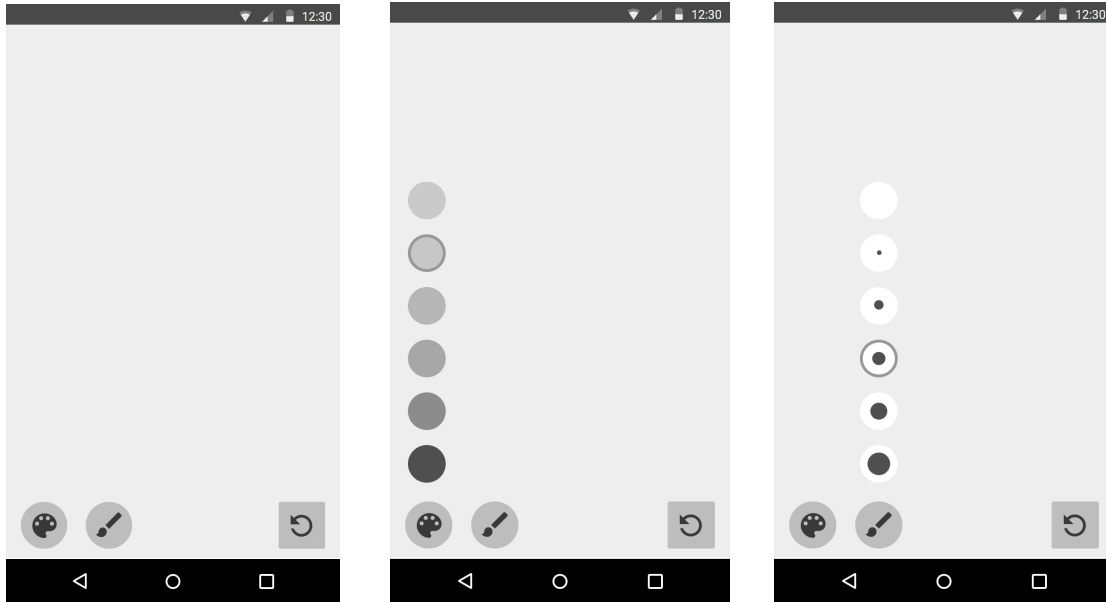


## Paint Drawing App



In this project we will make a simple drawing app reminiscent of Microsoft Paint. You will learn how to use a custom view, draw using the Canvas, and recognize touch events.

Use a custom view in your layout to be able to draw directly to the screen ([Custom Drawing](#)). You will also need to monitor the user's touch events to draw accordingly ([Touch Events](#)). You will need to implement a simple UI overlay to allow the user to erase their work, change colors, and change width of their drawing lines. Shown above is a sample implementation of the UI overlay. Feel free to add in any other features you think fit or see some suggestions below.

At a high level here are the steps you need to take:

- Create a custom view and display it in an activity to be able to draw directly to the screen
- Intercept touch events and draw lines to the canvas from the touch events' data
- Add some button overlays on top of the custom view to allow for resetting the drawing, customization of preset colors and customization of the width of the drawing line

Sample Extras:

- Add shapes
- Color wheel picker to select color other than presets
- Eraser mode where it erases only the parts where you touch
- Save drawings
- Export and share drawings