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# J2ME Canvas Repaint

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In J2ME repaint is the method of the canvas class, and is used to repaint the entire canvas class. To define the repaint method in you midlet follow the given syntax.

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In J2ME repaint is the method of the canvas class, and is used to repaint the entire canvas class. To define the repaint method in you midlet follow the given

```
public final void repaint()
```

Output of the repaint method example

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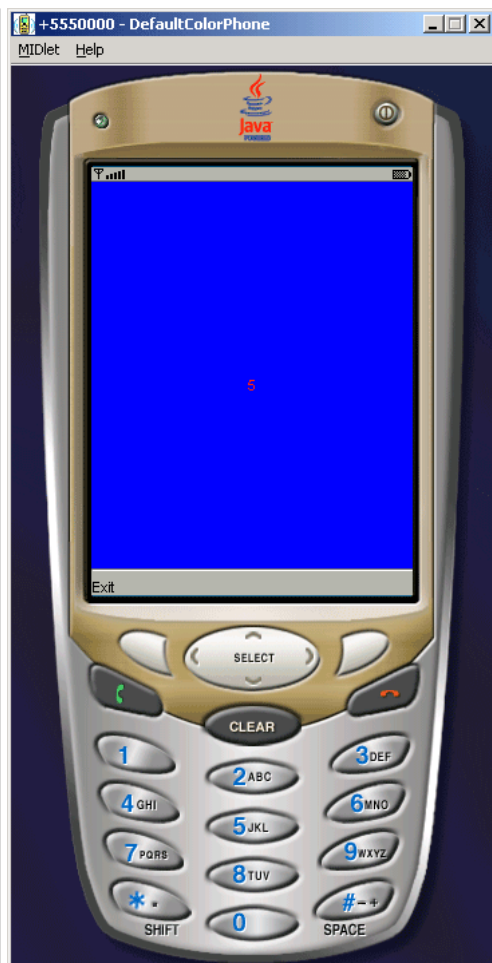
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## Source Code of UsingRepaintMethod.java

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

public class UsingRepaintMethod extends MIDlet{
    private Display display;
    private GameActionCanvas canvas;

    public UsingRepaintMethod() {
        display = Display.getDisplay(this);
        canvas = new GameActionCanvas(this);
    }

    protected void startApp() {
        display.setCurrent( canvas );
    }

    protected void pauseApp() { }

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

    public void exitMIDlet() {
        destroyApp(true);
    }
}

class GameActionCanvas extends Canvas implements CommandListener{
```

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```

private Command exit;
private String keyValue = null;
private UsingRepaintMethod midlet;

public GameActionCanvas(UsingRepaintMethod midlet){
    this.midlet = midlet;

    exit = new Command("Exit", Command.EXIT, 1);
    addCommand(exit);
    setCommandListener(this);
}

protected void paint(Graphics g){
    g.setColor(0, 0, 255);
    g.fillRect(0, 0, getWidth(), getHeight());

    if (keyValue != null){
        g.setColor(255, 0, 0);
        g.drawString(keyValue, getWidth()/2, getHeight()/2,
            Graphics.TOP | Graphics.HCENTER);
    }
}

public void commandAction(Command c, Displayable d){
    if (c == exit)
        midlet.exitMIDlet();
}

protected void keyPressed(int keyCode){
    switch (getGameAction(keyCode)){
        case FIRE:
        case UP:
        case DOWN:
        case LEFT:
        case RIGHT:
        case GAME_A:
        case GAME_B:
        case GAME_C:
        case GAME_D:
        default:
            keyValue = getKeyName(keyCode);
    }
    repaint();
}
}

```

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