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

QUESTION :

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

CODE :

activity_main.xml :

```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 :

```java
package com.example.v1;

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

```java
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: