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KXML Parse Example

J2ME Kxml Connection Example

J2ME Kxml Example

J2ME Kxml Example

J2ME Tutorial

J2ME Draw String

Rectangle Canvas MIDlet Example

Graphics MIDlet Example

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J2ME Servlet Example

J2ME Cookies Example

J2ME Frame Animation2

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# J2ME Canvas Example

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This example illustrates how to create a game using **GameCanvas** class. In this example we are extending **GameCanvas** class to draw the circle and rotate the circle continuously.

## J2ME Canvas Example

<-PriorIndexNext->

### A J2ME Game Canvas Example

This example illustrates how to create a game using **GameCanvas** class. In this example we are extending **GameCanvas** class to draw the circle and rotate the circle continuously. The **GameCanvas** class has following methods:

**flushGraphics()**:- This is the void type method, it flushes to display on the off-screen buffer.

**flushGraphics(int x, int y, int width, int height)**:- This is the void type method, it flushes to display of specified region on the off-screen buffer.

**getGraphics()**:- This is used to get the graphics objects.

**getKeyStates()**:- This is the integer type variable, it is used to find the states of the key.

**paint(Graphics g)**:- This is also the void type method, it is used to paint the canvas.

Other commands, input event, etc methods inherited from Canvas class. The **Canvas** class has following methods:

```
getGameAction(int keyCode)
getHeight()
getKeyCode(int gameAction)
getKeyName(int keyCode)
getWidth()
hasPointerEvents()
hasPointerMotionEvents()
hasRepeatEvents()
hideNotify()
isDoubleBuffered()
keyPressed(int keyCode)
keyReleased(int keyCode)
keyRepeated(int keyCode)
paint(Graphics g)
pointerDragged(int x, int y)
pointerPressed(int x, int y)
pointerReleased(int x, int y)
repaint()
repaint(int x, int y, int width, int height)
serviceRepaints()
showNotify()
```

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ExampleJ2ME KeyEvent  
ExampleJ2ME Label  
ExampleJ2ME Random  
Number

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J2ME RMS Sorting  
ExampleJ2ME Timer MIDlet  
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Source Code of CanvasGame.java

```
import javax.microedition.lcdui.*;
import javax.microedition.lcdui.game.*;
import javax.microedition.midlet.*;

public class CanvasGame extends MIDlet{

    private Command back;
    private Display display;
    final SweepGame game = new SweepGame();

    public void startApp() {
        back = new Command("Back", Command.BACK, 0);
        game.start();
        game.addCommand(back);
        game.setCommandListener(new CommandListener(){
            public void commandAction(Command c, Displayable s) {
                game.stop();
                notifyDestroyed();
            }
        });
        display = Display.getDisplay(this);
        display.setCurrent(game);
    }

    public void pauseApp() {}

    public void destroyApp(boolean unconditional) {}
}
```

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```

class SweepGame extends GameCanvas implements Runnable {
    private boolean move;
    private int radius;
    private int diameter;
    private int interval;

    public SweepGame() {
        super(true);
        radius = 0;
        diameter = 10;
        interval = 0;
    }

    public void start() {
        move = true;
        Thread t = new Thread(this);
        t.start();
    }

    public void stop() {
        move = false;
    }

    public void render(Graphics g) {
        int width = getWidth();
        int height = getHeight();
        g.setColor(183,251,121);
        g.fillRect(0, 0, width - 1, height - 1);
        int x = diameter;
        int y = diameter;
        int w = width - diameter * 2;
        int h = height - diameter * 2;
        for (int i = 0; i < 17; i=i+2) {
            g.setColor(((17 - i) * 15 - 7),20,((17 - i) * 15 - 7));
            g.fillArc(x, y, w, h, radius + i * 10, 10);
            g.fillArc(x, y, w, h, (radius + 180) % 360 + i * 10, 10);
        }
    }


    public void run() {
        Graphics g = getGraphics();
        while (move) {
            radius = (radius + 1) % 360;
            render(g);
            flushGraphics();
            try {
                Thread.sleep(interval);
            }
            catch (InterruptedException ie) {}
        }
    }
}

```

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Mochamad

September 14, 2011

nothing

it's cool



**Imen**

September 28, 2012

wLXVsuWstcN

Thanks for the quick reply. I can get it to output a pdf in this way, yes. I just wanetd to output more than one! If I save a png during the loop then I can reloop and save different versions, but I can't seem to do this with pdfs if that makes sense? Thanks again.

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