CS6611 - MOBILE APPLICATION DEVELOPMENT LABORATORY

ACADEMIC YEAR: 2018-2019 (Even)   **BATCH: 2016-2020**

Due Date: 21.1.19 & 23.1.19

Ex. No. 4   Application Development using basic graphical primitives

Generate the following using graphical primitives.

 a. Draw shapes such as Line, Circle, Rectangle and Arc
 b. Perform animation using any Image (Gif, Jpeg)
 c. Perform transformation – Rotation, Zooming
 d. Draw a car and animate the car.