**import** android.content.Context;  
**import** android.graphics.Canvas;  
**import** android.graphics.Color;  
**import** android.graphics.Paint;  
**import** android.os.Bundle;  
**import** android.view.View;  
  
**public class** MainActivity **extends** AppCompatActivity {  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(**new** myView(**this**));  
 }  
  
 **public class** myView **extends** View  
 {  
 Paint **mypaint**,**mypaint1**;  
 **public** myView(Context context)  
 {  
 **super**(context);  
 **mypaint** = **new** Paint();  
 **mypaint**.setColor(Color.***GREEN***);  
 **mypaint1** = **new** Paint();  
 **mypaint1**.setColor(Color.***RED***);  
 **mypaint**.setStyle(Paint.Style.***STROKE***);

**mypaint**.setStrokeWidth(3);  
 }  
  
  
 @Override  
 **protected void** onDraw(Canvas canvas)  
 {  
 canvas.drawColor(Color.***YELLOW***);  
 canvas.drawRect(10,10,100,100,**mypaint**);  
 canvas.drawRect(190,10,250,100,**mypaint**);  
 canvas.drawRect(300,10,450,100,**mypaint1**);  
 canvas.drawLine(10,120,470,120,**mypaint**);  
 canvas.drawLine(150,10,150,120,**mypaint**);  
 canvas.drawCircle(250,400,150,**mypaint**);  
  
 }  
  
 }  
}