**Перемещение по щелчку**

**import** android.content.Context;  
**import** android.graphics.Bitmap;  
**import** android.graphics.BitmapFactory;  
**import** android.graphics.Canvas;  
**import** android.util.DisplayMetrics;  
**import** android.view.Display;  
**import** android.view.MotionEvent;  
**import** android.view.View;  
**import** android.view.WindowManager;

**public class** Board **extends** View {  
  
 **private** Bitmap **mBallBitmap**;  
  
 **private int mBollX**, **mBollY**;  
  
 **public** Board(Context context) {  
 **super**(context);  
 **mBallBitmap** = BitmapFactory.*decodeResource*(getResources(), R.drawable.***boll***);  
 *// Узнаем размеры экрана из ресурсов* DisplayMetrics displaymetrics = getResources().getDisplayMetrics();  
 **int** h=displaymetrics.**heightPixels**;  
 **int** w=displaymetrics.**widthPixels**;  
 **mBollX** = w / 2 - **mBallBitmap**.getWidth() / 2;  
 **mBollY** = h / 2 - **mBallBitmap**.getHeight() / 2;  
 }  
  
 @Override  
 **protected void** onDraw(Canvas canvas) {  
 **super**.onDraw(canvas);  
 canvas.drawBitmap(**mBallBitmap**, **mBollX**, **mBollY**, **null**);  
 }  
  
  
 **public boolean** onTouchEvent(MotionEvent event) {  
 **int** eventAction = event.getAction();  
 **int** x = (**int**) event.getX();  
 **int** y = (**int**) event.getY();  
 **switch** (eventAction) {  
 **case** MotionEvent.***ACTION\_DOWN***:  
 **break**;  
 **case** MotionEvent.***ACTION\_MOVE***:  
 **break**;  
 **case** MotionEvent.***ACTION\_UP***:  
 **mBollX** = x - **mBallBitmap**.getWidth() / 2;  
 **mBollY** = y - **mBallBitmap**.getHeight() / 2;  
 **break**;  
 }  
 invalidate();  
 **return true**;  
 }  
  
  
}

MainActivity.java

**package** tva.knastu.com.graf\_001;  
  
  
**import** android.support.v7.app.AppCompatActivity;  
**import** android.os.Bundle;  
  
**public class** MainActivity **extends** AppCompatActivity {  
  
 @Override  
 **protected void** onCreate(Bundle savedInstanceState) {  
 **super**.onCreate(savedInstanceState);  
 setContentView(**new** Board(**this**));  
ActionBar bar = getSupportActionBar();  
bar.hide();

}  
}