# PROGRAM – 4

Develop a canvas to draw different shapes and to fill the shapes with different colors.

## MainActivity.java

```java
package com.example.shapes;

import
androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
// import

android.support.v7.app.AppCompatActivity;

public class MainActivity extends

AppCompatActivity {

  @Override
  protected void onCreate(Bundle
    savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(new com.example.shapes.CustomView(this));
  }
}
```

## CustomView.java

```java
package com.example.shapes;

import
android.content.Context;
import
android.graphics.Canvas;
import
android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Rect;
import android.view.View;
```

```java
public class CustomView extends
    View { int x;
    int y;
    private Rect rectangle;
    private Paint paint, p1,p2;

    public CustomView(Context
        context) { super(context);
        x = 200;
        y = 50;
        int width =
        800; int height
        = 300;


        // create a rectangle that we'll draw
        later rectangle = new Rect(x, y, width,
        height);

        // create the Paint and set its
        color paint = new Paint();
        paint.setColor(Color.GRAY);

        p1 = new
        Paint(); p2 =
        new Paint();

        p1.setColor(Color.GRE
        EN);
        p2.setColor(Color.RED)
        ;

    }

    @Override
    protected void onDraw(Canvas
        canvas) {
        canvas.drawColor(Color.BLUE);
        canvas.drawRect(rectangle, paint);
        canvas.drawCircle(500, 200 , 100,
        p1);
        canvas.drawOval(500, 800 , 100,650, p2);

    }

}
```

**Output:**