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Interactive, Non-Interactive Gauge Example

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Interactive, NonInteractive Gauge Example Interactive Gauge Example **Interactive Gauge Example**

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the Gauge class to draw the interactive and non-interactive gauge which is used to display the volume label.

Interactive, Non-Example

non-interactive gauge which is used to display the volume label.

The javax.microedition.lcdui.Gauge class has only one constructor as:

Gauge(String label, boolean interactive, int maxValue, int initialValue):- This is used to creates a new Gauge object with the given label, in interactive or non-interactive mode, with the given maximum and initial values.

In this Interactive gauge example, we are using following methods:

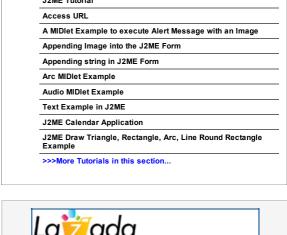
- getMaxValue()
- getValue()
- isInteractive()
- setMaxValue(int maxValue)
- setValue(int value)

The Application is as follows:

This example shows, how to create J2ME Tutorial Access URL

Interactive Gauge

This example shows, how to create the Gauge class to draw the interactive and







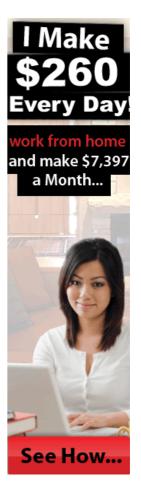






Source Code of GaugeExample.java

```
import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;
public class GaugeExample extends MIDlet implements CommandListener{
 private Form form;
 private Display display;
 private Command back;
 private String label1, label2;
 private Gauge gauge1, gauge2;
 public GaugeExample(){
 label1 = new String("Interactive");
 label2 = new String("Non-Interactive");
 gauge1 = new Gauge("Interactive", true, 100, 40);
  gauge2 = new Gauge("Static", false, 100, 40);
 public void startApp(){
 Form form = new Form("GaugeExample");
 back = new Command("Exit", Command.EXIT, 0);
 display = Display.getDisplay(this);
  form.append(label1);
  form.append(gauge1);
  form.append(label2);
```



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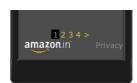


```
form.append(gauge2);
form.addCommand(back);
form.setCommandListener(this);
display.setCurrent(form);
}

public void pauseApp(){}

public void destroyApp(boolean unconditional){
  notifyDestroyed();
}

public void commandAction(Command c, Displayable s){
  String label = c.getLabel();
  if (label.equals("EXIT")){
  destroyApp(false);
  }
}
```



Download Source Code

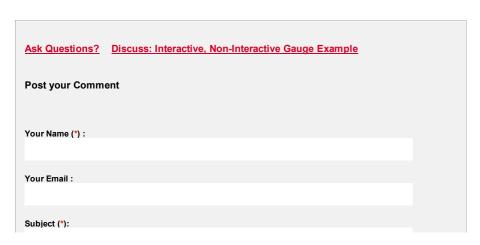
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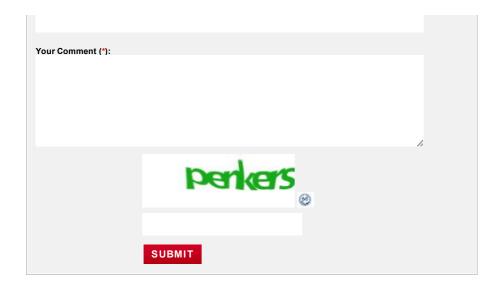


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suganya

July 3, 2012

mobile computing

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