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**CLASS: BECSEII**

**AIM: WRITE A PROGRAM TO DISPLAY LINE, ARC**

package exp2;

import javax.microedition.midlet.\*;

import javax.microedition.lcdui.\*;

public class LineCanvas extends MIDlet{

private Display display;

public void startApp(){

Canvas canvas = new CanvasLine();

display = Display.getDisplay(this);

display.setCurrent(canvas);

}

public void pauseApp(){}

public void destroyApp(boolean unconditional){}

}

class CanvasLine extends Canvas {

public void paint(Graphics g) {

int width = getWidth();

int height = getHeight();

g.setColor(255, 162, 117);

g.fillRect(0, 0, width, height);

g.setColor(0, 0, 255);

g.drawLine(0, height/2, width - 1, height/2);

g.setStrokeStyle(Graphics.DOTTED);

g.setColor(0xFFFF00);

g.drawLine(0, height/4, width - 1, height/4);

g.setColor(0, 0, 255);

g.setStrokeStyle(Graphics.SOLID);

g.drawLine(0, 0, width - 1, height - 1);

g.fillArc(20, 20, 100, 100, 180, 180);

}

}

Output:

