

PROGRAM-SMILEY

ACTIVITY_MAIN.XML

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:orientation="vertical"
    tools:context=".MainActivity">

    <com.mca.smiley_button_program_52.FaceView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />

    <Button
        android:id="@+id/button"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="---> Sad Face" />

</RelativeLayout>
```

ACTIVITY_SEC.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">

    <com.mca.smiley_button_program_52.FaceView2
        android:layout_width="wrap_content"
        android:layout_height="wrap_content" />

    <Button
        android:id="@+id/button1"
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:text="---> Happy Face" />

</RelativeLayout>
```

MAIN_ACTIVITY.JAVA

```
package com.mca.smiley_button_program_52;

import androidx.appcompat.app.AppCompatActivity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;

public class MainActivity extends AppCompatActivity {
    Button button;
```

```

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    button = (Button) findViewById(R.id.button);
    button.setOnClickListener(new View.OnClickListener() {
        @Override
        public void onClick(View v) {
            openNewActivity();
        }
    });

}

public void openNewActivity(){
    Intent intent = new Intent(this,MainActivity2.class);
    startActivity(intent);
}

}

```

MAIN_ACTIVITY2.JAVA

```

package com.mca.smiley_button_program_52;

import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;

import com.mca.smiley_button_program_52.databinding.ActivityMain2Binding;
import androidx.appcompat.app.AppCompatActivity;
import androidx.navigation.ui.AppBarConfiguration;

public class MainActivity2 extends AppCompatActivity {
    Button button1;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_sec);
        button1 = (Button) findViewById(R.id.button1);
        button1.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {
                openNewActivity();
            }
        });

    }

    public void openNewActivity(){
        Intent intent1 = new Intent(this,MainActivity.class);
        startActivity(intent1);
    }

}

```

FACEVIEW.JAVA

```

package com.mca.smiley_button_program_52;

import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.RectF;
import android.util.AttributeSet;
import android.view.View;

public class FaceView extends View {

    private Paint paint,p2;
    public FaceView(Context context, AttributeSet attrs) {
        super(context);
        paint = new Paint();
        p2 = new Paint();
        p2.setColor(Color.RED);
    }

    @Override
    protected void onDraw(Canvas canvas) {

        super.onDraw(canvas);

        super.onDraw(canvas);
        int x = getWidth();
        int y = getHeight();
        int radius=500;
        paint.setStyle(Paint.Style.FILL);
        paint.setColor(Color.WHITE);
        paint.setColor(Color.parseColor("#fcb03"));
        canvas.drawCircle(x/2,y/3,radius,paint);
//1st eye of the smiley
        float x2 = getWidth();
        float y2 = getHeight();
        int radius2=80;
        paint.setStyle(Paint.Style.FILL);
        paint.setColor(Color.WHITE);
        paint.setColor(Color.parseColor("#1D2229"));
        canvas.drawCircle((float) (x2/3.5), (float) (y2/4),radius2,paint);
//2nd eye of smiley
        int x3 = getWidth();
        int y3 = getHeight();
//int radius3=50;
        paint.setStyle(Paint.Style.FILL);
        paint.setColor(Color.WHITE);
        paint.setColor(Color.parseColor("#1D2229"));
        canvas.drawCircle((float) (x2/1.5), (float) (y2/4),radius2,paint);
//mouth
        RectF oval = new RectF(290, 700, 800, 1000);
        canvas.drawArc(oval,0,-180,true,p2);

    }
}

```

FACEVIEW2.JAVA

```

package com.mca.smiley_button_program_52;

```

```

import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.graphics.RectF;
import android.util.AttributeSet;
import android.view.View;

public class FaceView2 extends View {
    private Paint paint,p2;

    public FaceView2(Context context, AttributeSet attrs) {
        super(context);
        paint = new Paint();
        p2 = new Paint();
        p2.setColor(Color.GREEN);
        /*super(context, attrs);
        Paint = new Paint();
        Paint.setAntiAlias(true);*/
    }

    @Override
    protected void onDraw(Canvas canvas) {

        super.onDraw(canvas);
        int x = getWidth();
        int y = getHeight();
        int radius=500;
        paint.setStyle(Paint.Style.FILL);
        paint.setColor(Color.WHITE);
        paint.setColor(Color.parseColor("#fcba03"));
        canvas.drawCircle(x/2,y/3,radius,paint);
        //1st eye of the smiley
        float x2 = getWidth();
        float y2 = getHeight();
        int radius2=80;
        paint.setStyle(Paint.Style.FILL);
        paint.setColor(Color.WHITE);
        paint.setColor(Color.parseColor("#1D2229"));
        canvas.drawCircle((float) (x2/3.5), (float)
            (y2/4),radius2,paint);
        //2nd eye of smiley
        int x3 = getWidth();
        int y3 = getHeight();
        //int radius3=50;
        paint.setStyle(Paint.Style.FILL);
        paint.setColor(Color.WHITE);
        paint.setColor(Color.parseColor("#1D2229"));
        canvas.drawCircle((float) (x2/1.5), (float)
            (y2/4),radius2,paint);
        //mouth
        RectF oval = new RectF(200, 500, 850, 1000);
        canvas.drawArc(oval,0,180,true,p2);
    }
}

```

OUTPUT

