**Write J2ME or MIDP Application Program to show the use of TextField, create two TextField as Name &amp; Company, which accepts input from the user and displays the same on the screen.**  
  
import javax.microedition.lcdui.\*;  
import javax.microedition.midlet.\*;  
public class TextFieldExample extends MIDlet implements CommandListener{  
private Form form;  
private Display display;  
private TextField name, company;  
private Command ok;  
public TextFieldExample(){  
name = new TextField("Name:", "", 30, TextField.ANY);  
company = new TextField("Company Name:", "", 30, TextField.ANY);  
ok = new Command("OK", Command.OK, 2);  
}  
public void startApp(){  
display = Display.getDisplay(this);  
Form form = new Form("Text Field");  
form.append(name);  
form.append(company);  
form.addCommand(ok);  
form.setCommandListener(this);  
display.setCurrent(form);  
}  
public void pauseApp(){  
}  
public void destroyApp(boolean destroy){  
notifyDestroyed();  
}  
public void showInput(){  
display = Display.getDisplay(this);  
String n = name.getString();  
String c = company.getString();  
Form form = new Form("Input Value");  
form.append(n);  
form.append(c);  
display.setCurrent(form);  
}  
public void commandAction(Command c, Displayable d) {  
String label = c.getLabel();  
if(label.equals("OK")){  
showInput();  
}  
}  
}

 