

PROGRAM 4 : Different Shapes**Program Code :**

activity_main.xml

```
<?xml version="1.0" encoding="utf-8"?>
    <androidx.constraintlayout.widget.ConstraintLayout
        xmlns:android="http://schemas.android.com/apk/res/android"
        xmlns:tools="http://schemas.android.com/tools"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        tools:context=".MainActivity">
        <View
            android:id="@+id/view"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            tools:layout_editor_absoluteX="3dp" />
        </androidx.constraintlayout.widget.ConstraintLayout>
```

MainActivity.java

```
package com.example.shapes_45;
import android.os.Bundle;
import androidx.appcompat.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(new com.example.shapes_45.CustomView(this));
    }
}
```

CustomView.java

```
package com.example.shapes_45;
import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Rect;
import android.graphics.RectF;
import android.view.View;
class CustomView extends View {
    private Rect rectangle;
    private Paint paint, p1;

    public CustomView(Context context) {
        super(context);
        int x = 100;
        int y = 50;
        int width = 1000;
        int height = 500;
```

```
// create a rectangle that we'll draw later
    rectangle = new Rect(x, y, width, height);
// create the Paint and set its color
    paint = new Paint();
    paint.setColor(Color.YELLOW);
    p1 = new Paint();
    p1.setColor(Color.RED);
}
@Override
protected void onDraw(Canvas canvas) {
    canvas.drawColor(Color.WHITE);
    canvas.drawRect(rectangle, paint);
    canvas.drawCircle(550, 270, 150, p1);
    RectF oval = new RectF(300, 600, 800, (float) (520 + 520 / 1.8));
    canvas.drawArc(oval, 10, 160, false, p1);
}
}
```

Output:

