Experiment 4

Develop an application that uses GUI components.

Main Activity:

```java
package com.example.myapplication;

import android.annotation.TargetApi; import
android.graphics.Bitmap;                import
android.graphics.BitmapFactory;         import
android.graphics.Canvas;                import
android.graphics.Color;                 import
android.graphics.Paint;                 import
android.graphics.Path;                  import
android.graphics.drawable.Drawable;  import
android.os.Build;  import  android.os.Bundle;
import
android.support.annotation.RequiresApi; import
android.support.v7.app.AppCompatActivity;
import android.widget.ImageView;

public class MainActivity extends AppCompatActivity {

    @TargetApi(Build.VERSION_CODES.LOLLIPOP)
    @RequiresApi(api = Build.VERSION_CODES.JELLY_BEAN)
    @Override     protected void onCreate(Bundle savedInstanceState)
{        super.onCreate(savedInstanceState);
setContentView(R.layout.activity_main);


    }
}
```

Activity_main.xml:

```xml
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout 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"
android:orientation="vertical"    android:gravity="center"
android:layout_marginTop="30dp"
    tools:context=".MainActivity">

    <ImageView        android:id="@+id/imageview"
android:layout_width="100dp"
android:layout_height="100dp"
android:background="@android:drawable/ic_input_add" />



</LinearLayout>
```

Output: