**02/02/2022**

**AIM: Develop android application to draw graphic primitives.**

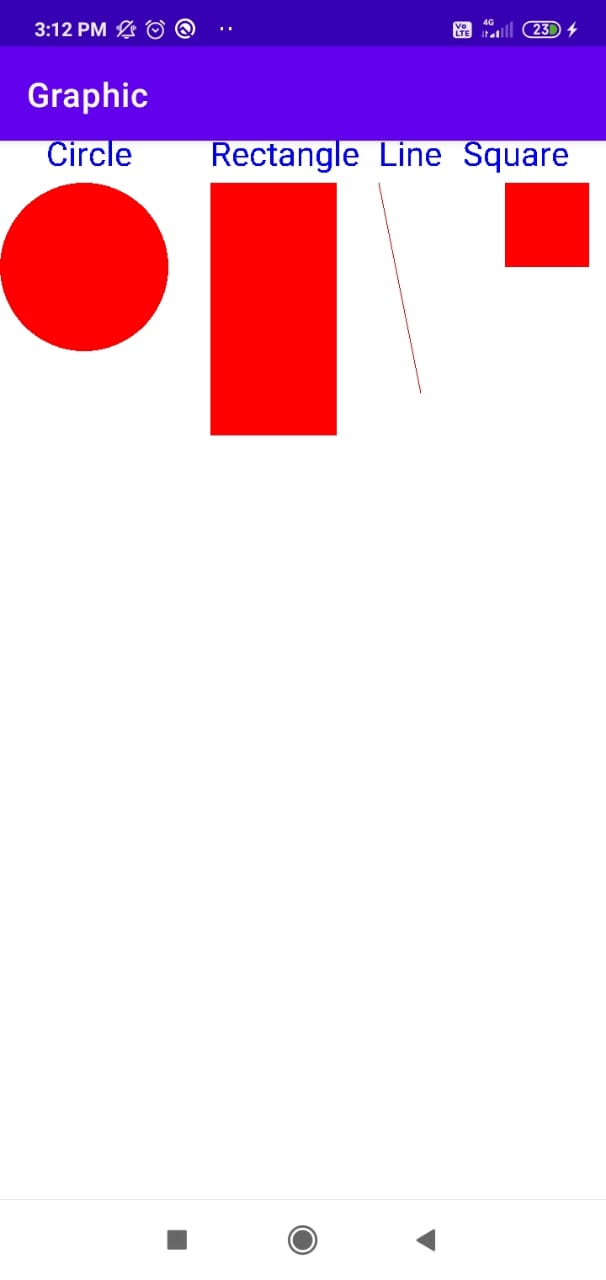
**PROGRAM**

**MainActivity.java**

package com.example.graphic;  
  
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  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(new myview(this));  
 }  
 private class myview extends View{  
 public myview(Context context){  
 super(context);  
 }  
 @Override  
 protected void onDraw(Canvas canvas){  
 super.onDraw(canvas);  
 Paint p= new Paint();  
 p.setTextSize(40);  
 p.setColor(Color.*BLUE*);  
 canvas.drawText("Circle",55,30,p);  
 canvas.drawText( "Rectangle",250,30,p);  
 canvas.drawText("Line",450,30,p);  
 canvas.drawText("Square",550,30,p);

p.setColor(Color.*RED*);  
 canvas.drawRect(250,50,400,350,p);  
 canvas.drawCircle(100,150,100,p);  
 canvas.drawLine(450,50,500,300,p);  
 canvas.drawRect(600,50,700,150,p);  
  
 }  
 }  
}

**OUTPUT**

****