

插入 button

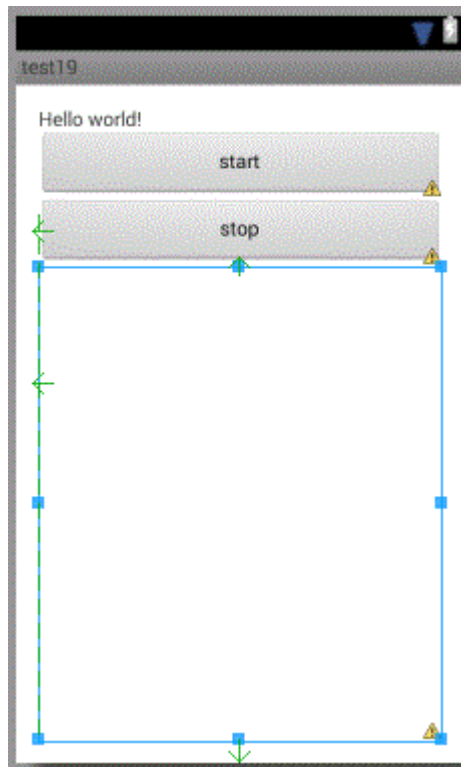
- Text 為 start
- On Click 為 btn_test1

插入 button

- Text 為 stop
- On Click 為 btn_test2

插入 ImageView

ID 為 imageView1



全域變數

```
int flg_run=0;
int flg_fristrun=1;
ImageView iv_canvas;
Bitmap bmp1;
Canvas canvas;
Paint paint;
Random ran1;
```

```

+ import java.util.Random;

public class MainActivity extends Activity {
    int flg_run=0;
    int flg_fristrun=1;
    ImageView iv_canvas;
    Bitmap bmp1;
    Canvas canvas;
    Paint paint;
    Random ran1;

    final Handler myHandler = new Handler();

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
    }
}

```

MainActivity.java 加入以下 code,按 ctrl+shift+o 自動補 import

```

final Handler handler = new Handler(){
    public void handleMessage(Message msg){
        switch (msg.what){
            case 1:
                ran_draw();
                break;
        }
        super.handleMessage(msg);
    }
};

private void ran_draw(){
    int x0,y0,x1,y1;
    int i1;
    if (flg_fristrun == 1)
    {
        flg_fristrun =0;
        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();
    ran1 = new Random();
}

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());
    paint.setStrokeWidth(ran1.nextInt(3+1));
    canvas.drawLine(x0,y0,x1,y1,paint);
}
iv_canvas.setImageBitmap bmp1);
if (flg_run==1){
    Message msg1 = new Message();
    msg1.what = 1;
    handler.sendMessage(msg1);
}
}
public void btn_test1(View v) {
    flg_run=1;
    Message msg1 = new Message();
    msg1.what = 1;
    handler.sendMessage(msg1);
}
public void btn_test2(View v) {
    flg_run=0;
}
```