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CLASS:- B.E – 4

ROLL NO:- 04

BATCH:- A

Experiment 4

Develop an application that uses GUI components.

# Main Activity:

**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 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>

