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Image icon Using Canvas Example

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Image Icon Using Canvas Example

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This example is used to create the Image on different location using Canvas class.




Image Icon Using Canvas Example

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This example is used to create the Image on different location using Canvas class. In this example to create the image we are using following code:

```
private Image image1, image2, image3;
image1 = Image.createImage("/cartoon.png");
image2 = Image.createImage("/girl-8-icon.png");
image3 = Image.createImage("/mancartoon.png");
```

And for draw the image we are using following code of lines:

```
g.drawImage(image1, 0, 0, Graphics.TOP | Graphics.LEFT);
g.drawImage(image2, getWidth() / 2, getHeight() / 2, Graphics.HCENTER | Graphics.VCENTER);
g.drawImage(image3, getWidth(), getHeight(), Graphics.BOTTOM | Graphics.RIGHT);
```

The application is as follows:

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Source Code of ImageItemExample2.java

```
import java.io.IOException;
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;

public class ImageItemExample2 extends MIDlet {
    private Display display;

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

    public void pauseApp() {}

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

class ImageCanvas extends Canvas {
    private Image image1, image2, image3;

    public ImageCanvas() {
        try {
            image1 = Image.createImage("/cartoon.png");
            image2 = Image.createImage("/girl-8-icon.png");
            image3 = Image.createImage("/mancartoon.png");
        }
    }
}
```



```

} catch (IOException e) {
    throw new RuntimeException("Unable to load Image: "+e);
}

}

public void paint(Graphics g) {
    g.setGrayScale(255);
    g.fillRect(0, 0, getWidth(), getHeight());

    g.drawImage(image1, 0, 0, Graphics.TOP | Graphics.LEFT);
    g.drawImage(image2, getWidth() / 2, getHeight() / 2, Graphics.HCENTER
        | Graphics.VCENTER);
    g.drawImage(image3, getWidth(), getHeight(), Graphics.BOTTOM
        | Graphics.RIGHT);
}
}

```

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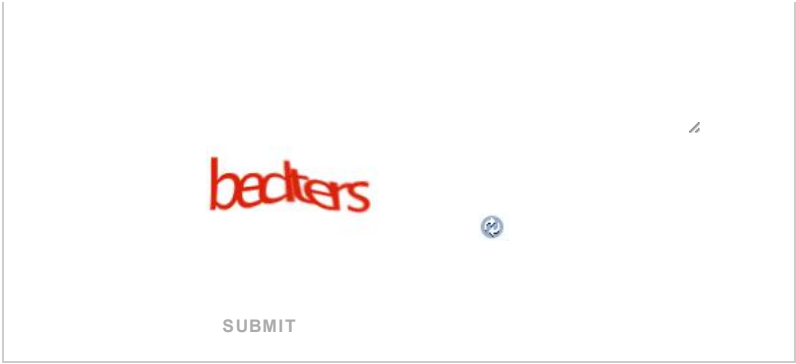
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