**Experiment - 6**

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**Aim : Write an application that draws basic graphical primitives on the screen**

**#Theory**

* Canvas

The Canvas class holds the "draw" calls. To draw something, we need 4 basic components: A Bitmap to hold the pixels, a Canvas to host the draw calls (writing into the bitmap), a drawing primitive (e.g. Rect, Path, text, Bitmap), and a paint (to describe the colors and styles for the drawing).

* ImageView

In Android, ImageView class is used to display an image file in application. An android is enriched with some of the best UI design widgets that allows us to build good looking and attractive UI based application.

* Paint

The Paint class holds the style and color information about how to draw geometries, text and bitmaps.

* drawText(String text, float x, float y, Paint paint)

Draw the text, with origin at (x,y), using the specified paint. The origin is interpreted based on the Align setting in the paint.

* drawLine(float startX, float startY, float stopX, float stopY, Paint paint)

Draw a line segment with the specified start and stop x,y coordinates, using the specified paint. Note that since a line is always "framed", the Style is ignored in the paint. Degenerate lines (length is 0) will not be drawn.

* public void drawCircle (float cx, float cy, float radius, Paint paint)

Draw the specified circle using the specified paint. If radius is <= 0, then nothing will be drawn. The circle will be filled or framed based on the Style in the paint.

* drawRect(float left, float top, float right, float bottom, Paint paint)

Draw the specified Rect using the specified paint. The rectangle will be filled or framed based on the Style in the paint.

* public void drawOval (float left, float top, float right, float bottom, Paint paint)

Draw the specified oval using the specified paint. The oval will be filled or framed based on the Style in the paint.