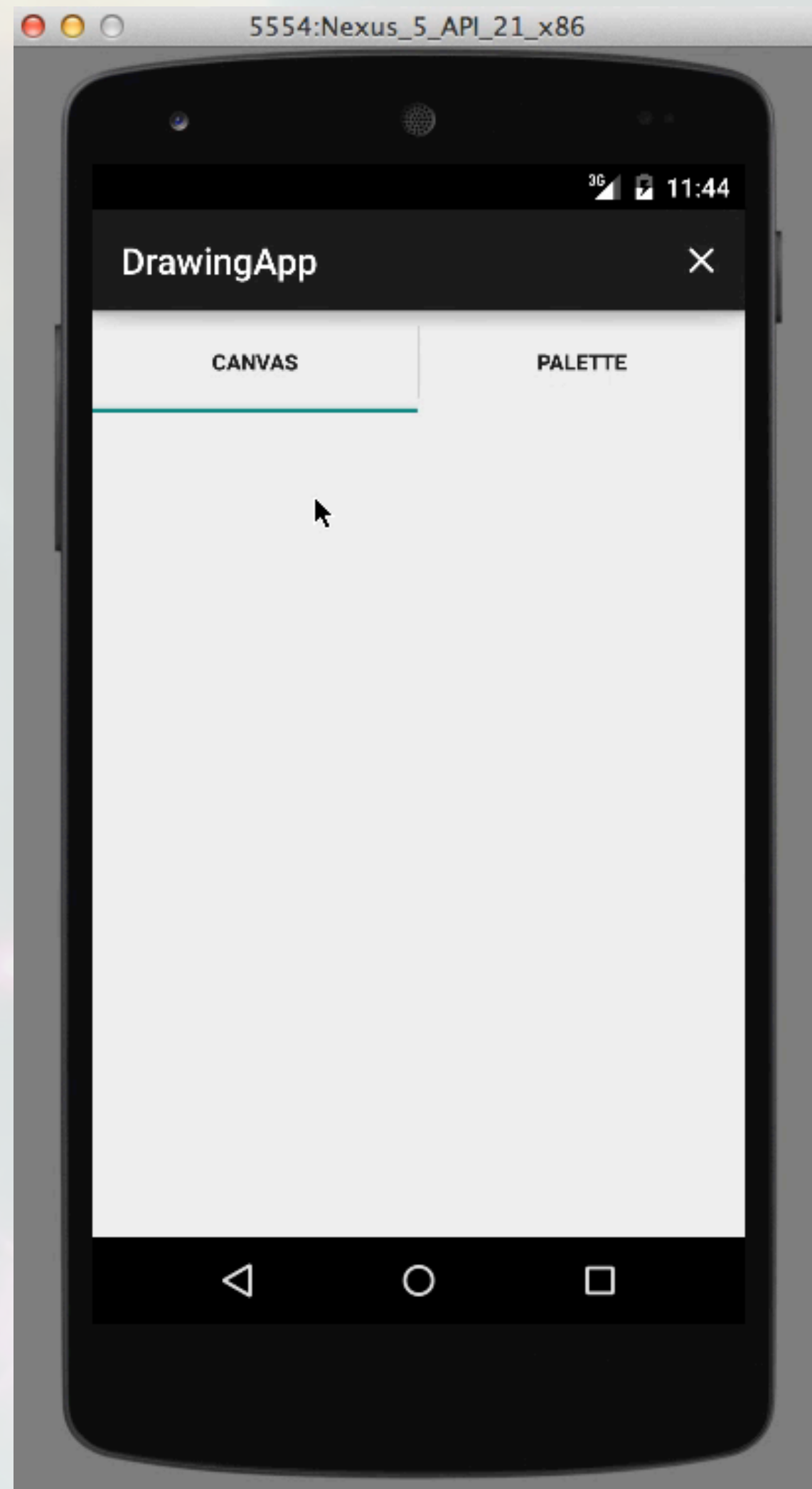


Exercise: Drawing Application

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Demo Video



GUI and Implementation details

303



Multiples implementations for the layout

- Use button and fragments
 - ▶ **Two buttons canvas and palette**
 - ▶ **A click on a button update the main view with the DrawingCanvas or the List**
- OR Use ActionBar and ViewPager
- OR Use TabHost and TabWidgets



Define a DrawCanvas

- Look to classes Paint and Path



Grab User touches and clicks

Summary



Toward an end-to-end application

- 📱 Add persistency for rotation
- 📱 Add persistency even when the application is closed
- 📱 Add the ability to draw predefined shapes
- 📱 Add the ability to share the drawing with the ActionBar
 - ▶ **Useful for many applications**
 - **Blitstrip**
 - **Snapshot**
 - doodle.ly
 - ...
- 📱 Add the ability to create movies from a sequence of images
- 📱 Add the ability to explore and save previous drawing



This App teach you how to deal with view and how to move them through the UI



