

UNIT - III

Commands, Items and Event Processing : J2ME
UserInterfaces, Display class, The palm OS
Emulator, Command class Item class, ExceptionHandling

Highlevel Display: Screens. Screen class, Alert class,
Form class, Item class, List class, Text-Box class, Ticker
class.

Low level Display: Canvas The canvas, User interactions,
Graphic clipping regions, Animation.

J2ME UserInterfaces : A user interface is
a set of routines that displays information on
the screen, prompts the user to perform a
task and then processes the task.

There are three kinds of user interfaces for
an application

- 1) Command
- 2) Form
- 3) Canvas

Command-based User Interface : A Command-based user interface consists of instances of the Command class.

An instance of the Command class is a button that the user presses on the device to enact a specific task.

Form Based User Interface : A form based user interface consists of an instance of the Form class that contains instances derived from the Item class such as textboxes, radiobuttons, checkboxes, lists and other conventions used to display information on the screen.

A form is similar to an HTML form.

Canvas-based User interface : A canvas-based user interface consists of instances of the Canvas class within which the developer creates images such as those used in a game.

Display class: The device's screen is referred to as the display, we interact with the display by obtaining a reference to an instance of the MIDlet's Display class.

Instances of classes derived from the Displayable class are placed on the screen by calling the setCurrent() method.

getCurrent() method of the Display class is used by a MIDlet to retrieve information about the instances of derivatives of the Displayable class.

Instance of the Display class is created by giving a reference to getDisplay() method.

```
private Display display;
```

```
display = Display.getDisplay(this);
```