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This is the immutable image example which shows how to create the immutable image using canvas. In this example ImageCanvas class extends the Canvas class to create the immutable image.

Immutable Image using Canvas Class

This is the immutable image example which shows how to create the

immutable image using canvas. In this example ImageCanvas class extends the Canvas class to create the immutable image. In the constructor of Image Canvas class we are trying to create the image and create a exit class as below:

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public ImageCanvas(ImutableImage1 midlet) { this.midlet = midlet; exit = new Command("Exit", Command.EXIT, 1); addCommand(exit): setCommandListener(this); image = Image.createImage("/logo.png"); }catch (java.io.IOException e) { System.err.println(e);

And we are trying to paint the image in the paint() function. The Application is as follows:

10/3/13 Listener J2ME Text Box Example J2ME Timer Animation J2ME Vector Example J2ME Video Control Example J2ME Event Handling Example J2ME HashTable Example J2ME Icon MIDIet Example J2ME Image Item Example J2ME Image Example J2ME Item State Listener Example J2ME Key Codes Example J2ME KeyEvent Example J2ME Label Example J2ME Random Number J2ME Read File J2ME RMS Sorting Example J2ME Timer MIDlet Example Custom Item in J2ME Appending Image into the J2ME Form J2ME Convert Date To String Appending string in J2ME Form J2ME Enumeration

Example

J2ME Display Size Example

J2ME Current Date And Time

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📳 +5550000 - DefaultColorPhone MIDlet Help 0 Select one to launch: For RoseIndia GetHelp SimpleGraphics PacerExample LineCanvas RectangleCanvas ArcsExample TextExample Coordinates KeyCanvas BoxTextCanvas Crossline CornerText ImutableImage lmutablelmage1 MutablelmageExample SELECT CLEAR Source Code of ImutableImage1.java

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

public class ImutableImage1 extends MIDlet{
    private Display display;
    private ImageCanvas canvas;

    public ImutableImage1() {
        display = Display.getDisplay(this);
        canvas = new ImageCanvas(this);
    }

    protected void startApp() {
        display.setCurrent( canvas );
    }

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

    public void exitMIDlet() {
        destroyApp(true);
    }
}
```





class ImageCanvas extends Canvas implements CommandListener{

```
private Command exit;
private ImutableImage1 midlet;
private Image image = null;
public ImageCanvas(ImutableImage1 midlet){
this.midlet = midlet;
exit = new Command("Exit", Command.EXIT, 1);
addCommand(exit);
setCommandListener(this);
try{
image = Image.createImage("/logo.png");
}catch (java.io.IOException e) {
System.err.println(e);
protected void paint(Graphics g) {
if(image != null){
g.drawImage(image, 10, 10, Graphics.LEFT | Graphics.TOP);
public void commandAction(Command c, Displayable d) {
String label = c.getLabel();
if(label.equals("Exit")){
midlet.exitMIDlet();
```

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