UCS1711   MOBILE APPLICATION DEVELOPMENT LAB

ACADEMIC YEAR: 2021-2022 (Odd)   **BATCH: 2018-2022**

Due Date: 3.8.21 & 5.8.21

Ex. No. 3   Application Development using basic graphical primitives

Generate the following using graphical primitives.

a. Draw shapes such as Line, Circle, Rectangle and Arc
b. Perform animation using any Image (Gif, Jpeg)
c. Perform transformation – Rotation, Zooming
d. Draw a car, and animate the car.