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In the previous examples, we learned about drawing different graphics on the screen. Here in this example, we are going to show the string in J2ME.

J2ME Draw String

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In the previous examples, we learned about drawing different graphics on the screen. Here in this example, we are going to show the string in J2ME. For that we have created a a class called GraphicsCanvas class that extends to the Canvas class to draw the string.

Given methods are used to set the actual layout of the text on the screen.

setColor()
fillRect()
drawString()
getHeight()
getWidth()

  g.TOP will show the string on Top and **g.LEFT** set it in the left alignment. The **drawString()** method is used to show the string on the screen.

The Application is as follows:

Source Code of SimpleGraphics.java

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

public class SimpleGraphics extends MIDlet{
  private Display display;

  public SimpleGraphics(){}

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

  public void pauseApp(){}

  public void destroyApp(boolean unconditional){}
}
class GraphicsCanvas extends Canvas{
  public void paint(Graphics g){
  int x = 0, y = 0;
  g.setColor(255, 162, 117);
  g.fillRect(0, 0, getWidth(), getHeight());
  g.setColor(0, 0, 255);
  g.drawString("Sandeep Kumar Suman", x, y, g.TOP | g.LEFT);
  }
}
```

Download Source Code

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April 3, 2012

EXCEPTION???

Nice tutorial, simple and clean. But I have a frigging problem with the drawString function. I can fill a rect, set color, set font, but when I wanna drawString, it just throws a IllegalArgumentException. Do you have any idea what the problem is??? Thanks

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