**PROGRAM 10 Date:2/2/2022**

**AIM:** Write a program to design draw shapes

# PROGRAM CODE:

**mainactivity.java**

package com.example.student.drawingshape;

import android.content.Context; import android.graphics.Canvas; import android.graphics.Color; import android.graphics.Paint;

import android.support.v7.app.AppCompatActivity; import android.os.Bundle;

import android.view.View;

public class MainActivity extends AppCompatActivity { @Override

protected void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(new myview(this));

}

private class myview extends View

{

public myview(Context context) { super(context);

}

@Override

protected void onDraw(Canvas canvas) { super.onDraw(canvas);

Paint paint = new Paint(); paint.setTextSize(40); paint.setColor(Color.*GREEN*); canvas.drawText("Circle", 55, 30, paint); paint.setColor(Color.*RED*); canvas.drawCircle(100, 150, 100, paint); paint.setColor(Color.*GREEN*); canvas.drawText("Rectangle", 255, 30, paint); paint.setColor(Color.*YELLOW*); canvas.drawRect(250, 50, 400, 350, paint); paint.setColor(Color.*GREEN*); canvas.drawText("Square", 55, 430, paint); paint.setColor(Color.*BLUE*); canvas.drawRect(50, 450, 150, 550, paint); paint.setColor(Color.*GREEN*); canvas.drawText("Line", 255, 430, paint); paint.setColor(Color.*CYAN*);

canvas.drawLine(250, 500, 350, 500, paint);

}

}

}

**RESULT:** Program compiled successfully and output verified.

**OUTPUT:**

