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In this part of J2ME Image Tutorial, we are going to show you how to create an Image with animation. Here we have create a class called ImageAanimation that extends MIDlet and implements the CommandListner class.

J2ME Animation using repaint() method

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In this part of J2ME Image Tutorial, we are going to show you how to create an Image with animation. Here we have create a class called ImageAanimation that extends MIDlet and implements the CommandListner class. We have also used the predefined Canvas class to show the animation and image. For this, we have created a ImageCanvas2 class that extends the Canvas class to draw the animation and blink the image for a given period of time. To draw the image we are using the following methods:

```
image = Image.createImage("/cartoondog.png");
frame_width = image.getWidth();
frame_height = image.getHeight();
```

And when image created then we can appear this image using this methods:

```
while(run_thread){
    Thread.sleep((frame_index == Frame_Count - 1) ?
        Last_Frame_Count : Frame_Hold);
    int last_frame_index = frame_index;
    frame_index = (frame_index + 1) % Frame_Count;
    int repaint_left = position[last_frame_index];
    int repaint_right = position[frame_index];

    if(position[last_frame_index] > position[frame_index]){
        repaint_left = position[frame_index];
        repaint_right = position[last_frame_index];
    }
    repaint_left = (repaint_left * run_length) >> 10;
    repaint_right = (repaint_right * run_length) >> 10;
    repaint(repaint_left, 0, frame_width + repaint_right -
        repaint_left, frame_height);
}
```

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The Application is as follows:



Source Code ImageAnimation.java

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

public class ImageAnimation extends MIDlet implements CommandListener{
    private Display display;
    private Command exit;

    protected void startApp(){
        display = Display.getDisplay(this);
        ImageCanvas2 canvas = new ImageCanvas2();
        exit = new Command("Exit", Command.EXIT, 1);
        canvas.addCommand(exit);
        canvas.setCommandListener(this);
        display.setCurrent(canvas);
    }

    protected void pauseApp(){}

    protected 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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```

    }
}

class ImageCanvas2 extends Canvas implements Runnable{
    int Frame_Count = 17;
    int Frame_Hold = 70000;
    int Last_Frame_Count = 300;
    int[] position = {
        0, 50, 186, 372, 558, 744, 930, 1024, 1024,
        834, 651, 465, 279, 93, 0, 0, 0};

    private Image image;
    int frame_width = 0;
    int frame_height = 0;
    int frame_index = 0;
    int run_length = 0;
    boolean run_thread = false;

    protected void showNotify(){
        try{
            image = Image.createImage("/cartoon dog.png");
            frame_width = image.getWidth();
            frame_height = image.getHeight();
        } catch (Exception ioe) {
            return;
        }
        run_length = getWidth() - frame_width;
        run_thread = true;
        frame_index = 0;
        new Thread(this).start();
    }

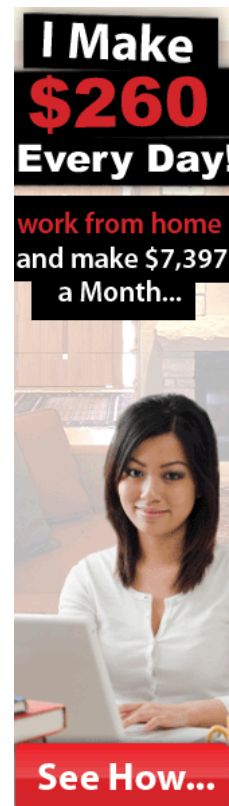
    protected void hideNotify(){
        run_thread = false;
    }

    public void run(){
        try{
            while(run_thread){
                Thread.sleep((frame_index == Frame_Count - 1) ?
                    Last_Frame_Count : Frame_Hold);
                int last_frame_index = frame_index;
                frame_index = (frame_index + 1) % Frame_Count;
                int repaint_left = position[last_frame_index];
                int repaint_right = position[frame_index];

                if(position[last_frame_index] > position[frame_index]){
                    repaint_left = position[frame_index];
                    repaint_right = position[last_frame_index];
                }
                repaint_left = (repaint_left * run_length) >> 10;
                repaint_right = (repaint_right * run_length) >> 10;
                repaint(repaint_left, 0, frame_width + repaint_right -
                    repaint_left, frame_height);
            }
        } catch (Exception e) {}
    }

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

```



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g.translate((position[frame_index] * run_length) >> 10, 0);
g.clipRect(0, 0, frame_width, frame_height);
g.drawImage(image, 0, -(frame_index * frame_height),
Graphics.LEFT + Graphics.TOP);
}
}

```

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