**Practical No.13**

**Aim:** Program to Animate a Bitmap.

**Performed by:**

**Class:** BCA-III SEM-V

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**MainActivity.java**

package com.example.bitmapexample;  
import android.graphics.Bitmap;  
import android.graphics.Canvas;  
import android.os.Bundle;  
import android.view.View;  
import android.widget.Button;  
import android.widget.ImageView;  
  
import androidx.appcompat.app.AppCompatActivity;  
  
public class MainActivity extends AppCompatActivity {  
  
 @Override  
 protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
  
 Button button = findViewById(R.id.*button*);  
 final ImageView imageView = findViewById(R.id.*imageView*);  
  
 button.setOnClickListener(new View.OnClickListener() {  
 @Override  
 public void onClick(View view) {  
 Bitmap bitmap = getBitmapFromViewUsingCanvas(view);  
 imageView.setImageBitmap(bitmap);  
 }  
 });  
 }  
  
 private Bitmap getBitmapFromViewUsingCanvas(View view) {  
 // Create a new Bitmap object with the desired width and height  
 Bitmap bitmap = Bitmap.*createBitmap*(view.getWidth(), view.getHeight(), Bitmap.Config.*ARGB\_8888*);  
  
 // Create a new Canvas object using the Bitmap  
 Canvas canvas = new Canvas(bitmap);  
  
 // Draw the View into the Canvas  
 view.draw(canvas);  
  
 // Return the resulting Bitmap  
 return bitmap;  
 }

**activity\_main.xml**

<?xml version="1.0" encoding="utf-8"?>  
<LinearLayout  
xmlns:android="http://schemas.android.com/apk/res/android"  
xmlns:app="http://schemas.android.com/apk/res-auto"  
xmlns:tools="http://schemas.android.com/tools"  
android:layout\_width="match\_parent"  
android:layout\_height="match\_parent"  
android:orientation="vertical"  
tools:context=".MainActivity">  
  
<Button  
 android:id="@+id/button"  
 android:layout\_width="wrap\_content"  
 android:layout\_height="wrap\_content"  
 android:text="Create Bitmap from View"/>  
  
 <ImageView  
 android:id="@+id/imageView"  
 android:layout\_width="match\_parent"  
 android:layout\_height="0dp"  
 android:layout\_weight="1"  
 android:background="#009C27B0" />  
  
</LinearLayout>

**Output:**

