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Home   Java   Frameworks   Database   Technology   Web Development   Build/Test Tools   Servers   PHP

Home   J2me   Draw String Using Canvas

Questio

J2me Tutorials

J2ME Tutorial

Image Icon Using Canvas Example

J2ME Hello World Example

J2ME Draw Triangle

Simple Line Canvas Example

Arc MIDlet Example

Text MIDlet Example

Access URL

Kxml Parser Example

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

J2ME Tutorial

J2ME Servlet Example

J2ME Cookies Example

J2ME Frame Animation2

J2ME Frame Animation

J2ME RMS Read Write

J2ME Record Data Base

J2ME Audio Record

J2ME Record

Draw String Using Canvas

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Related   Latest   Frameworks   Category

J2ME Tutorial

Image Icon Using Canvas Example

J2ME Hello World Example

J2ME Draw Triangle

Simple Line Canvas Example

Arc MIDlet Example

Text MIDlet Example

Access URL

Kxml Parser Example

KXML Parse Example

>>>More Tutorials in this section...

This example is used to draw string on different location which is shown in figure. The given code is used to show, how to draw string at different locations.

Draw String Using Canvas

<—Prior   Index   Next—>

This example is used to draw string on different location which is shown in figure. The given code is used to show, how to draw string at different locations.

```
g.drawString("Top/Left", 0, 0, Graphics.TOP | Graphics.LEFT);
g.drawString("Baseline/Center", getWidth() / 2, getHeight() / 2,

Graphics.HCENTER | Graphics.BASELINE);
g.drawString("Bottom/Right", getWidth(), getHeight(),

Graphics.BOTTOM | Graphics.RIGHT);
```

In this code the **Top/Left** is used to draw the string on Top left corner, the **Baseline/Center** is used to draw the string in center and the **Bottom/Right** is used to draw the string on the bottom right corner. And the application is as follows:

Source Code of DrawString.java

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

public class DrawString extends MIDlet{
  private Display display;

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

  public void pauseApp(){}

  public void destroyApp(boolean unconditional){}

  public void commandAction(){}
}

class TextCanvas extends Canvas{
  public void paint(Graphics g){
  g.setColor(255, 0, 0);
  g.fillRect(0, 0, getWidth(), getHeight());

  g.setColor(0, 0, 255);
  g.drawString("Top/Left", 0, 0, Graphics.TOP | Graphics.LEFT);
```

```
      g.drawString("Baseline/Center", getWidth() / 2, getHeight() / 2,

       Graphics.HCENTER | Graphics.BASELINE);

      g.drawString("Bottom/Right", getWidth(), getHeight(),

      Graphics.BOTTOM | Graphics.RIGHT);

      }

}
```

Download Source Code

«Previous   **Index**   **Next»**

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			Article Marketing		

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