**4.Write an application that draws basic graphical primitives on the screen.**

**MainActivity.java:**

package com.example.add4;  
import android.app.Activity;  
import android.os.Bundle;  
  
public class MainActivity extends Activity {  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 }  
}

**activity\_main.xml:**

<?xml version="1.0" encoding="utf-8"?>  
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent">  
  
 <com.example.add4.GraphicsView  
 android:id="@+id/graphicsView"  
 android:layout\_width="match\_parent"  
 android:layout\_height="match\_parent" />  
  
</RelativeLayout>

**GraphicsView.java:**

package com.example.add4;  
  
import android.content.Context;  
import android.graphics.Canvas;  
import android.graphics.Color;  
import android.graphics.Paint;  
import android.graphics.RectF;  
import android.view.View;  
  
public class GraphicsView extends View {  
  
 private Paint paint;  
  
 public GraphicsView(Context context) {  
 super(context);  
 paint = new Paint();  
 paint.setAntiAlias(true);  
 }  
  
 @Override  
 protected void onDraw(Canvas canvas) {  
 super.onDraw(canvas);  
  
 // Draw a line  
 paint.setColor(Color.*RED*);  
 paint.setStrokeWidth(5);  
 canvas.drawLine(50, 50, 250, 50, paint);  
  
 // Draw a circle  
 paint.setColor(Color.*BLUE*);  
 canvas.drawCircle(150, 150, 100, paint);  
  
 // Draw a rectangle  
 paint.setColor(Color.*GREEN*);  
 RectF rect = new RectF(100, 300, 300, 500);  
 canvas.drawRect(rect, paint);  
 }  
}