**PROGRAM 9 Date:2/2/2022**

**AIM:** Write a program to draw a line between origin and the point where you touch.

# PROGRAM CODE:

mainactivity.java

package com.example.student.drawline; 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.util.AttributeSet; import android.view.MotionEvent; import android.view.View;

public class MainActivity extends AppCompatActivity { @Override

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

}

public class myView extends View { public myView(Context context) {

super(context);

}

float x1, x2, y1, y2; @Override

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

Paint paint = new Paint(0); paint.setColor(Color.*GREEN*); paint.setStrokeWidth(20); canvas.drawLine(x1, y1, x2, y2, paint);

}

public boolean onTouchEvent(MotionEvent event) { x1 = 0;

y1 = 0;

x2 = event.getX(); y2 = event.getY(); this.invalidate();

return super.onTouchEvent(event);

}

}

}

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

**OUTPUT:**

