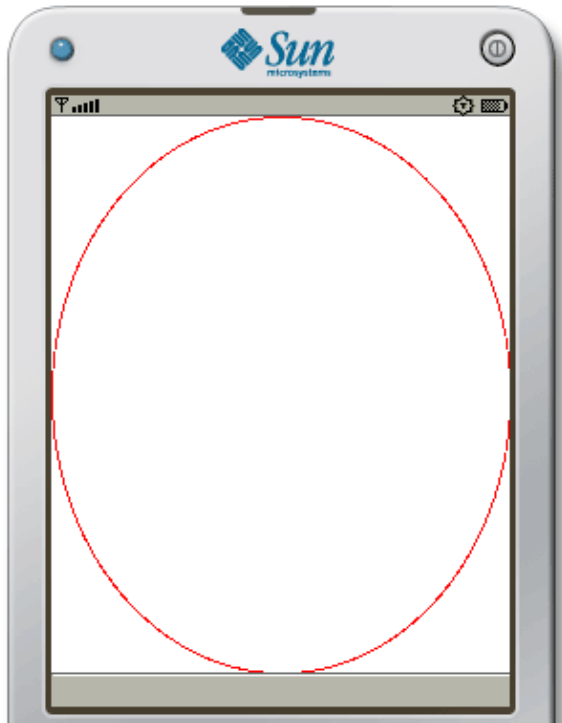




This article explains **how to draw a circle by using Java ME low-level graphics.**



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## Description

When working with low-level Graphics, it's possible to draw simple shapes just using the available Graphics methods:

- **drawArc**(int x, int y, int width, int height, int startAngle, int arcAngle)
- **drawLine**(int x1, int y1, int x2, int y2)
- **drawRect**(int x, int y, int width, int height)
- **drawRoundRect**(int x, int y, int width, int height, int arcWidth, int arcHeight)

## Source code

The following code shows the paint method of a Canvas class which helps to draw a circle in [Java ME](#)

```
protected void paint(Graphics graphics)
{
    graphics.setColor(255,255,255);
    graphics.fillRect(0, 0, getWidth(), getHeight());
    graphics.setColor(255,0,0);
    graphics.drawArc(0, 0, getWidth(), getHeight(), 0, 360);
}
```

To draw a filled circle, just replace the **drawArc()** method with **fillArc()**.

## Download

You can **download the source code** presented in this article here: [Media:DrawACircleMIDlet.zip](#)

## Related resources

[Low-level APIs on Forum Nokia Java ME Developer's Library](#)