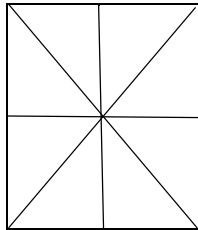


# Android 2D Drawing I

1. Make a custom View that draws four lines connecting the corners and middle edges of the View, as below.



Make the background color of the View red. Assume for now that the custom View will be placed in a region that uses `match_parent` for the width and the height.

2. Grab some icons at various resolutions. You can download them from the internet, but it is even easier to copy them from the `platforms/android-16/data/res/` folder of the Android SDK installation (this is `C:\android-sdk` for the classroom PCs). Make a custom View that randomly chooses 10 of them and draws them at some location in the View.