# **Lab 10**

1. Create a new Android project
2. Create a new java file "Drawable.java" extending View (same place with MainActivity.java)
3. Create two constructors of View
4. Create onDraw function
5. Create a drawable app
   a. Draw a rectangle (width = 400, height = 300)a
   b. Draw a circle (radius = 200)
   c. Draw an oval (width = 200, height = 400)
   d. Draw an arc (width = 400, height = 200, start angle 90, sweep 45
   e. How to rotate individual draw
      i.   canvas.save()
           1. Rotate operation
      ii. canvas.restore()
   f. How to draw stroke
      i.   paint.setStyle(Paint.Style.STROKE);
      ii. paint.setColor(Color.XXXX);
      iii. canvas.draw(.....
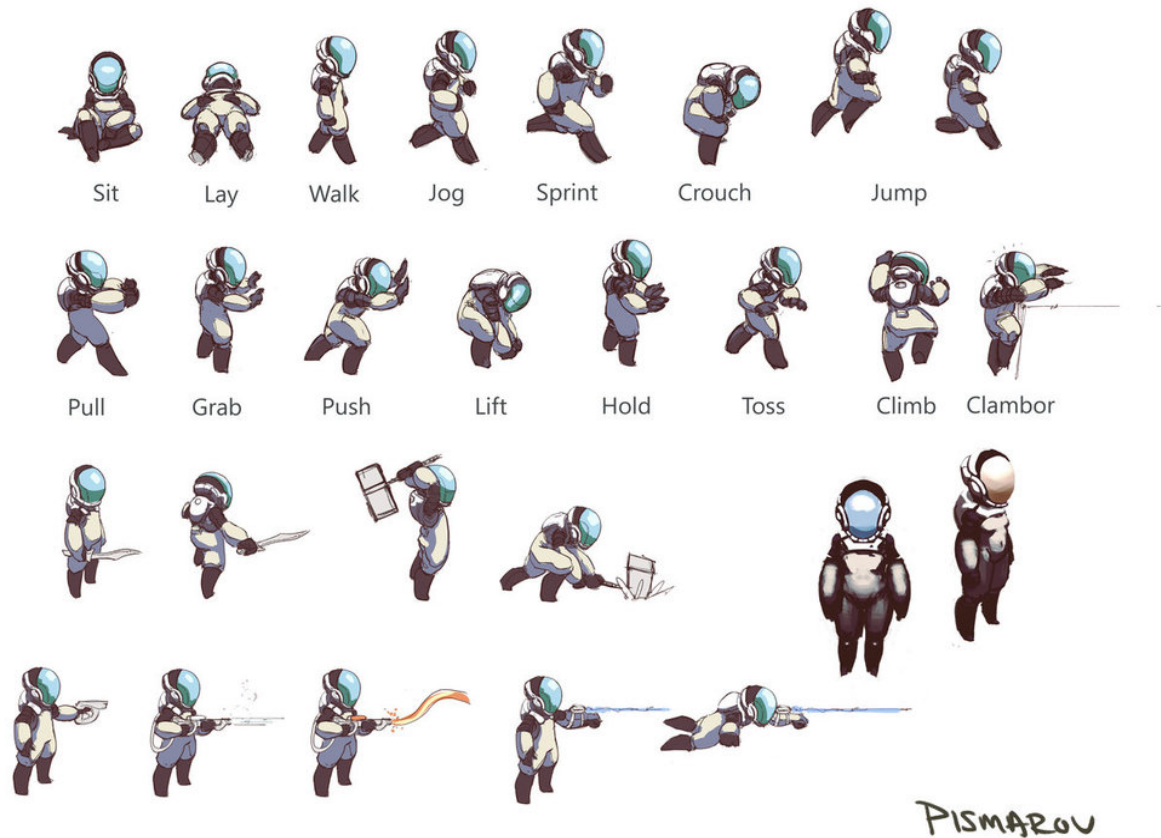
6. Draw images

    i.   Watermellon
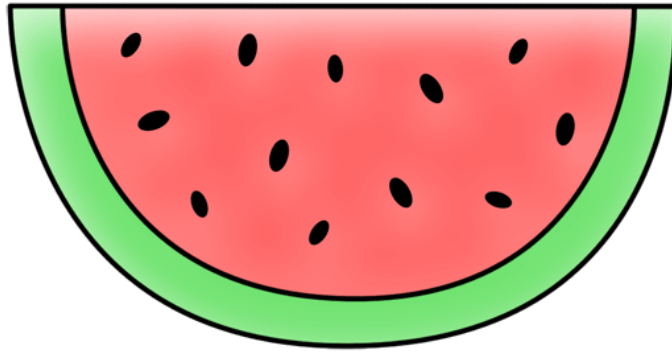
    ii.   Clock
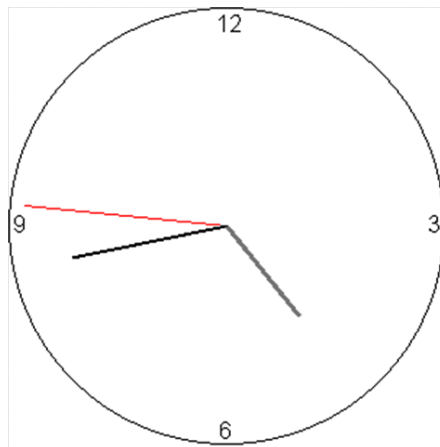
3. Sprite sheet (crop the Grab guy)

Extension

To draw path (curve) example

```
Paint paint = new Paint();
paint.setStyle(Paint.Style.STROKE);
paint.setStrokeWidth(5);
Path path = new Path();
path.moveTo(100,200);path.cubicTo(100,100,400,100,400,200);
canvas.drawPath(path,paint);
```