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Draw arc in J2ME

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The given example is going to draw an arc using canvas class of J2ME. You can also set a color for it, as we did in our example.

Draw arc in J2ME

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The given example is going to draw an arc using canvas class of J2ME. You can also set a color for it, as we did in our example.

Different methods that are used in

```
g.setColor(0, 0, 255);
g.fillRect(0, 0, getWidth(), getHeight());
g.setColor(255, 0, 0);
g.fillArc(15,15, 200, 200, 90, degree);
display.callSerially(this);
g.setColor(255, 0, 0);
g.drawArc(15, 15, 200, 200, 0, 360);
```

In this example, circle will start moving every time the MIDlet will be started and the repaint() method will be called .

The application will look like as follow..

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Appending Image  
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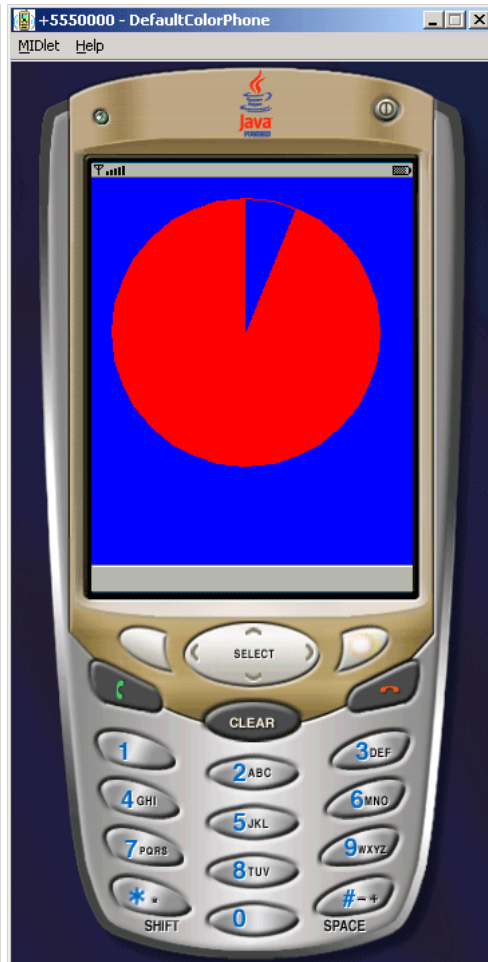
Appending string in  
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Source Code of RunningCircle.java

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

public class RunningCircle extends MIDlet{

    public void startApp(){
        Display display = Display.getDisplay (this);
        display.setCurrent(new CircleCanvas(display, 10));
    }

    public void pauseApp(){}

    public void destroyApp(boolean unconditional){}
}

class CircleCanvas extends Canvas implements Runnable{

    int degree = 360;
    long startTime;
    int seconds;
    Display display;

    CircleCanvas(Display display, int seconds){
        this.display = display;
        this.seconds = seconds;
        startTime = System.currentTimeMillis();
    }

    public void paint(Graphics g){
        g.setColor(0, 0, 255);
```

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```

g.fillRect(0, 0, getWidth(), getHeight());

g.setColor(255, 0, 0);
g.fillArc(15,15, 200, 200, 90, degree);
display.callSerially(this);
g.setColor(255, 0, 0);
g.drawArc(15, 15, 200, 200, 0, 360);
}

public void run(){
    int i = 0;
    int milisecond = (int)((System.currentTimeMillis() - startTime)/second);
    degree = 360 - (milisecond * 360)/7200;
    for(i = 0; i <= milisecond; i++){
        repaint();
    }
}
}
}

```

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**Arup Roy**  
June 24, 2013  
j2ME

Thanks sir. But do not run NetBeans IDE.

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