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**Experiment No:-2**

**Code:-**

Android Manifest xml:

<?xml version="1.0" encoding="utf-8"?>

<manifest xmlns:android="http://schemas.android.com/apk/res/android"

package="com.example.a3d\_primitives">

<application

android:allowBackup="true"

android:icon="@mipmap/ic\_launcher"

android:label="@string/app\_name"

android:roundIcon="@mipmap/ic\_launcher\_round"

android:supportsRtl="true"

android:theme="@style/Theme.3d\_primitives">

<activity

android:name=".MainActivity"

android:exported="true">

<intent-filter>

<action android:name="android.intent.action.MAIN" />

<category android:name="android.intent.category.LAUNCHER" />

</intent-filter>

</activity>

</application>

</manifest>

Activity\_main.xml:

<?xml version="1.0" encoding="utf-8"?>

<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.android.com/apk/res/android"

xmlns:app="http://schemas.android.com/apk/res-auto"

xmlns:tools="http://schemas.android.com/tools"

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

tools:context=".MainActivity">

<ImageView

android:layout\_width="match\_parent"

android:layout\_height="match\_parent"

android:id="@+id/imageView" />

</androidx.constraintlayout.widget.ConstraintLayout>

MainActivity java:

package com.example.a3d\_primitives;

import androidx.appcompat.app.AppCompatActivity;

import android.graphics.Bitmap;

import android.graphics.Color;

import android.graphics.Canvas;

import android.graphics.Paint;

import android.widget.ImageView;

import android.os.Bundle;

public class MainActivity extends AppCompatActivity {

Bitmap bg;

ImageView img;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

bg = Bitmap.createBitmap(720, 1280, Bitmap.Config.ARGB\_8888);

img = findViewById(R.id.imageView);

img.setImageBitmap(bg);

Canvas canvas = new Canvas(bg);

Paint paint1 = new Paint();

paint1.setStrokeWidth(20);

paint1.setColor(Color.BLACK);

paint1.setTextSize(50);

canvas.drawText("CUBE", 350, 150, paint1);

canvas.drawLine(100, 200, 500, 200, paint1);

canvas.drawLine(100, 580, 500, 580, paint1);

canvas.drawLine(100, 200, 100, 580, paint1);

canvas.drawLine(500, 200, 500, 580, paint1);

canvas.drawLine(200, 300, 600, 300, paint1);

canvas.drawLine(200, 680, 600, 680, paint1);

canvas.drawLine(200, 300, 200, 680, paint1);

canvas.drawLine(600, 300, 600, 680, paint1);

canvas.drawLine(100, 200, 200, 300, paint1);

canvas.drawLine(100, 580, 200, 680, paint1);

canvas.drawLine(500, 200, 600, 300, paint1);

canvas.drawLine(500, 580, 600, 680, paint1);

canvas.drawText("CUBOID", 350, 800, paint1);

canvas.drawLine(100, 900, 500, 900, paint1);

canvas.drawLine(100, 1150, 500, 1150, paint1);

canvas.drawLine(100, 900, 100, 1150, paint1);

canvas.drawLine(500, 900, 500, 1150, paint1);

canvas.drawLine(200, 1000, 600, 1000, paint1);

canvas.drawLine(200, 1250, 600, 1250, paint1);

canvas.drawLine(200, 1000, 200, 1250, paint1);

canvas.drawLine(600, 1000, 600, 1250, paint1);

canvas.drawLine(100, 900, 200, 1000, paint1);

canvas.drawLine(100, 1150, 200, 1250, paint1);

canvas.drawLine(500, 900, 600, 1000, paint1);

canvas.drawLine(500, 1150, 600, 1250, paint1);

}

**Output:-**

