EXPERIMENT No. 3

AIM: Midlet Program for creating Canvas

PROGRAM:

```
import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
public class HouseCanvas extends MIDlet{
 private Display display;
 public void startApp(){
 Canvas canvas = new CanvasRectangle();
 display = Display.getDisplay(this);
 display.setCurrent(canvas);
 public void pauseApp(){}
 public void destroyApp(boolean unconditional){}
}
class CanvasRectangle extends Canvas {
 public void paint(Graphics g) {
  g.setColor (204, 204, 255);
  g.fillRect(50,150,100,120);
  g.drawRect(50,150,100,120);
```

```
g.setColor (102, 102, 255);
g.fillRect(75,175,50,60);
g.drawRect(75,175,50,60);
g.drawLine(50,150,100,75);
g.drawLine(100,75,150,150);
}
```

OUTPUT:



CONCLUSION: Thus, we have successfully implemented the program for creating House Canvas