Lab Manual

Lab (8): 2D graphics



Visual Programming for Smart Devices lab

Instructor: Oraib M Alrashdan

## Objectives:

create an android application using 2D graphics.

Task 1: Target exercise

```
package com.example.admin.myapplication;
import android.content.Context;
import android.util.AttributeSet;
import android.graphics.RectF;
import android.graphics.Canvas;
import android.graphics.Paint;
import android.view.*;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
public class MainActivity extends AppCompatActivity {
TargetView targetView;
protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
    targetView = new TargetView(this);
        setContentView(targetView);
        }
 class TargetView extends View
     public TargetView(Context context)
         super(context);
    @Override
    protected void onDraw (Canvas canvas)
        super.onDraw(canvas);
        Paint red = new Paint();
        red.setARGB(255, 255, 0, 0);
        Paint white = new Paint();
        white.setARGB(255, 255, 255, 255);
        int w = canvas.getWidth();
        int h = canvas.getHeight();
        for (int i = 0; i < 5; i++) {
            canvas.drawOval(new RectF(w * i / 10, h * i / 10, w * (10 - i) / 10
10, h * (10 - i) / 10),
                    i % 2 == 0 ? red : white);
```

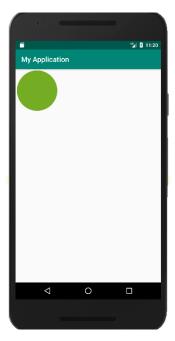
The output:

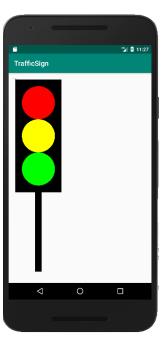


## Assignments:

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Write your java code to draw the following applications:





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