



Java™ Platform, Micro Edition

Part 3 – Low Level Graphics

Contents

- **Low Level Graphics**
 - Canvas
 - Key Events
 - Geometry & Text
 - Images

Canvas

- **Canvas = base class**
 - **Derive your own class from Canvas**
- Canvas assigned to the screen like high level UI → can be mixed with high level UI!
- **Functionality:**
 - Key events (key codes)
 - Pointer events
 - Paint (**must** be implemented)
 - Visible / invisible
 - Query properties

Canvas – Full Screen

`setFullScreenMode(false);`



`setFullScreenMode(true);`



Canvas – Events

- **Events sent to (visible) Canvas**
 - Calls methods defined in Canvas base class
 - Key- & pointer-events, commands
- **Serial event delivery**
 - No second event is sent before first event is handled (= you left the event handling method)
 - Exception: repaint enforced by you

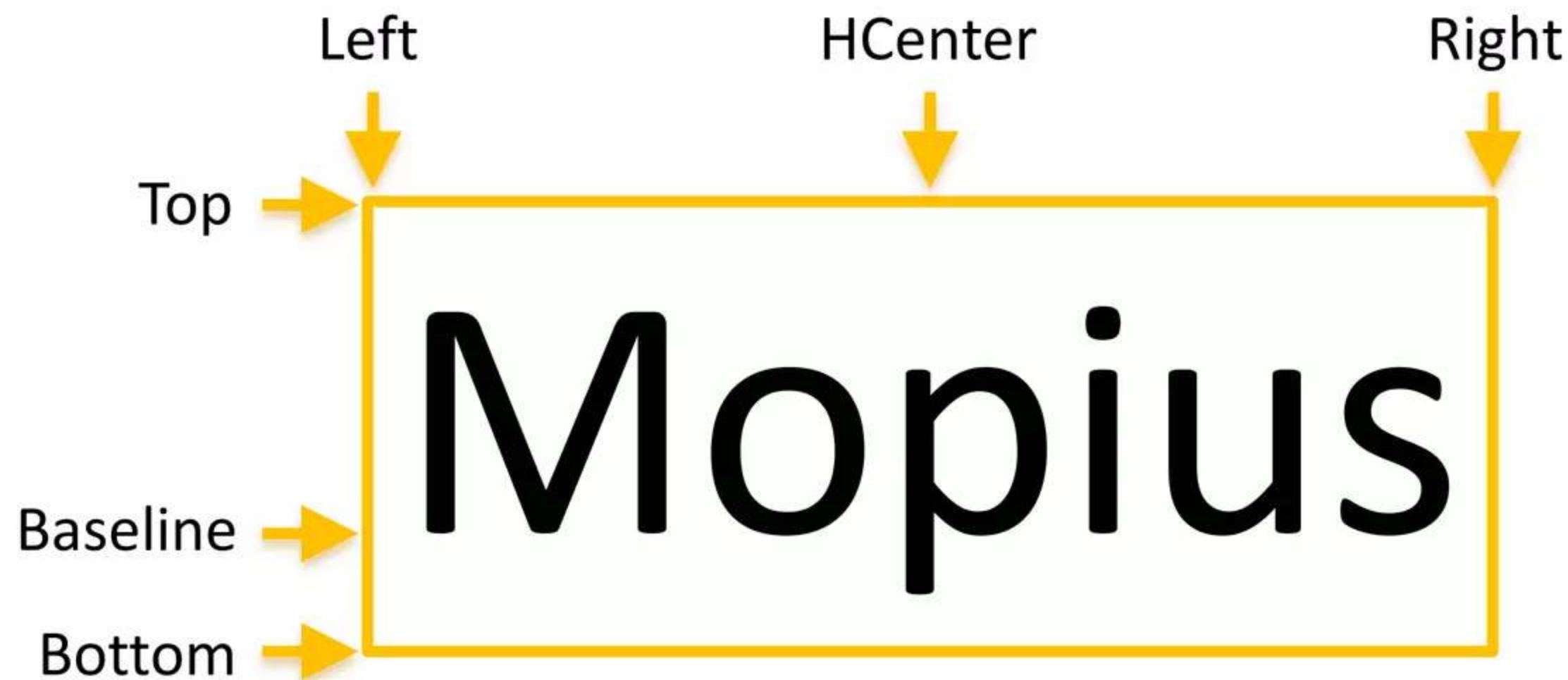


Drawing to the Screen

Graphics

Text

- Define position using anchor points



- Images: similar, but use *VCenter* instead of *Baseline*



Pictures, Photos, Drawings, ...

Images



That's it!

Thanks for your attention