



Recommend this on Google



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

J2ME Timer Animation

Advertisement

# J2ME Timer Animation

Share on Google+

This application illustrates how to use the Timer class and implement it in the canvas class.

## J2ME Timer Animation

<-PriorIndexNext->

This application illustrates how to use the Timer class and implement it in the canvas class. In this Tutorial we have given you a good example, which helps you to understand using of timer class for drawing the canvas. For the different task of canvas we are using the AnimatTimerTask class and schedule to this class as below:

```
timer.schedule(timertask, 0, 100);
```

To the use of this application, you can draw different type and style of canvas. You can download this source code and implement it in your project from the given link below.

The Application is as follows:

Search

RelatedLatestFrameworksCategory

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...

Listener

J2ME Text Box  
Example**J2ME Timer  
Animation**J2ME Vector  
ExampleJ2ME Video Control  
ExampleJ2ME Event  
Handling ExampleJ2ME HashTable  
ExampleJ2ME Icon MIDlet  
ExampleJ2ME Image Item  
ExampleJ2ME Image  
ExampleJ2ME Item State  
Listener ExampleJ2ME Key Codes  
ExampleJ2ME KeyEvent  
ExampleJ2ME Label  
ExampleJ2ME Random  
Number

J2ME Read File

J2ME RMS Sorting  
ExampleJ2ME Timer MIDlet  
ExampleCustom Item in  
J2MEAppending Image  
into the J2ME FormJ2ME Convert Date  
To StringAppending string in  
J2ME FormJ2ME Enumeration  
ExampleJ2ME Display Size  
ExampleJ2ME Current Date  
And Time>>>More Tutorials  
in this section...

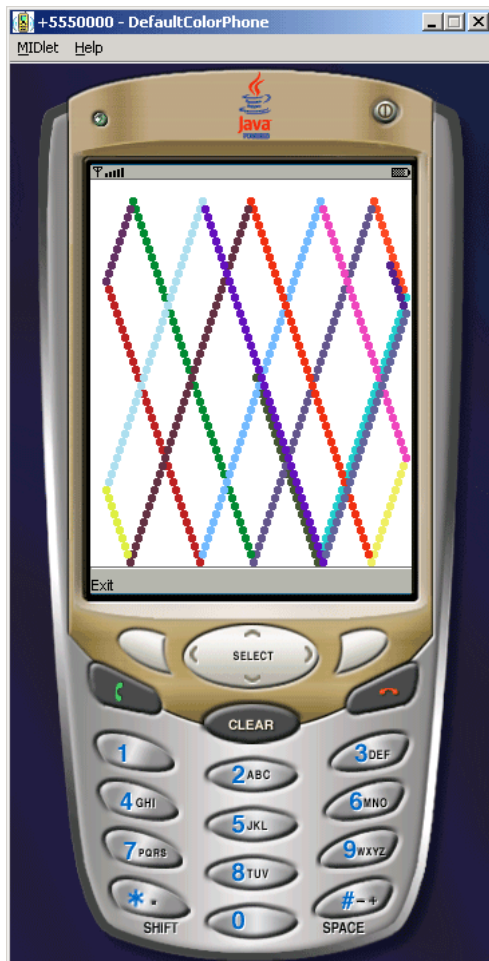
**I Make \$260  
Every Day!**

work from home  
and make \$7,397  
a Month

**See How...**

**HAIR FALL?**  
Learn how to  
prevent it.

[www.hairfallguru.com](http://www.hairfallguru.com)



**I Make  
\$260  
Every Day**

**work from home  
and make \$7,397  
a Month...**

**See How...**

AdChoices

- ▶ [Java Tutorial](#)
- ▶ [Java Applet](#)
- ▶ [Java IO](#)

AdChoices

- ▶ [Java IO](#)
- ▶ [File Java](#)
- ▶ [Java Applications](#)

AdChoices

- ▶ [Java Programming](#)
- ▶ [Mobile Java](#)
- ▶ [Download Java](#)

#### I Recomm...

Core Java V...



Horstmann C...  
INR 585.00

Java Swing



Robert Eckst...  
INR 635.00

Effective Ja...



Joshua Bloch...  
INR 459.00

Java: The G...



O'Reilly Media

## TimerAnimation.java

```

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

public class TimerAnimation extends MIDlet{
    private Display display;
    private AnimationCanvas canvas;
    private Timer timer;
    private AnimateTimerTask timertask;

    public TimerAnimation(){
        display = Display.getDisplay(this);
        timer = new Timer();
        canvas = new AnimationCanvas(this);
        timertask = new AnimateTimerTask(canvas);
        timer.schedule(timertask, 0, 100);
    }

    protected void startApp(){
        display.setCurrent(canvas);
    }

    protected void pauseApp(){}

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

    public void exitMIDlet(){
        destroyApp(true);
    }
}

class AnimateTimerTask extends TimerTask{
    private AnimationCanvas canvas;

    public AnimateTimerTask(AnimationCanvas canvas){
        this.canvas = canvas;
    }

    public final void run(){
        if ((canvas.x_loc + canvas.radius + canvas.x_dir > canvas.getWidth()
            (canvas.x_loc - canvas.radius + canvas.x_dir < 0)){
            canvas.x_dir = -canvas.x_dir;
            canvas.changeColor();
            canvas.change_way++;
        }
        if ((canvas.y_loc + canvas.radius + canvas.y_dir > canvas.getHeight()
            (canvas.y_loc - canvas.radius + canvas.y_dir < 0)){
            canvas.y_dir = -canvas.y_dir;
            canvas.changeColor();
            canvas.change_way++;
        }
        canvas.x_loc += canvas.x_dir;
        canvas.y_loc += canvas.y_dir;
        canvas.repaint();
    }
}

```

```

class AnimationCanvas extends Canvas implements CommandListener{
    private TimerAnimation a_midlet;
    private Command exit;
    private int fire, right, left;
    private boolean clean = false;
    private Random random;
    int x_loc, y_loc, radius, red, green, blue, x_dir, y_dir,
    start_x, start_y, change_way = 0;
    private static final int MAX_CHANGES = 50;

    public AnimationCanvas(TimerAnimation a_midlet){
        this.a_midlet = a_midlet;
        random = new java.util.Random();
        init();
        radius = 7;
        exit = new Command("Exit", Command.EXIT, 1);
        fire = getKeyCode(FIRE);
        right = getKeyCode(RIGHT);
        left = getKeyCode(LEFT);
        addCommand(exit);
        setCommandListener(this);
    }

    protected void paint(Graphics g){
        if (change_way > MAX_CHANGES){
            init();
        }
        if (clean){
            g.setColor(255, 255, 255);
            g.fillRect(0, 0, getWidth(), getHeight());
            clean = !clean;
        }
        g.setColor(red, green, blue);
        g.fillArc(x_loc, y_loc, radius, radius, 0, 360);
    }

    private void init(){
        x_loc = getWidth() / 2;
        y_loc = getHeight() / 2;
        x_dir = (random.nextInt() % 10);
        if (x_dir == 0) x_dir = 1;
        y_dir = (random.nextInt() % 10);
        if (y_dir == 0) y_dir = 1;
        change_way = 0;
        clean = true;
        changeColor();
    }

    protected void changeColor(){
        red = (random.nextInt() >>> 1) % 256;
        green = (random.nextInt() >>> 1) % 256;
        blue = (random.nextInt() >>> 1) % 256;
    }

    public void commandAction(Command c, Displayable d){
        String label = c.getLabel();
        if (label.equals("Exit"))
            a_midlet.exitMIDlet();
    }
}

```

```

protected void keyPressed(int keyCode) {
    if (keyCode == fire)
        init();
    else if (keyCode == left)
        radius = Math.max(1, --radius);
    else if (keyCode == right)
        radius = Math.min(getWidth() / 4, ++radius);
    }
}

```

[Download Source Code](#)

Advertisement



## Java App Developer?

Vserv.Mobi/Java/Developer

Save Time & Effort, Monetize  
Your App in Just 40 Secs with  
AppWrapper


[«Previous](#)
[Index](#)
[Next»](#)

Follow us on [Twitter](#), or add us on [Facebook](#) or [Google Plus](#) to keep you updated with the recent trends of Java and other open source platforms. [Connect Me on Google+](#)

Posted on: December 2, 2008

Like

0

Send

Tweet

0

Share

0

We're on

Follow



+750

Recommend the  
tutorial

Like

6,329 people like  
this. Be the first  
of your friends.

0

[Ask Questions?](#) [Discuss: J2ME Timer Animation](#)

Post your Comment

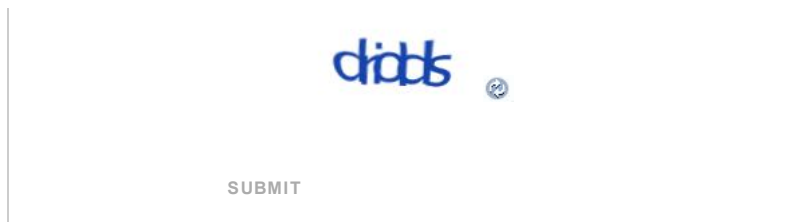
Your Name (\*):

Your Email :

Subject (\*):

Your Comment (\*):





## COMMENTS

---



**Shamol kumar(joy)**

June 5, 2012

Feed back

---

How can I compile this source code?How can I make class file in my project?How can I run your example code in my j2me supported device?Help me and reply me?Thanks.

## Services

### Software Solutions

JSF Development  
Outsourcing  
ERP  
M-Commerce  
Flex Development

### Website Development

Web Designing  
Web Redesigning  
Web Development  
Logo Design  
Web Design Packages  
Domain Registration

### Web Promotion Services

SEO Services  
Search Eng. Optimization  
Search Eng. Submission  
SEO Tips  
SEO Portfolio  
Web Promotion Plans

### Content Development

Content Development  
Article Writing  
Blog Writing  
News Writing  
SEO Copyw riting  
Technical Documentation  
Article Marketing

### Web Hosting Services

ASP.NET Hosting  
Unix Hosting  
E-Commerce Hosting  
Window s Hosting  
Hosting Plan

### E-Commerce Solutions CRM

[Home](#)   [Privacy Policy](#)

© All Rights are Reserved for Rose India