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Draw arc in J2ME

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The given example is going to draw an arc using canvas class of J2ME. You can also set a color for it, as we did in our example.

Draw arc in J2ME

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The given example is going to draw an arc using canvas class of J2ME. You can also set a color for it, as we did in our example.

Different methods that are used in this example...

```
g.setColor(0, 0, 255);

g.fillRect(0, 0, getWidth(), getHeight());

g.setColor(255, 0, 0);

g.fillArc(15,15, 200, 200, 90, degree);

display.callSerially(this);

g.setColor(255, 0, 0);

g.drawArc(15, 15, 200, 200, 0, 360);
```

In this example, circle will start moving every time the MIDlet will be started and the repaint() method will be called .

The application will look like as follow..

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Source Code of RunningCircle.java

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

public class RunningCircle extends MIDlet{

  public void startApp(){
  Display display = Display.getDisplay (this);
  display.setCurrent(new CircleCanvas(display, 10));
  }

  public void pauseApp(){}

  public void destroyApp(boolean unconditional){}
}

class CircleCanvas extends Canvas implements Runnable{
  int degree = 360;
  long startTime;
  int seconds;
  Display display;

  CircleCanvas(Display display, int seconds){
  this.display = display;
  this.seconds = seconds;
  startTime = System.currentTimeMillis();
  }

  public void paint(Graphics g){
  g.setColor(0, 0, 255);
```

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```
 g.fillRect(0, 0, getWidth(), getHeight());

 g.setColor(255, 0, 0);
 g.fillArc(15,15, 200, 200, 90, degree);
 display.callSerially(this);
 g.setColor(255, 0, 0);
 g.drawArc(15, 15, 200, 200, 0, 360);
 }

 public void run(){
 int i = 0;
 int milisecond = (int)((System.currentTimeMillis() - startTime)/seco
 degree = 360 - (milisecond * 360)/7200;
 for(i = 0; i <= milisecond; i++){
 repaint();
 }
 }
}
```

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Arup Roy
June 24, 2013
j2ME

Thanks sir. But do not run NetBeans IDE.

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