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Draw Line in J2me

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In this example we are going to show you how to draw a line using J2ME. Please go through the below given J2ME syntax that includes all the package, methods and class to draw a line.

Draw Line in J2me

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In this example we are going to show you how to draw a line using J2ME. Please go through the below given J2ME syntax that includes all the package, methods and class to draw a line.

Basically in J2ME, Canvas class is used to draw circle or line.. that is the only reason of using this canvas class in our J2ME program. We have also created a MIDlet called DrawLine in our application as we can't draw a line without creating it.

```
g.drawLine(x, y, x+w, y);
g.drawLine(x+w, y, x+w, y+h);
g.drawLine(x+w, y+h, x, y+h);
g.drawLine(x, y+h, x, y);
```

or the another variation is:

```
g.drawLine(x1, y1, x2, y2);
```

The above variation show the distance from x-axis and y-axis.

The Application look like as follows:

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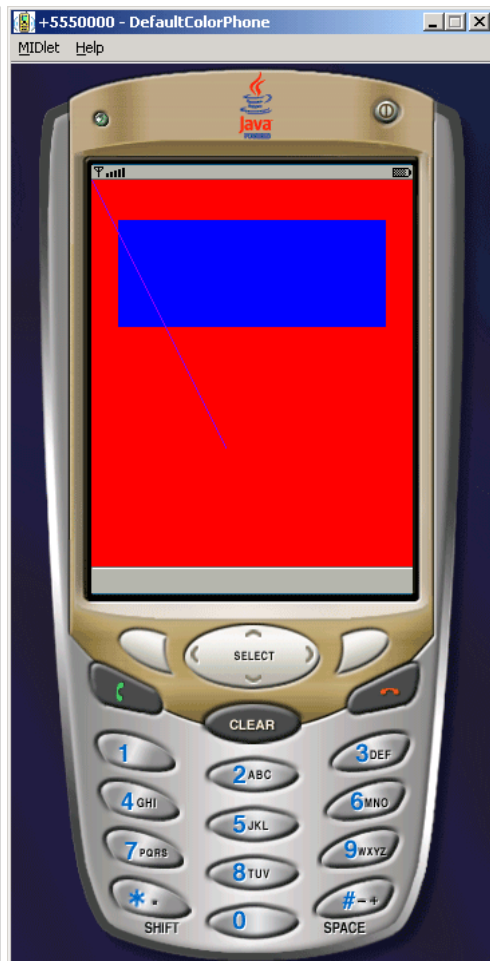
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in this section...**DrawLine.java**

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

public class DrawLine extends MIDlet{
    private Display display;

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

    public void pauseApp(){}

    public void destroyApp (boolean forced){}
}

class DrawingCanvas extends Canvas{
    public void paint (Graphics g){
        g.setColor (255, 0, 0);
        g.fillRect (0, 0, getWidth(), getHeight());
        g.setColor (0, 0, 255);
        g.fillRect (20, 30, 200, 80);
        g.setColor (128, 0, 255);
        g.drawLine (0, 0, 100, 200);
    }
}
```

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Ritanshu Goel

September 27, 2012

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Hello, I want to move this line and want to create an arrow on this line to show direction where it is moving. so Plz help me to do this. Thank you.

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