**Write J2ME or MIDP Application Program to demonstrate the slideshow’s which has three slides. Which includes only text. Program should change to the new slide after 5 seconds. After the third slide program returns to the First Slide and continue the same process.**

import javax.microedition.midlet.\*;

import javax.microedition.lcdui.\*;

public class SlideShow extends MIDlet implements

CommandListener {

public Form slide1;

public Form slide2;

public Form slide3;

public Command Exit;

public Display display;

public SlideShow()

{

display=Display.getDisplay(this);

Exit=new Command("Exit",Command.EXIT,1);

slide1=new Form("Slide1");

slide1.append("This is Slide number 1");

slide1.addCommand(Exit);

slide2=new Form("Slide2");

slide2.append("This is Slide number 2");

slide2.addCommand(Exit);

slide3=new Form("Slide3");

slide3.append("This is Slide number 3");

slide3.addCommand(Exit);

slide1.setCommandListener(this);

slide2.setCommandListener(this);

slide3.setCommandListener(this);

}

public void startApp() {

Thread runner = new Thread(new

ThreadRunner(display,slide1,slide2,slide3));

runner.start();

}

public void pauseApp() {

}

public void destroyApp(boolean unconditional) {

}

public void commandAction(Command command,Displayable

displayable)

{

if(displayable==slide1)

{

if(command==Exit)

notifyDestroyed();

}

else if(displayable==slide2)

{

if(command==Exit)

notifyDestroyed();

}

else if(displayable==slide3)

{

if(command==Exit)

notifyDestroyed();

}

}

}

class ThreadRunner implements Runnable {

Display display;

public int c=0;

public Form slide1;

public Form slide2;

public Form slide3;

public ThreadRunner(Display display,Form slide1,Form

slide2,Form slide3) {

this.display = display;

this.slide1=slide1;

this.slide2=slide2;

this.slide3=slide3;

}

public void run() {

while(true)

{

c++;

if(c==1)

display.setCurrent(slide1);

else if(c==2)

display.setCurrent(slide2);

else if(c==3)

display.setCurrent(slide3);

else if(c==4)

c=0;

try

{

Thread.sleep(1500);

}

catch(Exception ex)

{

}

}

}

}

  