SHAPES

```xml
XML FILE


<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
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">
<TextView
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:text="Hello World!"
    app:layout_constraintBottom_toBottomOf="parent"
    app:layout_constraintLeft_toLeftOf="parent"
    app:layout_constraintRight_toRightOf="parent"
    app:layout_constraintTop_toTopOf="parent" />
</androidx.constraintlayout.widget.ConstraintLayout>
```

MainActivity

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

CustomView

```java
package com.example.shapes;
        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);
```

```java
        int x = 100;
        int y = 50;
        int width = 1000;
        int height = 500;
// create a rectangle that we&#39;ll draw later
        rectangle = new Rect(x, y, width, height);
// create the Paint and set its color
        paint = new Paint();
        paint.setColor(Color.BLACK);
        p1 = new Paint();
        p1.setColor(Color.GRAY);
    }
    @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, 700, 800, (float) (520 + 520 / 1.5));
        canvas.drawArc(oval, 180, 180, false, p1);
    }
}
```

OUTPUT

shapes