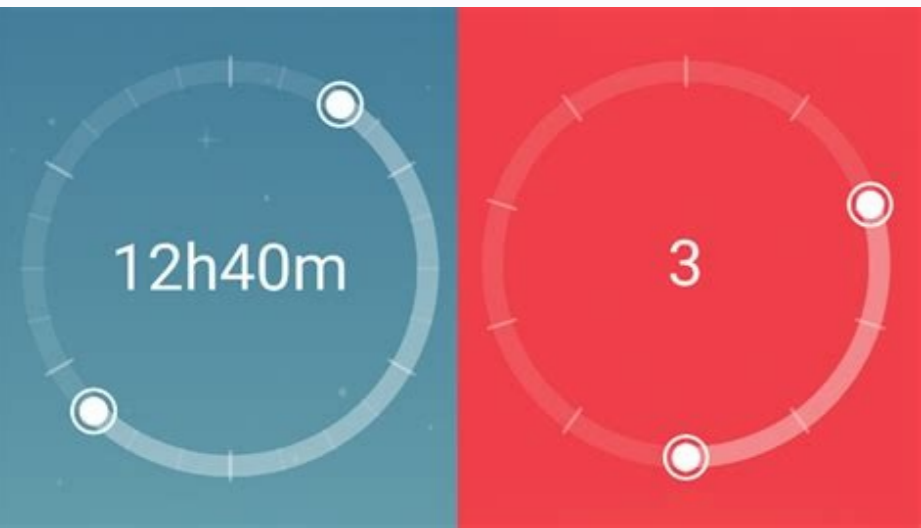
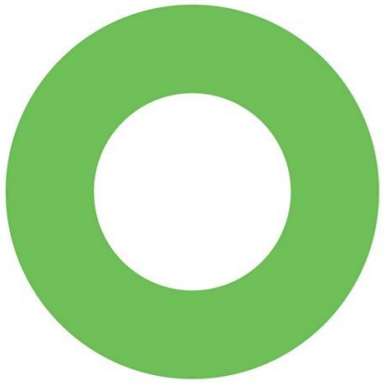
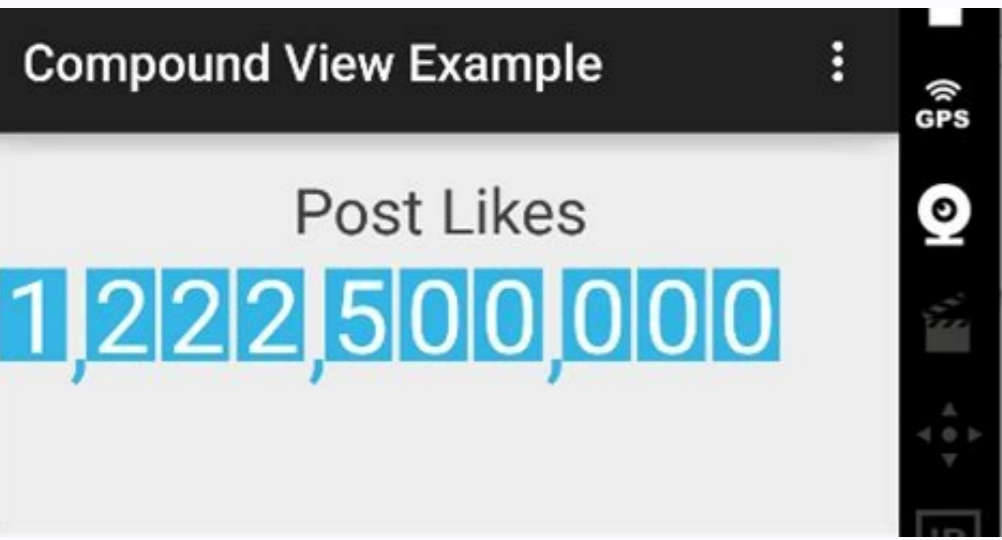
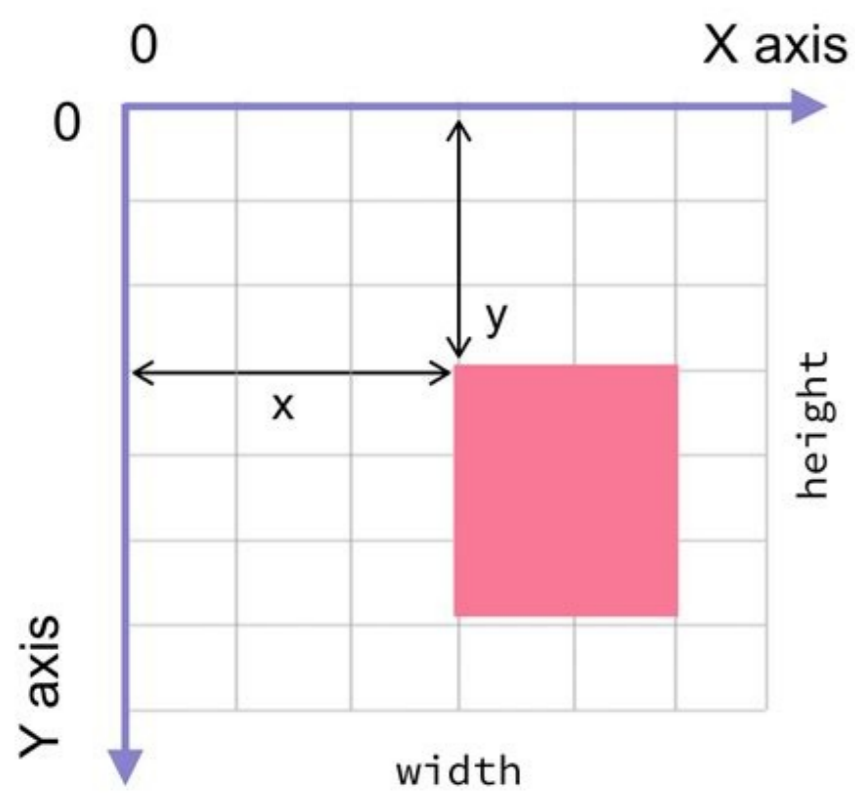


Android canvas draw empty circle

I'm not robot!



Draw rectangle in canvas android. Draw rectangle using canvas.

I want to draw circle by canvas. Here is my code: [MyActivity.java]: public class MyActivity extends Activity { public void onCreate(Bundle savedInstanceState) { ... setContentView(new View(this,w,h)); } } [View.java]: public class View extends SurfaceView { public View(Context context, int w, int h) { super(context); Canvas grid = new Canvas(Bitmap.createBitmap(h,w, Bitmap.Config.ARGB_8888)); grid.drawColor(Color.WHITE); Paint paint = new Paint(); paint.setStyle(Paint.Style.FILL); grid.drawCircle(w/2, h/2, w/2, paint); } } So I have just black screen without circle. Why it does not work? How to fix it? Let's Solve it: This is a common error many developers questioned us about it. So we write the explanation above. You just have to apply the suggested solution to your code and it will do for you. If you still getting this error after applying this code then comment below we will get back to you with the new method. Solution 1 You can override the onDraw method of your view and draw the circle. protected void onDraw(Canvas canvas) { super.onDraw(canvas); canvas.drawCircle(x, y, radius, paint); } For a better reference on drawing custom views check out the official Android documentation. Solution 2 import android.app.Activity; import android.content.Context; import android.graphics.Canvas; import android.graphics.Color; import android.graphics.Paint; import android.os.Bundle; import android.view.View; public class MainActivity extends Activity { @Override public void onCreate(Bundle savedInstanceState) { super.onCreate(savedInstanceState); setContentView(new MyView(this)); } public class MyView extends View { Paint paint = null; public MyView(Context context) { super(context); paint = new Paint(); } @Override protected void onDraw(Canvas canvas) { super.onDraw(canvas); int x = getWidth(); int y = getHeight(); int radius; radius = 100; paint.setStyle(Paint.Style.FILL); paint.setColor(Color.WHITE); canvas.drawPaint(paint); // Use Color.parseColor to define HTML colors paint.setColor(Color.parseColor("#CD5C5C")); canvas.drawCircle(x / 2, y / 2, radius, paint); } } Edit if you want to draw circle at centre. You could also translate your entire canvas to center then draw circle at center.using canvas.translate(getWidth()/2f,getHeight()/2f); canvas.drawCircle(0,0, radius, paint); These two link also help Solution 3 public class CircleView extends View { private static final String COLOR_HEX = "#E74300"; private final Paint drawPaint; private float size; public CircleView(final Context context, final AttributeSet attrs) { super(context, attrs); drawPaint = new Paint(); drawPaint.setColor(Color.parseColor(COLOR_HEX)); drawPaint.setAntiAlias(true); setOnMeasureCallback(); } @Override protected void onDraw(final Canvas canvas) { super.onDraw(canvas); canvas.drawCircle(size, size, drawPaint); } private void setOnMeasureCallback() { ViewTreeObserver vto = getViewTreeObserver(); vto.addOnGlobalLayoutListener(new ViewTreeObserver.OnGlobalLayoutListener() { @Override public void onGlobalLayout() { removeOnGlobalLayoutListener(this); size = getMeasuredWidth() / 2; }); } @TargetApi(Build.VERSION_CODES.JELLY_BEAN) private void removeOnGlobalLayoutListener(ViewTreeObserver.OnGlobalLayoutListener listener) { if (Build.VERSION.SDK_INT < 16) { getViewTreeObserver().removeGlobalOnLayoutListener(listener); } else { getViewTreeObserver().removeOnGlobalLayoutListener(listener); } } } Xml example: will produce a circle of 5dp Solution 4 @Override public void onDraw(Canvas canvas) { canvas.drawCircle(xPos, yPos, radius, paint); } Above is the code to render a circle. Tweak the parameters to your suiting. Solution 5 If you are using your own CustomView extending View class, you need to call canvas.invalidate() method which will internally call onDraw method. You can use default API for canvas to draw a circle. The x, y coordinate define the center of the circle. You can also define color and styling in paint & pass the paint object. public class CustomView extends View { public CustomView(Context context, AttributeSet attrs) { super(context, attrs); setupPaint(); } } Define default paint settings and canvas (initialise paint in constructor so that you can reuse the same object everywhere and change only specific settings wherever required) private Paint drawPaint; // Setup paint with color and stroke styles private void setupPaint() { drawPaint = new Paint(); drawPaint.setColor(Color.BLUE); drawPaint.setAntiAlias(true); drawPaint.setStrokeWidth(5); drawPaint.setStyle(Paint.Style.FILL_AND_STROKE); drawPaint.setStrokeJoin(Paint.Join.ROUND); drawPaint.setStrokeCap(Paint.Cap.ROUND); } And initialise canvas object private Canvas canvas; @Override protected void onDraw(Canvas canvas) { super.onDraw(canvas); this.canvas = canvas; canvas.drawCircle(xCoordinate, yCoordinate, RADIUS, drawPaint); } And finally, for every view refresh or new draw on the screen, you need to call invalidate method. Remember your entire view is redrawn, hence this is an expensive call. Make sure you do only the necessary operations in onDraw canvas.invalidate(); For more details on canvas drawing refer mayuri.k18/android-canvas-for-drawing-and-custom-views-e1a3e90d468b Solution 6 Try this The entire code for drawing a circle or download project source code and test it on your android studio. Draw circle on canvas programmatically. import android.graphics.Bitmap; import android.graphics.Canvas; import android.graphics.Color; import android.graphics.Paint; import android.graphics.Path; import android.graphics.PorterDuff; import android.graphics.Rect; import android.graphics.RectF; import android.widget.ImageView; public class Shape { private Bitmap bmp; private ImageView img; public Shape(Bitmap bmp, ImageView img) { this.bmp=bmp; this.img=img; onDraw(); } private void onDraw() { Canvas canvas=new Canvas(); if (bmp.getWidth() == 0 || bmp.getHeight() == 0) { return; } int w = bmp.getWidth(), h = bmp.getHeight(); Bitmap roundBitmap = getRoundedCroppedBitmap(bmp, w); img.setImageBitmap(roundBitmap); } public static Bitmap getRoundedCroppedBitmap(Bitmap bitmap, int radius) { Bitmap finalBitmap; if (bitmap.getWidth() != radius || bitmap.getHeight() != radius) finalBitmap = Bitmap.createScaledBitmap(bitmap, radius, radius, false); else finalBitmap = bitmap; Bitmap output = Bitmap.createBitmap(finalBitmap.getWidth(), finalBitmap.getHeight(), Bitmap.Config.ARGB_8888); Canvas canvas = new Canvas(output); final Paint paint = new Paint(); final Rect rect = new Rect(0, 0, finalBitmap.getWidth(), finalBitmap.getHeight()); paint.setAntiAlias(true); paint.setFilterBitmap(true); paint.setDither(true); canvas.drawARGB(0, 0, 0, 0); paint.setColor(Color.parseColor("#B4B399")); canvas.drawCircle(finalBitmap.getWidth() / 2 + 0.7f, finalBitmap.getHeight() / 2 + 0.7f, finalBitmap.getWidth() / 2 + 0.1f, paint); paint.setXfermode(new PorterDuffXfermode(PorterDuff.Mode.SRC_IN)); canvas.drawBitmap(finalBitmap, rect, rect, paint); return output; } Solution 7 Here is example to draw stroke circle canvas val paint = Paint().apply { color = Color.RED style = Paint.Style.STROKE strokeWidth = 10f } override fun onDraw(canvas: Canvas?) { super.onDraw(canvas) canvas?.drawCircle(200f, 100f, 100f, paint) } Result Hope it help Solution 8 private Paint green = new Paint(); private int greenx , greeny; green.setColor(Color.GREEN); green.setAntiAlias(false); canvas.drawCircle(greenx,greeny,20,green); Note: You are free to use these solutions for your personal use. We recommend you apply the first solution to your code because it was tested in our system before posting it on this page. We are always trying to help the developer community, So we made their work easy. Basically, we collected these data from stackoverflow.com. As it is licensed under cc by-sa 2.5, cc by-sa 3.0 and cc by-sa 4.0. 2021-6-3 anglehua I want to draw circle by canvas. Here is my code: [MyActivity.java]: public class MyActivity extends Activity { public void onCreate(Bundle savedInstanceState) { ... setContentView(new View(this,w,h)); } } [View.java]: public class View extends SurfaceView { public View(Context context, int w, int h) { super(context); Canvas grid = new Canvas(Bitmap.createBitmap(h,w, Bitmap.Config.ARGB_8888)); grid.drawColor(Color.WHITE); Paint paint = new Paint(); paint.setStyle(Paint.Style.FILL); grid.drawCircle(w/2, h/2, w/2, paint); } } So I have just black screen without circle. Why it does not work? How to fix it? 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