# Program 4. Develop a canvas to draw different shapes and to fill the shapes with different colors.

MainActivity.java

package com.example.shapes;

import androidx.appcompat.app.AppCompatActivity; import android.os.Bundle;

// import android.support.v7.app.AppCompatActivity; public class MainActivity extends AppCompatActivity { @Override

protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(new com.example.shapes.custom(this));

}

}

custom.java

package com.example.shapes; import android.content.Context; import android.graphics.Canvas; import android.graphics.Color; import android.graphics.Paint; import android.graphics.Rect; import android.view.View;

public class custom extends View { int x;

int y;

private Rect rectangle; private Paint paint, p1,p2;

public custom(Context context) { super(context);

x = 200;

y = 50;

int width = 800; int height = 500;

rectangle = new Rect(x, y, width, height);

// create the Paint and set its color paint = new Paint(); paint.setColor(Color.BLACK); p1 = new Paint();

p2 = new Paint(); p1.setColor(Color.GREEN); p2.setColor(Color.RED);

}

@Override

protected void onDraw(Canvas canvas) { canvas.drawColor(Color.BLUE); canvas.drawRect(rectangle, paint); canvas.drawCircle(500, 200 , 100, p1);

canvas.drawOval(500, 800 , 100,650, p2);

}}

OUTPUT

