# Android - Drawing

- Application to demonstrate simple drawing primitives
- An Activity can override `onDraw()`
  - Invoked every time the view of the activity needs to be re-drawn
  - should not be called directly

- An instance of anonymous class with base class `android.view.View` is created
- `onDraw()` method is overridden
- `Canvas` object is used for drawing operations
- `Paint` object used to aggregate settings such as anti-aliasing, color for drawing operations

- `Drawable` object - used to represent PNG file

- `Paint.setColor()`
  - Used to set drawing color
  - Color is specified as (Alpha, Red, Green, Blue) tuple whose values must be between 0-255
- `Canvas.drawRect()`
  - Used to draw rectangle
- `Canvas.drawCircle()`
  - Used to draw circle
- `getResources().getDrawable()`
  - Used to load a PNG file which is referenced in the R-class
- `Drawable.setBounds()`
  - Used to set the drawing bounds
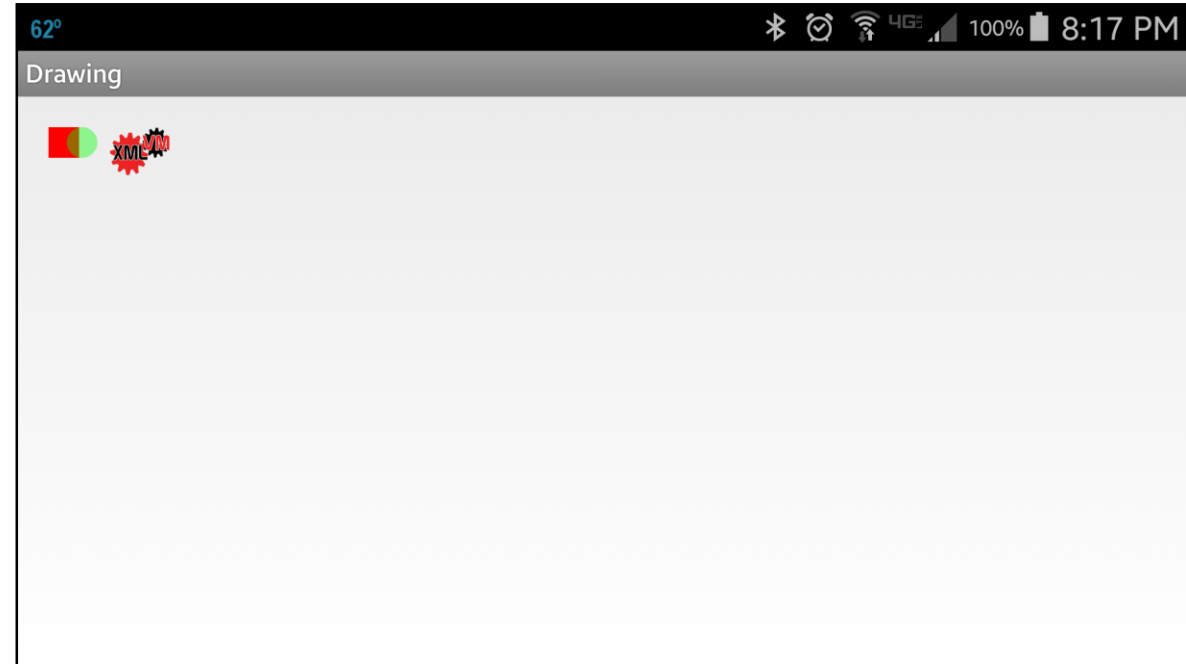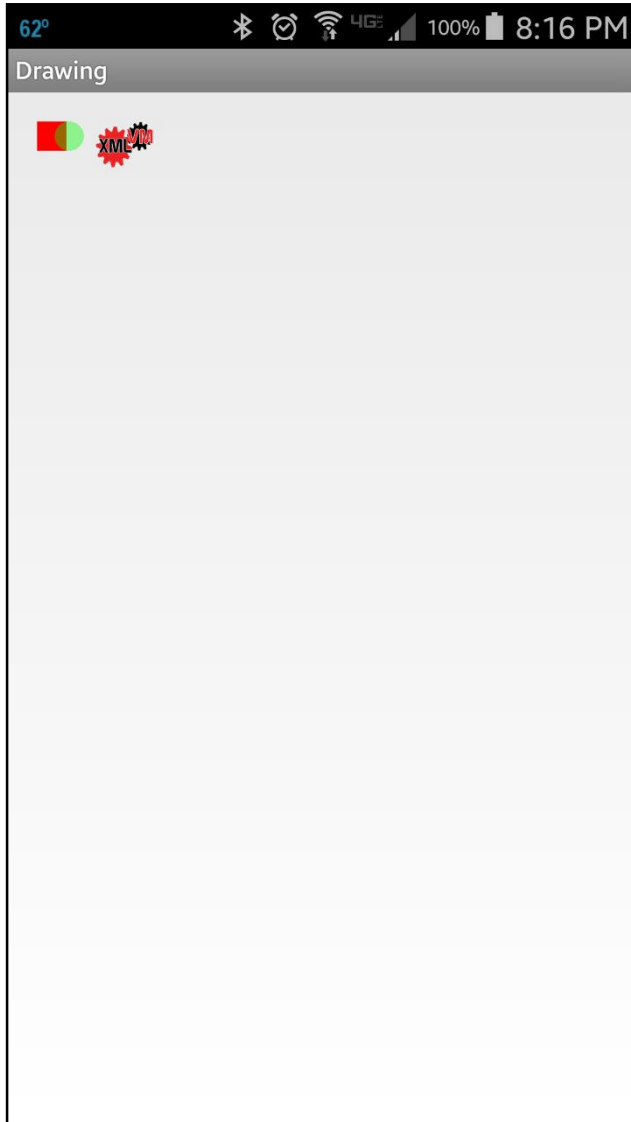
- A rectangle, circle is drawn at the co-ordinates specified
- A PNG file is also rendered on the canvas

References

- [View](#)
- [Canvas](#)
- [Paint](#)
- [Drawable](#)
- [Graphics](#)

Exercise

- Change the application so that the circle no longer is transparent.
- Also change the Z-ordering of the rectangle and the circle, so that the rectangle is drawn above the circle.