XML CODE

<?**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">

    <**ImageView**

        android:layout\_width="match\_parent"

        android:layout\_height="match\_parent"

        android:id="@+id/imageView" />

</**RelativeLayout**>

JAVA CODE

**package** com.example.exno4;

**import** android.app.Activity;

**import** android.graphics.Bitmap;

**import** android.graphics.Canvas;

**import** android.graphics.Color;

**import** android.graphics.Paint;

**import** android.graphics.drawable.BitmapDrawable;

**import** android.os.Bundle;

**import** android.widget.ImageView;

**public** **class** MainActivity **extends** Activity

{

    @Override

**public** **void** onCreate(Bundle savedInstanceState)

    {

**super**.onCreate(savedInstanceState);

        setContentView(R.layout.activity\_main);

        //Creating a Bitmap

        Bitmap bg = Bitmap.createBitmap(720, 1280, Bitmap.Config.ARGB\_8888);

        //Setting the Bitmap as background for the ImageView

        ImageView i = (ImageView) findViewById(R.id.imageView);

        i.setBackgroundDrawable(**new** BitmapDrawable(bg));

        //Creating the Canvas Object

        Canvas canvas = **new** Canvas(bg);

        //Creating the Paint Object and set its color & TextSize

        Paint paint = **new** Paint();

        paint.setColor(Color.BLUE);

        paint.setTextSize(50);

        //To draw a Rectangle

        canvas.drawText("Rectangle", 420, 150, paint);

        canvas.drawRect(400, 200, 650, 700, paint);

        //To draw a Circle

        canvas.drawText("Circle", 120, 150, paint);

        canvas.drawCircle(200, 350, 150, paint);

        //To draw a Square

        canvas.drawText("Square", 120, 800, paint);

        canvas.drawRect(50, 850, 350, 1150, paint);

        //To draw a Line

        canvas.drawText("Line", 480, 800, paint);

        canvas.drawLine(520, 850, 520, 1150, paint);

    }

}