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Immutable Image MIDlet Example

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This is the immutable image example, which shows how to create a immutable image in MIDlet. In this example we are creating a image without using of canvas.

Immutable Image MIDlet Example

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This is the immutable image example, which shows how to create a immutable image in MIDlet. In this example we are creating a image without using of canvas.

Following methods are used in the source code:

```
Image image = Image.createImage("/mobile.png");
Image image1 = Image.createImage("/phone.png");
form.append(new ImageItem(null, image, ImageItem.LAYOUT_NEWLINE_BEFORE
| ImageItem.LAYOUT_CENTER | ImageItem.LAYOUT_NEWLINE_AFTER, null));
form.append(new ImageItem(null, image1, ImageItem.LAYOUT_NEWLINE_BEFORE
| ImageItem.LAYOUT_CENTER | ImageItem.LAYOUT_NEWLINE_AFTER, null));
```

The Application is as follows:

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Source Code of ImutableImage.java

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

public class ImutableImage extends MIDlet implements CommandListener{
    private Display display;
    private Form form;
    private Command exit;

    public void startApp() {
        display = Display.getDisplay(this);
        exit = new Command("Exit", Command.EXIT, 1);
        form = new Form("");
        form.addCommand(exit);
        form.setCommandListener(this);
        try {
            Image image = Image.createImage("/mobile.png");
            Image image1 = Image.createImage("/phone.png");
            form.append(new ImageItem(null, image, ImageItem.LAYOUT_NEWLINE_BEFO
| ImageItem.LAYOUT_CENTER | ImageItem.LAYOUT_NEWLINE_AFTER, null));
            form.append(new ImageItem(null, image1, ImageItem.LAYOUT_NEWLINE_BEFO
| ImageItem.LAYOUT_CENTER | ImageItem.LAYOUT_NEWLINE_AFTER, null));
            display.setCurrent(form);
        } catch (java.io.IOException e) {
            System.err.println(e);
        }
        display.setCurrent(form);
    }

    public void pauseApp() {}
}
```



```

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

public void commandAction(Command c, Displayable s) {
    String label = c.getLabel();
    if (label.equals("Exit")) {
        destroyApp(false);
    }
}
}

```

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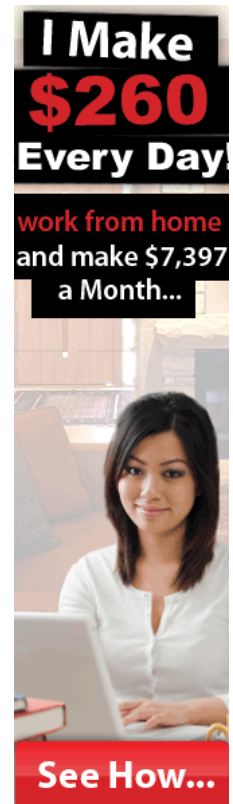
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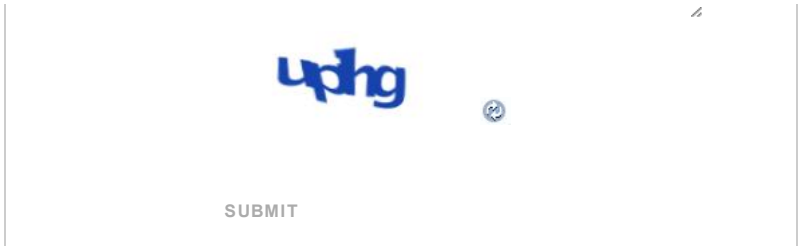


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arockiam
October 5, 2011
regarding j2me

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Thanks in advance

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