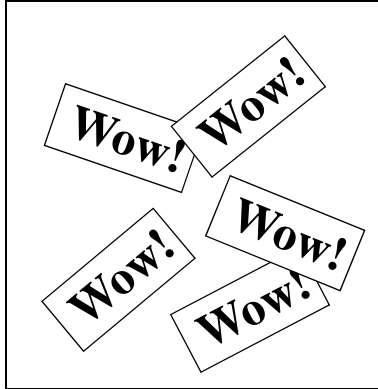


Android 2D Drawing II

1. Make a custom View that draws a few copies of “Wow!” inside a rectangle. Randomize both the location and the angle of the rectangle/text combo.



2. Make a custom View that has two public methods: addDrawing and removeDrawing. Put buttons in the main layout that call these methods of the custom View. Every time addDrawing is called, add a rectangle or circle at a random location. Every time removeDrawing is called, remove the most recent drawing that had been added. If removeDrawing is called when there are no drawings, ignore it.
3. Make the drawings persist when the device is rotated.