

Program 4.

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

MainActivity.java

```
package com.example.shape;

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.shape.CustomView(this));
    }
}
```

CustomView.java

```
package com.example.shape;

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 CustomView extends View {

    private Rect rectangle;
    private Paint paint, p1;

    public CustomView(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.GRAY);
    }
}
```

```
        p1 = new Paint();  
        p1.setColor(Color.RED);  
    }  
  
    @Override  
    protected void onDraw(Canvas canvas) {  
        canvas.drawColor(Color.BLUE);  
        canvas.drawRect(rectangle, paint);  
    }  
}
```

OUTPUT :

