Green University of Bangladesh
Department of Computer Science and Engineering (CSE)
Faculty of Sciences and Engineering
Semester: (Fall, Year:2022), BSc. in CSE (Day)

LAB REPORT - 03

Course Title: Mobile Application Development Lab

Course Code: CSE-426 **Section:** PC-201 DB

Student Details

Name		Students Id
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Lab Date: 15-12-2022

Submission Date: 22-12-2022

Course Teacher's Name: Md. Shihab Hossain

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Lab Report Status	
Marks: ……	**Signature: ……**
Comments: ……	**Date: ……**

1. TITLE OF THE LAB EXPERIMENT

Design and Development of our National Flag and a simple emoji.

2. OBJECTIVES/AIMS

- To develop an application in Android device.
- To perform simple drawing.
- To create different types of emoji.
- To know new new class and object of Android Studio.

3. PROCEDURE / ANALYSIS / DESIGN

This experiment is mainly based on software. From this experiment we will try to create an application that use for drawing. From this application, we will create a National Flag and a emoji. For National Flag, we create two rectangle where one is the stand and other is the flag area. We can also use one circle that stays in middle point in flag area and the final rectangle fill in black color. It will create our National Flag's shape. Now we use red color to fill the circle and green color to fill outer space of that flag. Now it will show our National Flag. On the other hand we create emoji where we use three circle. Two circle use for two eyes and last one use for total face. We also use one rectangle to create a mouth of that emoji. Then we fill two eyes in red color, face in yellow color and mouth in black color.

4. IMPLEMENTATION

MainActivity.java:

```
package com.example.flag;
import androidx.appcompat.app.AppCompatActivity;
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 AppCompatActivity {
DemoView demoview;
 @Override
 protected void onCreate(Bundle savedInstanceState) {
     super.onCreate(savedInstanceState);
     demoview = new DemoView(this);
     setContentView(demoview);
   }
 private class DemoView extends View {
     public DemoView(Context context) {
        super(context);
      }
     @Override
     protected void onDraw(Canvas canvas) {
        super.onDraw(canvas);
        Paint RomzaN = new Paint();
        RomzaN.setStyle(Paint.Style.FILL);
        RomzaN.setColor(Color.WHITE);
```

```
            RomzaN.setColor(Color.BLACK);
            canvas.drawRect(180, 210, 200, 1100, RomzaN);
            RomzaN.setColor(Color.GREEN);
            canvas.drawRect(200, 210, 800, 500, RomzaN);
            RomzaN.setColor(Color.RED);
            canvas.drawCircle(500, 350, 100, RomzaN);
            RomzaN.setColor(Color.YELLOW);
            canvas.drawCircle(450, 1300, 250, RomzaN);
            RomzaN.setColor(Color.RED);
            canvas.drawCircle(370, 1220, 40, RomzaN);
            RomzaN.setColor(Color.BLACK);
            canvas.drawRect(440, 1250, 480, 1330, RomzaN);
            RomzaN.setColor(Color.RED);
            canvas.drawCircle(550, 1220, 40, RomzaN);
            RomzaN.setColor(Color.BLACK);
            canvas.drawRect(365, 1400, 550, 1350, RomzaN);
        }
    }
}
```

5. TEST RESULT / OUTPUT

When we open the application then the interface will show,

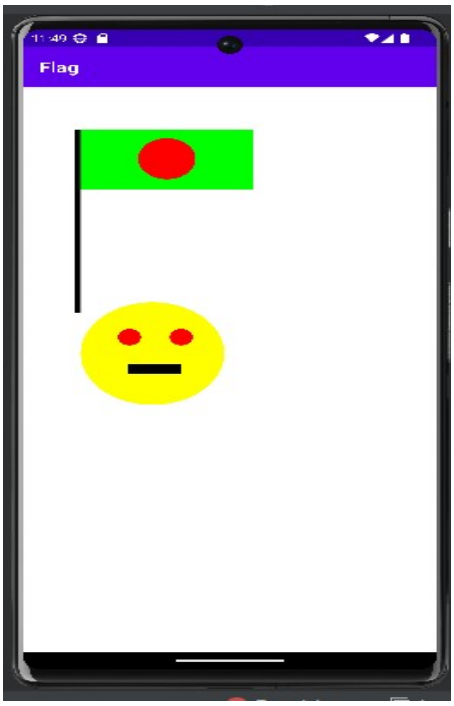

Figure_1: Interface of the Application

6. SUMMARY/ CONCLUSION

In this experiment we will try to create an application where we draw National Flag and an emoji. We also fill those drawing in different colors. Those are helping to create new new item. When we will draw that item we use some object and class those are very important for designing any interface. In this experiment, the main hard part was the correct coordinate of X and Y axis and we face some problem of that point. From this experiment we knew that how to represent the graphic of any object using java. That's why it experiment is very interesting and helpful for future.