

Experiment 10

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Branch: CSE Section/Group: WM-904/B

Semester: 5th Date of Performance: 08/11/2022

Subject Name: Web and Mobile Security Lab

Subject Code: 20CSP-333

Aim:

Create animations and graphical primitives in Android environment

Tools to be used:

Android Studio

Software/Hardware Requirement:

Java Runtime environment

PC

Steps/Method/Code:

activity_main.xml

File: activity_main.xml

<RelativeLayout

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

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

android:layout_width="match_parent"

android:layout_height="match_parent"

android:paddingBottom="@dimen/activity_vertical_margin"

android:paddingLeft="@dimen/activity_horizontal_margin"

android:paddingRight="@dimen/activity_horizontal_margin"

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```
android:paddingTop="@dimen/activity_vertical_margin"
tools:context=".MainActivity">
  <TextView
android:layout_width="wrap_content"
android:layout_height="wrap_content"
    android:text="@string/hello_world"/>
</RelativeLayout>
Activity class File:
MainActivity.java
package.com.example.simplegraphics;
import android.os.Bundle;
import android.app.Activity;
import android.view.Menu;
import android.content.Context;
import android.graphics.Canvas;
import android.graphics.Color;
import android.graphics.Paint;
import android.view.View;
public class MainActivity extends Activity {
  DemoView demoview;
```

@Override

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```
public 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 paint = new Paint();
    paint.setStyle(Paint.Style.FILL);
     paint.setColor(Color.WHITE);
     canvas.drawPaint(paint);
     paint.setAntiAlias(false);
    paint.setColor(Color.BLUE);
     canvas.drawCircle(20, 20, 15, paint);
    paint.setAntiAlias(true);
     paint.setColor(Color.GREEN);
     canvas.drawCircle(60, 20, 15, paint);
    paint.setAntiAlias(false);
```

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}

```
paint.setColor(Color.RED);
     canvas.drawRect(100, 5, 200, 30, paint);
     canvas.rotate(-45);
    paint.setStyle(Paint.Style.FILL);
     canvas.drawText("Graphics Rotation", 40, 180, paint);
    canvas.restore();
  }
}
@Override
public boolean onCreateOptionsMenu(Menu menu) {
  // Inflate the menu; this adds items to the action bar if it is present.
  getMenuInflater().inflate(R.menu.main, menu);
  return true;
}
```

OUTPUT:



Learning Outcomes:

Learned Basics of Android, Android Layouts and Widgets and Communication and Media.