android.view.View;
14
15 public class MainActivity extends AppCompatActivity {
16
17     @Override
18     protected void onCreate(Bundle savedInstanceState) {
19         super.onCreate(savedInstanceState);
20         Dibujos D = new Dibujos(this);
21         setContentView(D);
22     }
23
24     class Dibujos extends View {
25
```

```
26     float x = 40, y = 40, x1 = 0, y1 = 0;
27     Path path = new Path();
28     Path path1 = new Path();
29     Path path2 = new Path();
30     String accion = "";
31
32     public Dibujos(Context context){
33         super(context);
34     }
35
36     protected void onDraw(Canvas canvas){
37         canvas.drawColor(Color.LTGRAY);
38         Paint pintura = new Paint();
39         pintura.setColor(Color.BLACK);
40         pintura.setTextSize(40);
41         pintura.setAntiAlias(true);
42         canvas.save();
43
44         canvas.drawText("Txt (100,100)",100,100,pintura);
45         canvas.translate(300,200);
46         canvas.drawText("Txt desplazado (1,1)",1,1,pintura);
47         canvas.restore();
48         canvas.save();
49
50
51         Rect bounds = new Rect();
52         String txt = "Rectangulo";
53         pintura.setColor(Color.DKGRAY);
54         pintura.setTextSize(70);
55         pintura.getTextBounds(txt,0,txt.length(),bounds);
56         float cX = bounds.exactCenterX();
57         float cY = bounds.exactCenterY();
58         canvas.translate(40,1000);
59         pintura.setStyle(Paint.Style.STROKE);
60         pintura.setStrokeWidth(5);
61         canvas.rotate(30,cX,cY);
62         canvas.drawRect(bounds,pintura);
63         pintura.setColor(Color.DKGRAY);
64         canvas.drawText(txt, 0,0,pintura);
65         canvas.restore();
66
67         //Trazar l neas sobre una trayectoria
68         pintura.setColor(Color.RED);
69         pintura.setStyle(Paint.Style.STROKE);
70         path.moveTo(x,y); //punto inicial
71         path.lineTo(200, 300);
72         canvas.drawPath(path, pintura);
73         path.lineTo(400, 300);
74         canvas.drawPath(path, pintura);
75         path.lineTo(40, 40);
76         canvas.drawPath(path, pintura);
```

```
77
78     path2.moveTo(300, 700);
79     path2.lineTo(300, 900);
80     canvas.drawPath(path2, pintura);
81     path2.lineTo(600, 900);
82     canvas.drawPath(path2, pintura);
83     path2.lineTo(600, 700);
84     canvas.drawPath(path2, pintura);
85     path2.lineTo(300, 700);
86     canvas.drawPath(path2, pintura);
87
88     if(accion=="down"){
89         path1.moveTo(x1,y1);
90     }
91     if(accion=="move"){
92         path1.lineTo(x1,y1);
93     }
94     canvas.drawPath(path1, pintura);
95 }
96
97 public boolean onTouchEvent (MotionEvent evento){
98     x1 = evento.getX();
99     y1 = evento.getY();
100     if(evento.getAction() == MotionEvent.ACTION_DOWN){
101         accion = "down";
102     }
103     if(evento.getAction() == MotionEvent.ACTION_MOVE){
104         accion = "move";
105     }
106     invalidate();
107     return true;
108 }
109 }
110 }
```

3 Resultados

