

Develop a canvas to draw different shapes and to fill the shapes with different colors

```
package com.example.myapplication;
```

```
import android.content.Context;
```

```
import android.graphics.Canvas;
```

```
import android.graphics.Color;
```

```
import android.graphics.Paint;
```

```
import android.graphics.Rect;
```

```
import android.view.View;
```

```
public class ShapeView extends View {
```

```
    private Rect rectangle;
```

```
    private Paint paint, p1;
```

```
    public ShapeView(Context context) {
```

```
        super(context);
```

```
        int x = 200;
```

```
        int y = 50;
```

```
        int width = 800;
```

```
        int height = 300;
```

```
        // create a rectangle that we'll draw later
```

```
        rectangle = new Rect(x, y, width, height);
```

```
        // create the Paint and set its color
```

```
        paint = new Paint();
```

```
paint.setColor(Color.DKGRAY);
```

```
p1 = new Paint();
```

```
p1.setColor(Color.RED);
```

```
}
```

```
@Override
```

```
protected void onDraw(Canvas canvas) {
```

```
    canvas.drawColor(Color.BLACK);
```

```
    canvas.drawRect(rectangle, paint);
```

```
}
```

```
}
```

```
package com.example.myapplication;
```

```
import androidx.appcompat.app.AppCompatActivity;
```

```
import android.os.Bundle;
```

```
public class MainActivity extends AppCompatActivity {
```

```
@Override
```

```
protected void onCreate(Bundle savedInstanceState) {
```

```
    super.onCreate(savedInstanceState);
```

```
    setContentView(new com.example.myapplication.ShapeView(this));
```

```
}
```

```
}
```

