Program 4. Develop a canvas to draw different shapes and to fill the shapes with different colors.

MainActivity.java

```java
package com.example.shapes;
import androidx.appcompat.app.AppCompatActivity;
import android.os.Bundle;
// import android.support.v7.app.AppCompatActivity;
public class MainActivity extends AppCompatActivity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(new com.example.shapes.custom(this));
    }
}
```

custom.java

```java
package com.example.shapes;
import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.Rect;
import android.view.View;
public class custom extends View {
    int x;
    int y;
    private Rect rectangle;
    private Paint paint, p1,p2;
    public custom(Context context) {
        super(context);
        x = 200;
        y = 50;
        int width = 800;
        int height = 500;

        rectangle = new Rect(x, y, width, height);
// create the Paint and set its color
        paint = new Paint();
        paint.setColor(Color.BLACK);
        p1 = new Paint();
        p2 = new Paint();
        p1.setColor(Color.GREEN);
        p2.setColor(Color.RED);
    }
    @Override
    protected void onDraw(Canvas canvas) {

        canvas.drawColor(Color.BLUE);
        canvas.drawRect(rectangle, paint);
        canvas.drawCircle(500, 200 , 100, p1);
        canvas.drawOval(500, 800 , 100,650, p2);
    }
}
```

Output: