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CLASS:- B.E - 4

ROLL NO:- 04

BATCH:- A

## Experiment No. 5

**Write an application that draws basic graphical primitives on the screen.**

**Code:**

//main.xml

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

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="250dp"
        android:background="@drawable/shape1"
        android:layout_margin="10dp"> </LinearLayout>

    <LinearLayout android:layout_width="match_parent"
        android:layout_height="250dp"
        android:layout_margin="10dp"
        android:background="@drawable/shape2"> </LinearLayout>

</LinearLayout>
```

//shape1.xml

```
<?xml version="1.0" encoding="utf-8"?>
<selector xmlns:android="http://schemas.android.com/apk/res/android">

    <item>
        <shape android:shape="rectangle">
            <!--<corners android:radius="50dp"/>-->
            <gradient android:startColor="#00FF00" android:endColor="#00FF00"/>
        </shape>
    </item>
</selector>
```

//shape2.xml

```
<?xml version="1.0" encoding="utf-8"?> <selector
xmlns:android="http://schemas.android.com/apk/res/android">

    <item>
        <shape android:shape="oval">
            <gradient android:startColor="#00FFFF" android:endColor="#00FFFF"/> </shape>
        </item>
    </selector>
```

**Output:**

