

插入 button

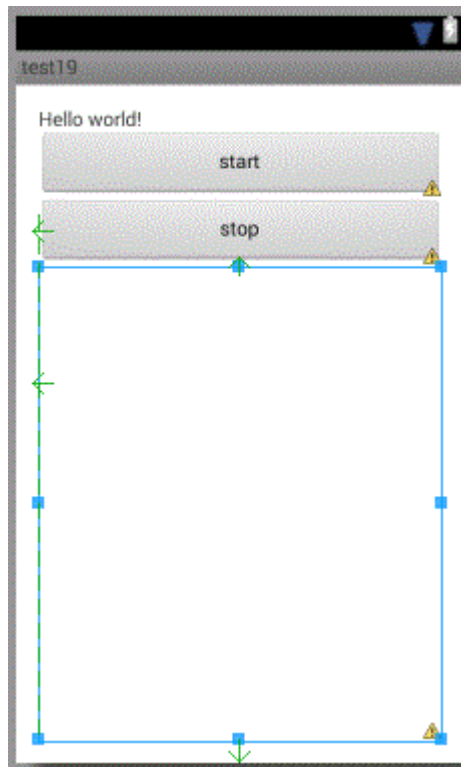
- Text 為 start
- On Click 為 btn_test1

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;
final Handler handler = new Handler();
```

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

```
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<1;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){
    handler.postDelayed(timerRun, 100);
}
}
private final Runnable timerRun = new Runnable()
{
    public void run()
    {
        ran_draw();
    }
}

```

```
    }  
  
};  
public void btn_test1(View v) {  
    flg_run=1;  
    handler.postDelayed(timerRun, 100);  
}  
public void btn_test2(View v) {  
    flg_run=0;  
}
```