

## Program 7

Devise an application that draws basic graphical primitives (rectangle, circle) on the screen.

mainactivity.java

```
package com.example.finalofpgm7;
import androidx.appcompat.app.AppCompatActivity;
import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.os.Bundle;
import android.view.View;
public class MainActivity extends AppCompatActivity {
    @Override

    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(new myView(this));
    }

    private static class myView extends View {
        Paint myPaint;

        public myView(Context context) {
            super(context);
            init();
        }

        private void init() {
            myPaint = new Paint();
            myPaint.setColor(Color.BLUE);
            myPaint.setStyle(Paint.Style.FILL_AND_STROKE);
            myPaint.setStrokeWidth(7);
        }

        @Override
        protected void onDraw(Canvas canvas) {
            super.onDraw(canvas);
            canvas.drawRect(400, 200, 650, 450, myPaint);
            canvas.drawCircle(200, 350, 150, myPaint);
            canvas.drawRect(50, 750, 200, 950, myPaint);
            canvas.drawLine(520, 850, 520, 950, myPaint);
        }
    }
}
```

