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Home Java Frameworks **Database** Technology Web Development **Build/Test Tools** Servers PHP Creating Menu Using Canvas Class Questio Home J2me **Creating Menu Using** Creating Menu Using Share on Google+ Search **J2me Tutorials Canvas Class** J2ME Tutorial Advertisement This example shows how to create Image Icon Using Canvas Example the menu and call the canvas class to J2ME Tutorial show the toggle message. The Image Icon Using Canvas Example J2ME Hello World Toggle message will appear when Example J2ME Hello World Example user perform some action like click J2ME Draw Triangle on a button ("Show"). J2ME Draw Triangle Simple Line Canvas Simple Line Canvas Example Creating Menu Example **Using Canvas** Arc MIDIet Example Arc MIDIet Example Class Text MIDIet Example Text MIDIet Example Access URL Access URL Kxml Parser Example This example shows how to create the menu and call the canvas class to show Kxml Parser KXML Parse Example Example the toggle message. The Toggle message will appear when user perform some action like click on a >>>More Tutorials in this section... button ("Show"). In this example we have used the following method: KXML Parse Example setColor() J2ME Kxml fillRect() Connection Example getWidth() getHeight() J2ME Kxml Example getFont() J2ME Kxml Example fontHeight() fontWidth() J2ME Tutorial setFont() J2ME Draw String drawString() repaint() Rectangle Canvas MIDlet Example The repaint() method is used to appear the string on Canvas form. Graphics MIDlet The application look like as follows: Example J2ME Tutorial J2ME Servlet Example J2ME Cookies Example J2ME Frame Animation2

J2ME Frame Animation

Write

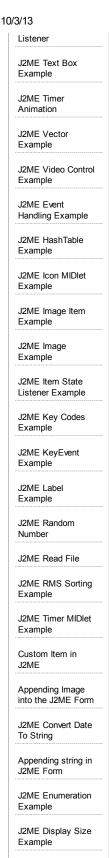
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J2ME Record Data

J2ME Audio Record

J2ME Record









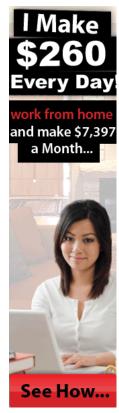
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### Source Code For CanvasMenu.java

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
public class CanvasMenu extends MIDlet implements CommandListener{
 CanvasString canvas;
 private Command exit;
 private Command toggle;
 public CanvasMenu() {
 canvas = new CanvasString();
 public void startApp() throws MIDletStateChangeException {
 Display.getDisplay(this).setCurrent(canvas);
 exit = new Command("Exit", Command.EXIT, 7);
 toggle = new Command("Show", Command.SCREEN, 1);
 canvas.addCommand(exit);
 canvas.addCommand(toggle);
 canvas.setCommandListener(this);
 canvas.repaint();
 public void destroyApp(boolean unconditional) {
 notifyDestroyed();
 public void pauseApp(){}
 public void commandAction(Command c, Displayable s) {
```



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```
String label = c.getLabel();
 if(label.equals("Show")){
 canvas.toggleString();
 } else if(label.equals("Exit")) {
 destroyApp(false);
 }
class CanvasString extends Canvas {
 boolean string = true;
 void toggleString() {
 string = !string;
 repaint();
 public void paint(Graphics q) {
 g.setColor(0xccff66);
 g.fillRect(0, 0, getWidth(), getHeight());
 if(string) {
 Font font = g.getFont();
 int fontHeight = font.getHeight();
 int fontWidth = font.stringWidth("This is the Toggle Message");
 g.setColor(223, 0, 112);
 g.setFont(font);
 g.drawString("This is the Toggle Message", (getWidth()-fontWidth)/2,
 (getHeight()-fontHeight)/2, g.TOP|g.LEFT);
```

# **Download Source Code**

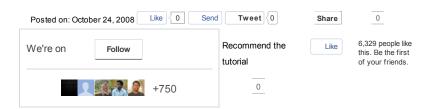
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