

```

import javax.microedition.lcdui.Canvas;
import javax.microedition.lcdui.Command;
import javax.microedition.lcdui.CommandListener;
import javax.microedition.lcdui.Displayable;
import javax.microedition.lcdui.Font;
import javax.microedition.lcdui.Graphics;
import javax.microedition.lcdui.Image;

```

```

public class ContohCanvas3 extends Canvas implements CommandListener {
    private CanvasMIDlet midlet;
    int awalX = 50;
    int awalY = 60;

    public ContohCanvas3(CanvasMIDlet midlet) {

        this.midlet = midlet;
    }

    protected void paint(Graphics g) {
        /* background color*/
        g.setColor(255,255,255);
        g.fillRect(0,0,g.getClipWidth(),g.getClipHeight());

        /* RoundRect / tampilan button */
        g.setColor(100,50,0);

        g.fillRoundRect(awalX, awalY, 110, 25, 15, 45); // utk MULAI
        g.fillRoundRect(awalX, awalY+30, 110, 25, 15, 45); // utk SCORE
        g.fillRoundRect(awalX, awalY+60, 110, 25, 15, 45); // utk HELP
        g.fillRoundRect(awalX, awalY+90, 110, 25, 15, 45); // utkABOUT
        g.fillRoundRect(awalX, awalY+120, 110, 25, 15, 45); // utk EXIT

        /* tulisan pada button roundrect */
        g.setColor(0,255,255);
        g.drawString("M U L A I", awalX + 20, awalY+5, Graphics.TOP|Graphics.LEFT);
        g.drawString("S C O R E", awalX + 20, awalY+5 + 30, Graphics.TOP|Graphics.LEFT);
        g.drawString("H E L P", awalX + 20, awalY+5 + 60, Graphics.TOP|Graphics.LEFT);
        g.drawString("A B O U T", awalX + 20, awalY+5 + 90, Graphics.TOP|Graphics.LEFT);
        g.drawString("E X I T", awalX + 20, awalY+5 + 120, Graphics.TOP|Graphics.LEFT);
    }

    public void commandAction(Command arg0, Displayable arg1) {

    }

    protected void keyPressed(int keyCode)
    {

    }
}

```



## Contoh pengaturan untuk FONT

```
import javax.microedition.lcdui.Canvas;
import javax.microedition.lcdui.Command;
import javax.microedition.lcdui.CommandListener;
import javax.microedition.lcdui.Displayable;
import javax.microedition.lcdui.Font;
import javax.microedition.lcdui.Graphics;
import javax.microedition.lcdui.Image;

public class ContohCanvas3 extends Canvas implements CommandListener {
    private CanvasMIDlet midlet;
    int awalX = 50;
    int awalY = 60;

    public ContohCanvas3(CanvasMIDlet midlet) {

        this.midlet = midlet;
    }

    protected void paint(Graphics g) {
        /* background color*/
        g.setColor(255,255,255);
        g.fillRect(0,0,g.getClipWidth(),g.getClipHeight());

        /* RoundRect / tampilan button */
        g.setColor(100,50,0);
        g.fillRoundRect(awalX, awalY, 110, 25, 15, 45); // utk MULAI
        g.fillRoundRect(awalX, awalY+30, 110, 25, 15, 45); // utk SCORE
        g.fillRoundRect(awalX, awalY+60, 110, 25, 15, 45); // utk HELP
        g.fillRoundRect(awalX, awalY+90, 110, 25, 15, 45); // utkABOUT
        g.fillRoundRect(awalX, awalY+120, 110, 25, 15, 45); // utk EXIT

        Font font=Font.getFont(Font.FACE_MONOSPACE, Font.STYLE_ITALIC, Font.SIZE_LARGE);
        g.setFont(font);

        /* tulisan pada button roundrect */
        g.setColor(0,255,255);
        g.drawString("M U L A I", awalX + 20, awalY+5 , Graphics.TOP|Graphics.LEFT);
        g.drawString("S C O R E", awalX + 20, awalY+5 + 30, Graphics.TOP|Graphics.LEFT);
        g.drawString("H E L P", awalX + 20, awalY+5 + 60, Graphics.TOP|Graphics.LEFT);
        g.drawString("A B O U T", awalX + 20, awalY+5 + 90, Graphics.TOP|Graphics.LEFT);
        g.drawString("E X I T", awalX + 20, awalY+5 + 120, Graphics.TOP|Graphics.LEFT);
    }

    public void commandAction(Command arg0, Displayable arg1) {

    }

    protected void keyPressed(int keyCode)
    {

    }
}
```



```

import javax.microedition.lcdui.Canvas;
import javax.microedition.lcdui.Command;
import javax.microedition.lcdui.CommandListener;
import javax.microedition.lcdui.Displayable;
import javax.microedition.lcdui.Font;
import javax.microedition.lcdui.Graphics;
import javax.microedition.lcdui.Image;

```

```

public class ContohCanvas3 extends Canvas implements CommandListener {
    private CanvasMIDlet midlet;
    int awalX = 50;
    int awalY = 60;

```

```

    public ContohCanvas3(CanvasMIDlet midlet) {

```

```

        this.midlet = midlet;

```

```

    }

```

```

    protected void paint(Graphics g) {
        /* background color*/
        g.setColor(255,255,255);
        g.fillRect(0,0,g.getClipWidth(),g.getClipHeight());

```

```

        g.setColor(100,50,0);
        g.drawRect(awalX, awalY, 110, 25); // utk MULAI
        g.drawRect(awalX, awalY+30, 110, 25); // utk SCORE
        g.drawRect(awalX, awalY+60, 110, 25); // utk HELP
        g.drawRect(awalX, awalY+90, 110, 25); // utk ABOUT
        g.drawRect(awalX, awalY+120, 110, 25); // utk EXIT

        g.setColor(0,255,255);
        g.drawString("M U L A I", awalX + 20, awalY+5 , Graphics.TOP|Graphics.LEFT);
        g.drawString("S C O R E", awalX + 20, awalY+5 + 30, Graphics.TOP|Graphics.LEFT);
        g.drawString("H E L P", awalX + 20, awalY+5 + 60, Graphics.TOP|Graphics.LEFT);
        g.drawString("A B O U T", awalX + 20, awalY+5 + 90, Graphics.TOP|Graphics.LEFT);
        g.drawString("E X I T", awalX + 20, awalY+5 + 120, Graphics.TOP|Graphics.LEFT);

```

```

    }

```

```

    public void commandAction(Command arg0, Displayable arg1) {

```

```

    }

```

```

    protected void keyPressed(int keyCode)

```

```

    {

```

```

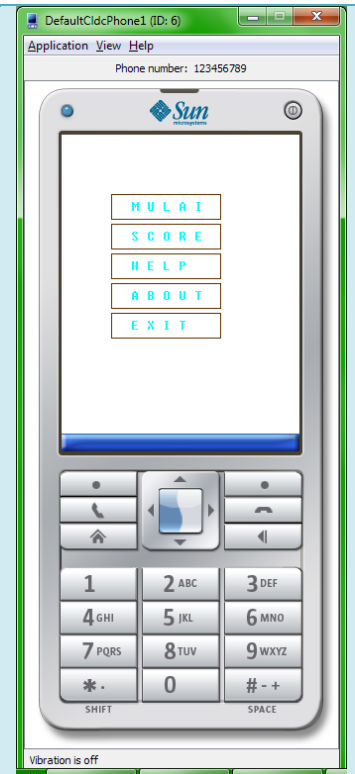
    }

```

```

}

```



```

import javax.microedition.lcdui.Canvas;
import javax.microedition.lcdui.Command;
import javax.microedition.lcdui.CommandListener;
import javax.microedition.lcdui.Displayable;
import javax.microedition.lcdui.Font;
import javax.microedition.lcdui.Graphics;
import javax.microedition.lcdui.Image;

```

```

public class ContohCanvas3 extends Canvas implements CommandListener {
    private CanvasMIDlet midlet;
    int awalX = 50;
    int awalY = 60;

```

```

private final static int p_MULAI = 0;
private final static int p_SCORE = 1;
private final static int p_HELP = 2;
private final static int p_ABOUT = 3;
private final static int p_KELUAR = 4;

```

```

int posisi = p_MULAI;

```

```

public ContohCanvas3(CanvasMIDlet midlet) {

```

```

    this.midlet = midlet;

```

```

}

```

```

protected void paint(Graphics g) {
    /* background color*/
    g.setColor(255,255,255);
    g.fillRect(0,0,g.getClipWidth(),g.getClipHeight());

```

```

//          g.setColor(100,50,0);
//          g.drawRect(awalX, awalY,   110, 25);           // utk MULAI
//          g.drawRect(awalX, awalY+30, 110, 25);           // utk SCORE
//          g.drawRect(awalX, awalY+60, 110, 25);           // utk HELP
//          g.drawRect(awalX, awalY+90, 110, 25);           // utk ABOUT
//          g.drawRect(awalX, awalY+120, 110, 25);          // utk EXIT

```

```

// ganti menjadi :

```

```

g.setColor(100,50,0);
g.drawRect(awalX, awalY + posisi * 30,   110, 25);

```

```

g.setColor(0,255,255);
g.drawString("M U L A I", awalX + 20, awalY+5 , Graphics.TOP|Graphics.LEFT);
g.drawString("S C O R E", awalX + 20, awalY+5 + 30, Graphics.TOP|Graphics.LEFT);
g.drawString("H E L P", awalX + 20, awalY+5 + 60, Graphics.TOP|Graphics.LEFT);
g.drawString("A B O U T", awalX + 20, awalY+5 + 90, Graphics.TOP|Graphics.LEFT);
g.drawString("E X I T", awalX + 20, awalY+5 + 120, Graphics.TOP|Graphics.LEFT);

```

```

}

```

```

public void commandAction(Command arg0, Displayable arg1) {

```



Klik tombol atas dan bawah untuk memindahkan kotak



---

```
}
```

```
protected void keyPressed(int keyCode)
```

```
{
```

```
    int arrow = getGameAction(keyCode);
    if (arrow == UP)
    {
        if (posisi > 0) // atau if (posisi > p_LOGIN)
        {
            posisi--;
            repaint();
        }
    }
    else if (arrow == DOWN)
    {
        if (posisi < 4) // atau if (posisi < p_EXIT)
        {
            posisi++;
            repaint();
        }
    }
}
```

```
}
```

```
}
```

---

---