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<b>Reg. No.</b>	<b>:</b>	<b>18 5001 194</b>	<b>Date</b>	<b>:</b>	<b>25/08/2021</b>
<b>Subject</b>	<b>:</b>	<b>UCS1711---Mobile Application Development Lab</b>			

## **QUESTION :**

**Ex. No. 3 Create an application that uses graphical primitives**

## **CODE :**

**activity\_main.xml :**

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">
    <ImageView
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:id="@+id/imageView"/>
</RelativeLayout>
```

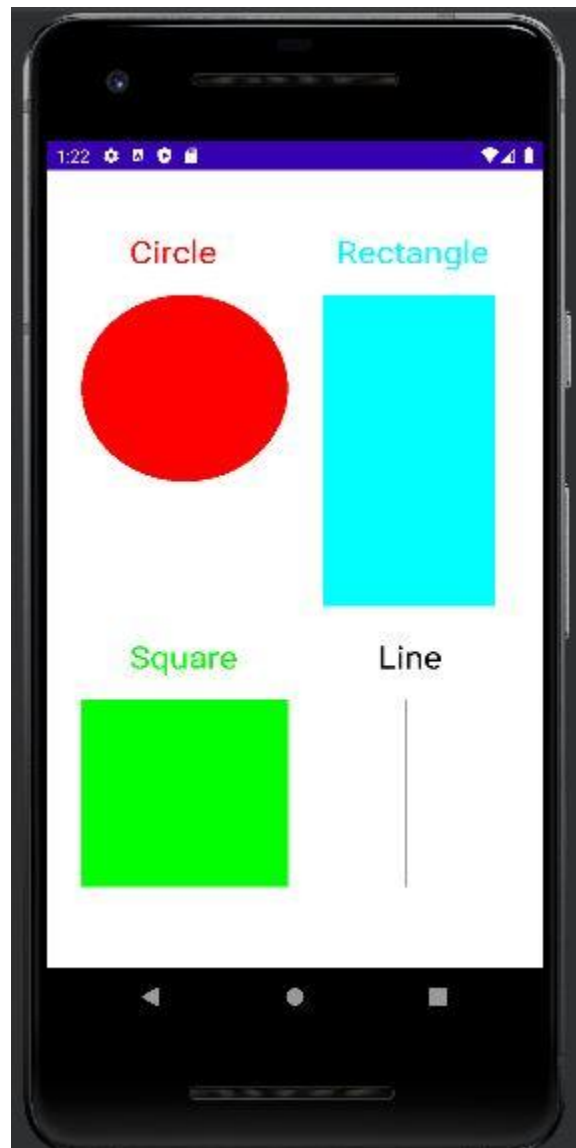
**MainActivity.java :**

```
package com.example.v1;

import android.app.Activity;
import android.graphics.Bitmap;
import android.graphics.Canvas;
import android.graphics.Color;
```

```
import android.graphics.Paint;
import android.graphics.drawable.BitmapDrawable;
import android.os.Bundle;
import android.widget.ImageView;
public class MainActivity extends Activity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        Bitmap bg = Bitmap.createBitmap(720, 1280, Bitmap.Config.ARGB_8888);
        ImageView i = (ImageView) findViewById(R.id.imageView);
        i.setBackgroundDrawable(new BitmapDrawable(bg));
        Canvas canvas = new Canvas(bg);
        Paint paint = new Paint();
        paint.setColor(Color.CYAN);
        paint.setTextSize(50);
        //To draw a Rectangle
        canvas.drawText("Rectangle", 420, 150, paint);
        canvas.drawRect(400, 200, 650, 700, paint);
        //To draw a Circle
        paint.setColor(Color.RED);
        canvas.drawText("Circle", 120, 150, paint);
        canvas.drawCircle(200, 350, 150, paint);
        //To draw a Square
        paint.setColor(Color.GREEN);
        canvas.drawText("Square", 120, 800, paint);
        canvas.drawRect(50, 850, 350, 1150, paint);
        //To draw a Line
        paint.setColor(Color.BLACK);
        canvas.drawText("Line", 480, 800, paint);
        canvas.drawLine(520, 850, 520, 1150, paint);
    }
}
```

## Output Snapshot:



/\*  
\*\*\*\*\*END\_OF\_EX3\*\*\*\*\*  
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