

插入 button

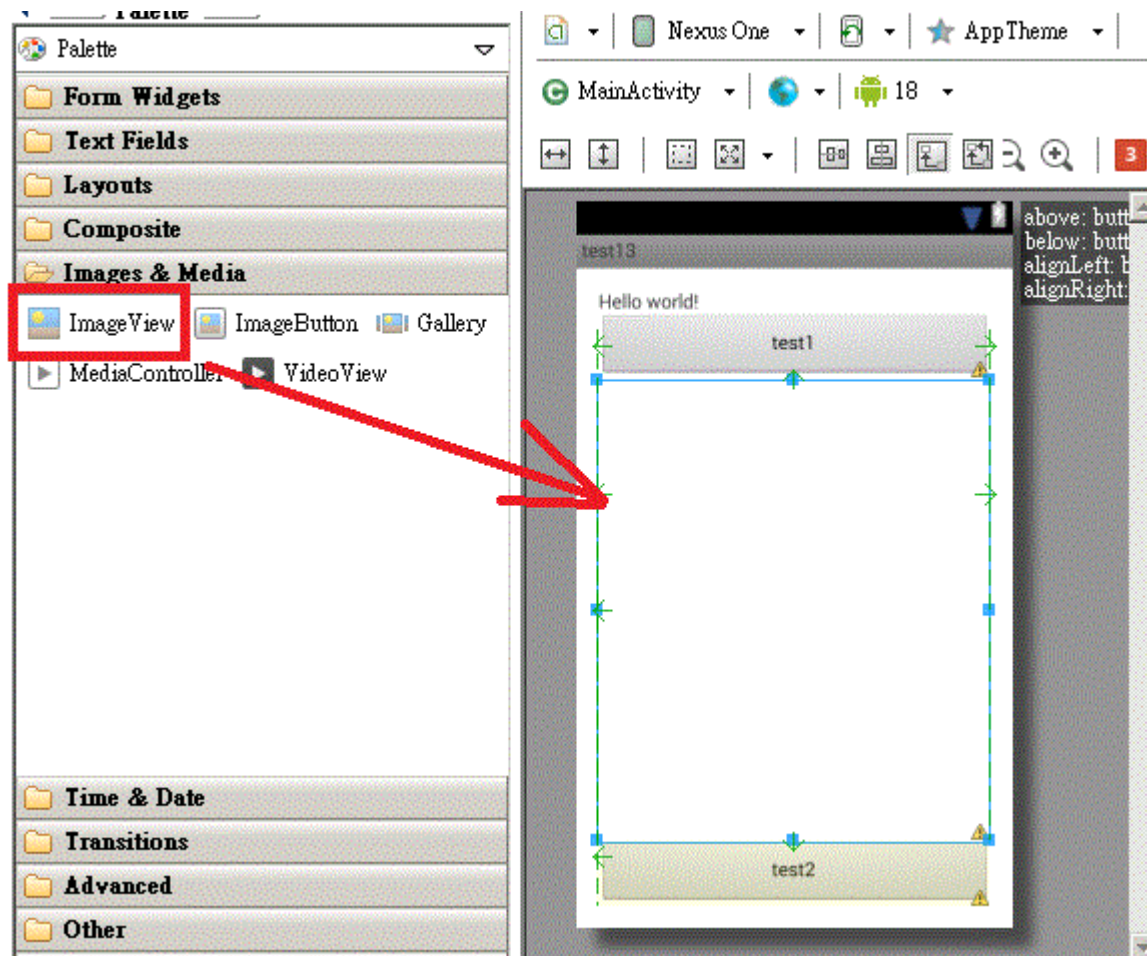
- Text 為 if_test
- On Click 為 btn_test1

插入 ImageView

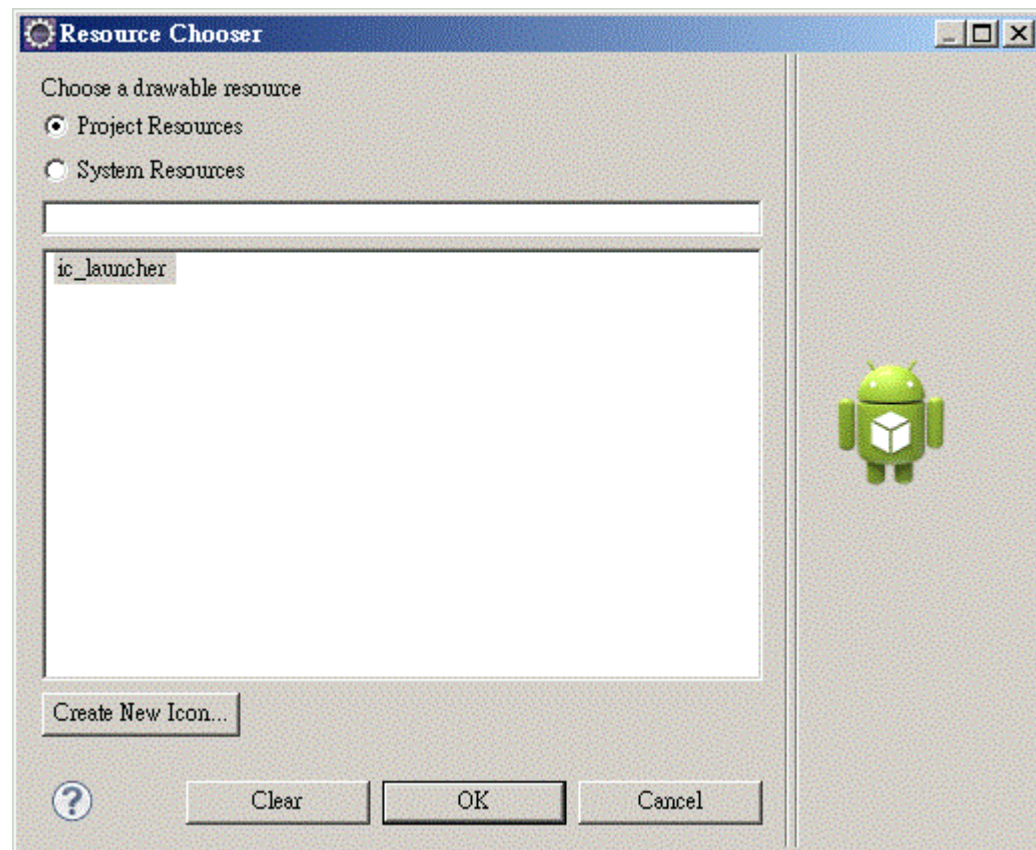
- ID 為 imageView1

插入 button

- Text 為 while_test
- On Click 為 btn_test2



將 imageView 拖到頁會,出現如下視窗,按[Clear]



```
public void btn_test1(View v){
    ImageView iv_canvas;
    Bitmap bmp1;
    Canvas canvas;
    Paint paint;
    int x0,y0,x1,y1;

    iv_canvas = (ImageView) findViewById(R.id.imageView1);

    bmp1= Bitmap.createBitmap(iv_canvas.getWidth(),
        iv_canvas.getHeight(), Bitmap.Config.ARGB_8888);

    canvas = new Canvas(bmp1);
    canvas.drawColor(Color.WHITE);

    paint = new Paint();
    paint.setStrokeWidth(1);
```

```
    paint.setColor(Color.BLACK);

    x0=0;
    y0=0;
    x1=iv_canvas.getWidth()-2;
    y1=iv_canvas.getHeight()-2;

    canvas.drawLine(x0,y0,x1,y0,paint);
    canvas.drawLine(x1,y0,x1,y1,paint);
    canvas.drawLine(x1,y1,x0,y1,paint);
    canvas.drawLine(x0,y1,x0,y0,paint);

    canvas.drawLine(x0,y0,x1,y1,paint);
    canvas.drawLine(x1,y0,x0,y1,paint);
    iv_canvas.setImageBitmap bmp1);

}
public void btn_test2(View v){
    ImageView iv_canvas;
    Bitmap bmp1;
    Canvas canvas;
    Paint paint;
    int x0,y0,x1,y1;
    int i1;
    Random ran1;
    ran1 = new Random();

    iv_canvas = (ImageView) findViewById(R.id.imageView1);

    bmp1= Bitmap.createBitmap(iv_canvas.getWidth(),
        iv_canvas.getHeight(), Bitmap.Config.ARGB_8888);

    canvas = new Canvas bmp1);
    canvas.drawColor(Color.BLACK);

    paint = new Paint();
```

```
paint.setStrokeWidth(1);
paint.setColor(Color.RED);

for (i1=0;i1<100;i1++)
{
    paint.setColor(Color.rgb(ran1.nextInt(256),ran1.nextInt(256),ran1.nextInt(256)));
    x0=ran1.nextInt(iv_canvas.getWidth());
    y0=ran1.nextInt(iv_canvas.getHeight());
    x1=ran1.nextInt(iv_canvas.getWidth());
    y1=ran1.nextInt(iv_canvas.getHeight());
    canvas.drawLine(x0,y0,x1,y1,paint);
}
iv_canvas.setImageBitmap bmp1);

}
```