**Experiment No :- 6**

**Aim:** Write an application that draws basic graphical primitives on the screen.

**1. activity\_main.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">

<ImageView

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

android:id="@+id/imageView" />

</RelativeLayout>

**2. MainActivity.java:**

package com.example.exp11;

import android.app.Activity;

import android.graphics.Bitmap;

import android.graphics.Canvas;

import android.graphics.Color;

import android.graphics.Paint;

import android.graphics.drawable.BitmapDrawable;

import android.os.Bundle;

import android.widget.ImageView;

public class MainActivity extends Activity

{

@Override

public void onCreate(Bundle savedInstanceState)

{

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

//Creating a Bitmap

Bitmap bg = Bitmap.createBitmap(720, 1280, Bitmap.Config.ARGB\_8888);

//Setting the Bitmap as background for the ImageView

ImageView i = (ImageView) findViewById(R.id.imageView);

i.setBackgroundDrawable(new BitmapDrawable(bg));

//Creating the Canvas Object

Canvas canvas = new Canvas(bg);

//Creating the Paint Object and set its color & TextSize

Paint paint = new Paint();

paint.setColor(Color.BLUE);

paint.setTextSize(50);

//To draw a Rectangle

canvas.drawText("Rectangle", 420, 150, paint);

canvas.drawRect(400, 200, 650, 700, paint);

//To draw a Circle

canvas.drawText("Circle", 120, 150, paint);

canvas.drawCircle(200, 350, 150, paint);

//To draw a Square

canvas.drawText("Square", 120, 800, paint);

canvas.drawRect(50, 850, 350, 1150, paint);

//To draw a Line

canvas.drawText("Line", 480, 800, paint);

canvas.drawLine(520, 850, 520, 1150, paint);

}

}

**OUTPUT:-**

