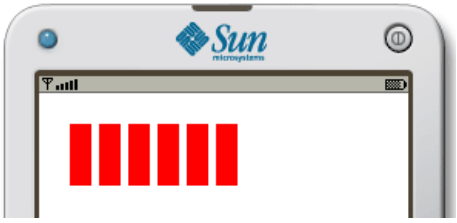
Canvas Loading Bar in Java ME

A simple loading bar to be used on Canvas when doing long operations. You can see a live preview here: Canvas Loading bar emulator



We'll start defining some instance variables, that we'll use within our code:

```
public long stepInterval = 250L;

public int width = 0;
public int height = 0;

int padding = 0;

int color = 0x000000;

int squares = 0;
int squareWidth = 0;

int currentSquares = 0;

Timer stepTimer = null;
```

Now the bar constructor, with its arguments:

- bar size (width and height)
- padding between squares
- number of squares to be used
- squares color

```
public LoadingBar(int width, int height, int padding, int squares, int color)
{
 this.width = width;
 this.height = height;
 this.squares = squares;

 this.color = color;
 this.padding = padding;

 this.squareWidth = (width - padding) / (squares) - padding;
}
```

Paint method is quite straightforward:

```
public void paint(Graphics g)
{
 g.setColor(color);

 for(int i = 0; i < currentSquares; i++)
```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```
 {
  g.fillRect(i * (squareWidth + padding), 0, squareWidth, height);
 }
}
```

Finally, the animation logic, where we'll use a Timer, and expose start() and stop() methods to control Bar animation:

```
public void start()
{
 stepTimer = new Timer();

 stepTimer.schedule(new TimerTask()
  {
   public void run()
   {
    step();
   }
  },
  stepInterval, stepInterval
 );
}
public void stop()
{
 stepTimer.cancel();
}
void step()
{
 currentSquares = (currentSquares + 1) % (squares + 1);
}
```


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