**Ex-3 Develop an application to draw basic graphical primitives on the screen**

**MainActivity.java:**

package com.example.ex3;  
import android.graphics.Bitmap;  
import android.graphics.Canvas;  
import android.graphics.Color;  
import android.graphics.Paint;  
import android.support.v7.app.AppCompatActivity;  
import android.os.Bundle;  
import android.widget.ImageView;  
public class MainActivity extends AppCompatActivity {  
 ImageView i;  
 Bitmap b;  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 i=(ImageView) findViewById(R.id.*imageView4*);  
 b=Bitmap.*createBitmap*(720,1200,Bitmap.Config.*RGB\_565*);  
 i.setImageBitmap(b);  
 Canvas c=new Canvas(b);  
 Paint p=new Paint();  
 p.setColor(Color.*CYAN*);  
 p.setTextSize(50);  
 c.drawText("Rectangle",420,150,p);  
 c.drawRect(400,200,650,700,p);  
 c.drawText("Square",120,800,p);  
 c.drawRect(50,850,350,1150,p);  
 c.drawText("Line",480,800,p);  
 c.drawLine(520,850,520,1150,p);  
 c.drawText("Circle",120,150,p);  
 c.drawCircle(200,350,150,p);  
 }  
}

**activity\_main.xml:**

*<?*xml version="1.0" encoding="utf-8"*?>*<android.support.constraint.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">  
 <LinearLayout  
 android:layout\_width="409dp"  
 android:layout\_height="729dp"  
 android:orientation="vertical"  
 tools:layout\_editor\_absoluteX="1dp"  
 tools:layout\_editor\_absoluteY="1dp">  
 <ImageView  
 android:id="@+id/imageView4"  
 android:layout\_width="match\_parent"  
 android:layout\_height="wrap\_content"  
 tools:srcCompat="@tools:sample/avatars" />  
 </LinearLayout>  
</android.support.constraint.ConstraintLayout>

**OUTPUT:**

