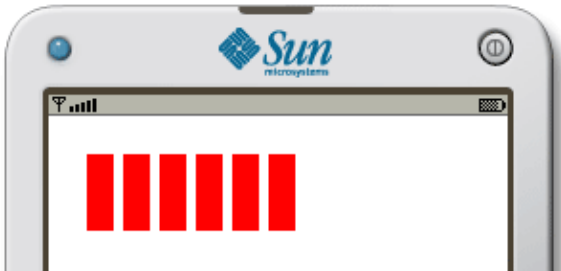




A simple loading bar to be used on Canvas when doing long operations. You can see a live preview here: [Canvas Loading bar emulator](#)



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)
{
    setColgr(color);
}
```

Canvas_Loading_Bar_in_Java_ME

```
for(int i = 0; i < currentSquares; i++)
{
    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()
{
    startTimer();

    start(new TimerTask()
    {
        public void run()
        {
            step();
        }
    },
        stepInterval, stepInterval);
}

public void stop()
{
    stopTimer();
}

void step()
{
    currentSquares = (currentSquares + 1) % (squares + 1);
}
```