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Image Item Using Canvas Example

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Image Item Using Canvas Example

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This example is will show you how to create the image at the top center of the screen.

Image Item Using Canvas Example

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This example is will show you how to create the image at the top center of the screen. The following are the methods used in this class:

getAltText()

getImage()

getLayout()

setAltText(String text)

setImage(Image img)

setLayout(int layout)

Following fields have been used in this class:

LAYOUT_CENTER:- Image should be horizontally centered.

LAYOUT_DEFAULT:- Use the default formatting of the "container" of the image.

LAYOUT_LEFT:- Image should be close to left-edge of the drawing area.

LAYOUT_NEWLINE_AFTER:- A new line should be started after the image is drawn.

LAYOUT_NEWLINE_BEFORE:- A new line should be started before the image is drawn.

LAYOUT_RIGHT:- Image should be close to right-edge of the drawing area.

Application is as follows:

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www.roseindia.net/j2me/ImageItemExample.zip

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Listener

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Source Code of ImageItemExample.java

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

public class ImageItemExample extends MIDlet implements CommandListener {
    private Display display;
    private Command exit;
    private Form form;
    private ImageItem logo;

    public ImageItemExample() {
        form = new Form("Image Item");
        exit = new Command("Exit", Command.EXIT, 0);
        try {
            logo = new ImageItem(null, Image.createImage("/logo.png"),
                ImageItem.LAYOUT_CENTER | ImageItem.LAYOUT_NEWLINE_BEFORE |
                ImageItem.LAYOUT_NEWLINE_AFTER, "Roseindia");
            form.append(logo);
        } catch (IOException e) {
            form.append(new StringItem(null, "Roseindia: Image not available: " +
                e.getMessage()));
        }

        public void startApp() {
            display = Display.getDisplay(this);
            form.addCommand(exit);
            form.setCommandListener(this);
            display.setCurrent(form);
        }
    }
}
```



```

public void pauseApp() {}

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

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

```

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Nanuss
June 25, 2012
Image from web

If I want use a picture from the web? logo = new ImageItem(null, Image.createImage("????") Thanks!

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