

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">
    <ImageView
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:id="@+id/imageView" />
</RelativeLayout>
```

MainActivity.java

```
package com.example.Graphics;
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);
}
}

```

Output:

