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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[="h](http://schemas.android.com/apk/res/android)tt[p://schemas.android.com/apk/res/android](http://schemas.android.com/apk/res/android)" xmlns:app[="h](http://schemas.android.com/apk/res)tt[p://schemas.android.com/apk/res](http://schemas.android.com/apk/res)‐auto" xmlns:tools[="h](http://schemas.android.com/tools)tt[p://schemas.android.com/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[="h](http://schemas.android.com/apk/res/android)tt[p://schemas.android.com/apk/res/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[="h](http://schemas.android.com/apk/res/android)tt[p://schemas.android.com/apk/res/android](http://schemas.android.com/apk/res/android)">

<item>

<shape android:shape="oval">

<gradient android:startColor="#00FFFF" android:endColor="#00FFFF"/> </shape>

</item>

</selector>

# Output:

