10/3/13 Pointer Example



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```
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```
public void dragPointer (int x, int y) {
  action = "Pointer Repeated";
  this.x = x;
  this.y = y;
```

repaint ();

Write

Base

J2ME Record Data

J2ME Audio Record

J2ME Record

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J2ME Text Box

Example

J2ME Timer Animation

Listener

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J2ME Image Example

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Custom Item in J2ME

Appending Image into the J2ME Form

J2ME Convert Date To String

Appending string in J2ME Form

J2ME Enumeration Example

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J2ME Current Date And Time

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is used when repeating the pointer, then it relocate the location of the pointer. The Application is as follows:



Source Code of PointerExample.java

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
public class PointerExample extends MIDlet{
  private Display display;
  public void startApp() {
  display = Display.getDisplay(this);
  display.setCurrent (new PointerCanvas());
  public void pauseApp(){}
  public void destroyApp (boolean forced){}
class PointerCanvas extends Canvas {
  String action = "Press Pointer!";
  int x;
  int y;
  public void pressPointer (int x, int y) {
  action = "Pointer Pressed";
```





this.x = x;

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```
this.y = y;
repaint ();
public void releasePointer (int x, int y) {
action = "Pointer Released";
this.x = x;
this.y = y;
repaint ();
public void dragPointer (int x, int y) {
action = "Pointer Repeated";
this.x = x;
this.y = y;
repaint ();
public void paint (Graphics q) {
g.setGrayScale (255);
g.fillRect (0, 0, getWidth(), getHeight());
g.setGrayScale (0);
g.drawString (action + " " + x + "/" + y, 0, 0,
Graphics.TOP|Graphics.LEFT);
g.drawLine (x-4, y, x+4, y);
g.drawLine (x, y-4, x, y+4);
```

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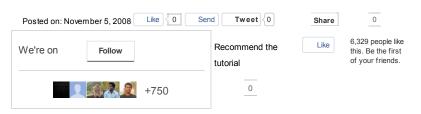
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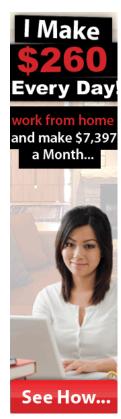


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