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Draw String Using Canvas

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`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:

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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

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J2ME Current Date
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Source Code of DrawString.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);
}
}

```

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