PRACTICAL 7

AIM: Develop an android application that draws basic graphical primitives.

CODE:

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>

MainActivity.java

package com.example.practical7;  
  
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*);   
 Bitmap bg = Bitmap.*createBitmap*(720, 1280, Bitmap.Config.*ARGB\_8888*);   
 ImageView i = (ImageView) findViewById(R.id.*imageView*);  
 i.setBackgroundDrawable(new BitmapDrawable(bg));   
 Canvas canvas = new Canvas(bg);   
 Paint paint = new Paint();  
 paint.setColor(Color.*BLUE*);  
 paint.setTextSize(50);   
 canvas.drawText("Rectangle", 420, 150, paint);  
 canvas.drawRect(400, 200, 650, 700, paint);  
  
  
 canvas.drawText("Circle", 120, 150, paint);  
 canvas.drawCircle(200, 350, 150, paint);  
  
 canvas.drawText("Square", 120, 800, paint);  
 canvas.drawRect(50, 850, 350, 1150, paint);  
  
 canvas.drawText("Line", 480, 800, paint);  
 canvas.drawLine(520, 850, 520, 1150, paint);  
 }  
}

