

MOBILE APPLICATION DEVELOPMENT LAB

PROGRAM 4 – Shapes and To Fill the Shapes with Different Colors

Activity_main.xml: -

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout
xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Hello World!"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintLeft_toLeftOf="parent"
        app:layout_constraintRight_toRightOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

Main_Activity.java: -

```
package com.mca.shapes;

import androidx.appcompat.app.AppCompatActivity;

import android.os.Bundle;

public class MainActivity extends AppCompatActivity {

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(new com.mca.shapes.CustomView(this));
    }
}
```

Custom_view.java: -

```
package com.mca.shapes;

import androidx.appcompat.app.AppCompatActivity;

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 CustomView extends View
```

```

{

    private Rect rectangle;
    private Paint paint, p2;

    public CustomView(Context context)
    {
        super(context);
        int x = 200;
        int y = 800;
        int width = 900;
        int height = 450;
        rectangle = new Rect(x, y, width, height); // create a
rectangle that we'll draw later
        paint = new Paint(); // create the Paint
and set its color
        //paint.setColor(Color.GRAY);
        p2 = new Paint();
        p2.setColor(Color.RED);
    }

    @Override
    protected void onDraw(Canvas canvas)
    {
        super.onDraw(canvas);
        int x = getWidth();
        int y = getHeight();
        int radius;
        radius = 150;
        paint.setStyle(Paint.Style.FILL);
        paint.setColor(Color.WHITE);
        canvas.drawPaint(paint);
        // Use Color.parseColor to define HTML colors
        paint.setColor(Color.parseColor("#ebe134"));

        //int r = 100;
        //canvas.drawColor(Color.BLUE);
        canvas.drawRect(rectangle, p2);
        canvas.drawCircle(x/2 , y /3, radius, paint);
        //canvas.drawCircle(0, 0,r);
    }
}

```

OUTPUT: -

