

[!\[\]\(e4376d714e4ca634c1d57a59b90232ef_img.jpg\) Share on Google+](#)

.I2MF Record

```
image[0] = Image.createImage("/bollywood-height.png");
image[1] = Image.createImage("/212229_1193669628.png");
image[2] = Image.createImage("/95936_50.png");
image[3] = Image.createImage("/shreya.png");
image[4] = Image.createImage("/Aishw.png");
image[5] = Image.createImage("/karishma.png");
image[6] = Image.createImage("/tmb_jiahkhannishabd.png");
image[7] = Image.createImage("/amisha.png");
image[8] = Image.createImage("/shilpashetty.png");
image[9] = Image.createImage("/priti.png");
```

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Listener

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The Sample of Application is as follows:



Source Code of SlidelImage.java

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

public class SlideImage extends MIDlet{
    private Display display;

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

    public void pauseApp(){}

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

class IconsCanvas extends Canvas implements Runnable{
    SlideMenu menu = null;

    public IconsCanvas(){
        Image[] image = new Image[10];
        try{
```



```

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image[2] = Image.createImage("/95936_50.png");
image[3] = Image.createImage("/shreya.png");
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image[5] = Image.createImage("/karishma.png");
image[6] = Image.createImage("/tmb_jiahkhannishabd.png");
image[7] = Image.createImage("/amisha.png");
image[8] = Image.createImage("/shilpashetty.png");
image[9] = Image.createImage("/priti.png");

menu = new SlideMenu(new String[]{"1", "2", "3", "4",
    "5", "6", "7", "8", "9", "10"},
    image, getWidth(), getHeight());
new Thread(this).start();
} catch (Exception e) {
    e.printStackTrace();
}

protected void paint(Graphics g) {
    menu.paint(g);
}

public void keyPressed(int key) {
    int gameKey = getGameAction(key);
    if (gameKey == Canvas.RIGHT) {
        menu.slideItem(1);
    } else if (gameKey == Canvas.LEFT) {
        menu.slideItem(- 1);
    }
}

public void run() {
    try {
        while (true) {
            repaint();
            synchronized (this) {
                wait(100L);
            }
        }
    } catch (Exception e) {
        e.printStackTrace();
    }
}

```

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