**Practical No. 7**

**Title: Android program to work with graphics and animation**

**Aim: Create an application to demonstrate graphics and animation**

**Exercise - Create android application to demonstrate graphics and animation**

**Implementation: Program:**

**MainActivity.java**

import android.app.Activity; import android.content.Context; import android.graphics.Canvas; import android.graphics.Color; import android.graphics.Paint; import android.os.Bundle; import android.view.View;

public class MainActivity extends Activity

{

@Override

public void onCreate(Bundle savedInstanceState)

{

super.onCreate(savedInstanceState); setContentView(new MyView(this));

}

public class MyView extends View

{

Paint paint = null;

public MyView(Context context)

{

super(context); paint = new Paint();

}

@Override

protected void onDraw(Canvas canvas)

{

super.onDraw(canvas); int x = getWidth(); int y = getHeight(); int radius; radius = 100;

paint.setStyle(Paint.Style.FILL); paint.setColor(Color.WHITE); canvas.drawPaint(paint);

// Use Color.parseColor to define HTML colors paint.setColor(Color.parseColor("#CD5C5C")); canvas.drawCircle(x / 2, y / 2, radius, paint);

}

}

}

**Output:** 