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# J2me Tutorials

J2me

J2ME Tutorial

Home

Image Icon Using Canvas Example

J2ME Hello World Example

J2ME Draw Triangle

Simple Line Canvas Example

Arc MIDIet Example

Text MIDIet Example

Access URL

Kxml Parser Example

KXML Parse Example

J2ME Kxml Connection Example

J2ME Kxml Example

J2ME Kxml Example

.....

.....

J2ME Tutorial

J2ME Draw String

Rectangle Canvas MIDlet Example

Graphics MIDlet Example

J2ME Tutorial

.....

J2ME Servlet Example

J2ME Cookies Example

J2ME Frame Animation2

J2ME Frame Animation

J2ME RMS Read Write

J2ME Record Data Base

J2ME Audio Record

J2ME Record

Building a J2ME sliding Slating Building a J2ME sliding Share on Google sliding menu with text and images (part-(part-1))

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Building a J2ME sliding menu with text and images(part-1)

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This example will show, how to create an image icon to perform the next action or next image from the list every time it's been clicked. So if you want to go from one icon to another icon by the nice sliding effect, you have to run the given example.

Building a J2ME sliding menu with text and images(part-1)

<--Prior Index Next-->

This example will show, how to create an image icon to perform the next action or next image from the list every time it's been clicked. So if you want to go from one icon to another icon by the nice sliding effect, you have to run the given example. For developing this application we have inherit **canvass** class and implement **Runnable** Interface. The Runnable interface is called from **java.lang** package and this interface has only one methods which is called: **run() method.** The function to run the application is as follows which is used in this application:

```
public void run() {
    try{
    while(true) {
        repaint();
        synchronized(this) {
        wait(100L);
    }
    }
    catch(Exception e) {
        e.printStackTrace();
    }
}
```

And the following image is created in this application is as follows:

```
image[0] = Image.createImage("/bollywood-height.png");
image[1] = Image.createImage("/212229_1193669628.png");
image[2] = Image.createImage("/95936_50.png");
image[3] = Image.createImage("/shreya.png");
image[4] = Image.createImage("/Aishw.png");
image[5] = Image.createImage("/karishma.png");
image[6] = Image.createImage("/tmb_jiahkhannishabd.png");
image[7] = Image.createImage("/amisha.png");
image[8] = Image.createImage("/shilpashetty.png");
image[9] = Image.createImage("/priti.png");
```

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Image Icon L	Ising Canvas	s Example		
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J2ME

To String

Example

Appending Image into the J2ME Form

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Appending string in J2ME Form

J2ME Enumeration Example

J2ME Display Size

J2ME Current Date And Time

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The Sample of Application is as follows:





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```
import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;
public class SlideImage extends MIDlet{
  private Display display;
  public void startApp() {
  display = Display.getDisplay(this);
  display.setCurrent(new IconsCanvas());
  public void pauseApp(){}
  public void destroyApp(boolean unconditional) {
  notifyDestroyed();
class IconsCanvas extends Canvas implements Runnable{
  SlideMenu menu = null;
  public IconsCanvas() {
```



# Source Code of SlideImage.java

```
Image[] image = new Image[10];
```

```
image[0] = Image.createImage("/bollywood-height.png");
image[1] = Image.createImage("/212229 1193669628.png");
image[2] = Image.createImage("/95936 50.png");
image[3] = Image.createImage("/shreya.png");
image[4] = Image.createImage("/Aishw.png");
image[5] = Image.createImage("/karishma.png");
image[6] = Image.createImage("/tmb_jiahkhannishabd.png");
image[7] = Image.createImage("/amisha.png");
image[8] = Image.createImage("/shilpashetty.png");
image[9] = Image.createImage("/priti.png");
menu = new SlideMenu(new String[]{"1", "2", "3", "4",
"5", "6", "7", "8", "9", "10"},
image, getWidth(), getHeight());
new Thread(this).start();
}catch(Exception e) {
e.printStackTrace();
protected void paint(Graphics g) {
menu.paint(g);
public void keyPressed(int key) {
int gameKey = getGameAction(key);
if(gameKey == Canvas.RIGHT) {
menu.slideItem(1);
}else if(gameKey == Canvas.LEFT) {
menu.slideItem(- 1);
}
public void run(){
try{
while(true) {
repaint();
synchronized(this) {
wait(100L);
}catch(Exception e) {
e.printStackTrace();
```

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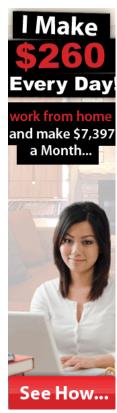
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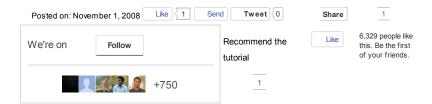
PROGRAMM...

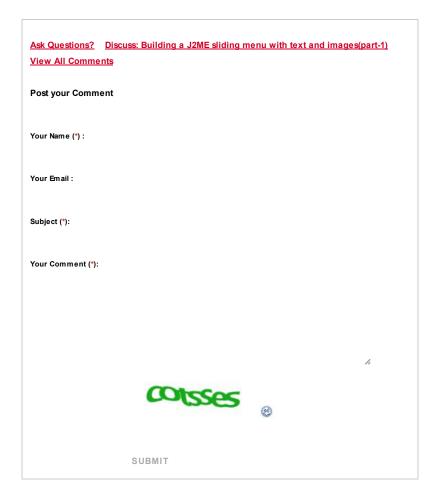




«Previous Index Next»

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December 20, 2011 touchscreen interface

can i get code for making the interface as touchscreen



# sandeep

September 3, 2012

Sliding image program in j2me

I am new to the j2me, i have been struck up here to slide images . please help me that......

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