ASSIGNMENT 4

Mobile Application Development

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Code for Activity_main.xml:

```xml
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    android:layout_width="match_parent"
    android:layout_height="match_parent">
    <ImageView
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:id="@+id/imageView" />
</RelativeLayout>
```

Code for MainActivity.java:

```java
package com.example.myapplication;
    import android.app.Activity;
    import android.graphics.Bitmap;
    import android.graphics.Canvas;
    import android.graphics.Color;
    import android.graphics.Paint;
    import android.graphics.drawable.BitmapDrawable;
    import android.os.Bundle;
    import android.widget.ImageView;
public class MainActivity extends Activity
{
  @Override
  public void onCreate(Bundle savedInstanceState)
  {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    //Creating a Bitmap
    Bitmap bg = Bitmap.createBitmap(720, 1280,
        Bitmap.Config.ARGB_8888);
    //Setting the Bitmap as background for the ImageView
    ImageView i = (ImageView) findViewById(R.id.imageView);
    i.setBackgroundDrawable(new BitmapDrawable(bg));
    //Creating the Canvas Object
    Canvas canvas = new Canvas(bg);
```

```
    //Creating the Paint Object and set its color & TextSize
    Paint paint = new Paint();
    paint.setColor(Color.BLUE);
    paint.setTextSize(50);
    //To draw a Rectangle
    canvas.drawText("Rectangle", 420, 150, paint);
    canvas.drawRect(400, 200, 650, 700, paint);
    //To draw a Circle
    canvas.drawText("Circle", 120, 150, paint);
    canvas.drawCircle(200, 350, 150, paint);
    //To draw a Square
    canvas.drawText("Square", 120, 800, paint);
    canvas.drawRect(50, 850, 350, 1150, paint);
    //To draw a Line
    canvas.drawText("Line", 480, 800, paint);
    canvas.drawLine(520, 850, 520, 1150, paint);
  }
}
```

OUTPUT: