

package com.mycompany.eventprog;

```
import static com.codename1.ui.CN.*;
import com.codename1.ui.Display;
import com.codename1.ui.Form;
import com.codename1.ui.Dialog;
import com.codename1.ui.Label;
import com.codename1.ui.plaf.UIManager;
import com.codename1.ui.util.Resources;
import com.codename1.io.Log;
import com.codename1.ui.Toolbar;
import java.io.IOException;
import com.codename1.ui.layouts.BoxLayout;
/**
* This file was generated by <a href="https://www.codenameone.com/">Codename One</a> for the
* of building native mobile applications using Java.
*/
public class Starter {
  private Form current;
  private Resources theme;
  public void init(Object context) {
    theme = UIManager.initFirstTheme("/theme");
    // Enable Toolbar on all Forms by default
    Toolbar.setGlobalToolbar(true);
    // Pro only feature, uncomment if you have a pro subscription
    Log.bindCrashProtection(true);
  }
```

```
public void start() {
  if(current != null){
    current.show();
    return;
 // 1s Demo - ButtonListenerForm
 // new ButtonListenerForm();
 // 2nd Demo- SelfListenerForm
 // new SelfListenerForm ();
 // 3rd Demo - MultipleComponentListener1b
 // new MultipleComponentListener1b ();
 // 4th Demo - SideMenuItemCheckFormUsingCommand
 // new SideMenuItemCheckFormUsingCommand ();
 // 5th Demo - FormWithMultipleContainers with show
 new FormWithMultipleContainers();
 // 6th Demo - PointerListenerForm
 // new PointerListenerForm ();
 // 7th Demo - PointerListenerFormWithOverride
 // new PointerListenerFormWithOverride();
}
public void stop() {
  current = getCurrentForm();
  if(current instanceof Dialog) {
    ((Dialog)current).dispose();
    current = getCurrentForm();
 }
}
public void destroy() {
```

}

```
package com.mycompany.eventprog;
import com.codename1.charts.util.ColorUtil;
import com.codename1.ui.Button;
import com.codename1.ui.CheckBox;
import com.codename1.ui.ComboBox;
import com.codename1.ui.Component;
import com.codename1.ui.Container;
//Contents of File SimpleForm.java:
import com.codename1.ui.Form;
import com.codename1.ui.Label;
import com.codename1.ui.layouts.BorderLayout;
import com.codename1.ui.layouts.BoxLayout;
import com.codename1.ui.layouts.FlowLayout;
import com.codename1.ui.layouts.GridLayout;
import com.codename1.ui.plaf.Border;
import com.codename1.ui.Button;
import com.codename1.ui.Container;
import com.codename1.ui.Command;
import com.codename1.ui.events.ActionEvent;
public class FormWithMultipleContainers extends Form {
       Container centerContainer, bottomContainer;
       public FormWithMultipleContainers(){
               //create the center container and add it to form
               /* Code for a form with containers in different layout arrangements */
               setLayout(new BorderLayout());
               //left Container with the BoxLayout positioned on the west
               Container leftContainer = new PointerClickContainer();
               leftContainer.add(new Label("Click Me"));
               leftContainer.getAllStyles().setBorder(Border.createLineBorder(4,
       ColorUtil.BLUE));
               add(BorderLayout.WEST,leftContainer);
               //right Container with the GridLayout positioned on the east
               Container rightContainer = new PointerReleaseContainer();
               rightContainer.add(new Label("Release Here"));
               rightContainer.getAllStyles().setBorder(Border.createLineBorder(4,
       ColorUtil.BLUE));
               add(BorderLayout.EAST,rightContainer);
               //add empty container to the center
               Container centerContainer = new PointerDragContainer();
               //setting the back ground color of center container to light gray
```

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centerContainer.getAllStyles().setBgTransparency(255);
               centerContainer.getAllStyles().setBgColor(ColorUtil.LTGRAY);
               centerContainer.add(new Label("Drag Through Me"));
               //setting the border Color
               centerContainer.getAllStyles().setBorder(Border.createLineBorder(4,
       ColorUtil.MAGENTA));
               add(BorderLayout.CENTER,centerContainer);
               this.show();
       }// constructor
}
package com.mycompany.eventprog;
import com.codename1.ui.Container;
public class PointerClickContainer extends Container{
         @Override
        public void pointerPressed(int x,int y){
          System.out.println("Pointer PRESSED x and y: " + x + " " + y); }
       }
package com.mycompany.eventprog;
import com.codename1.ui.Container;
public class PointerDragContainer extends Container{
         @Override
         public void pointerDragged(int x,int y){
          System.out.println("Pointer DRAGGED x and y: " + x + " " + y); }
       }
package com.mycompany.eventprog;
import com.codename1.ui.Container;
public class PointerReleaseContainer extends Container{
         @Override
        public void pointerReleased(int x,int y){
          System.out.println("Pointer RELEASED x and y: " + x + " " + y); }
       }
```