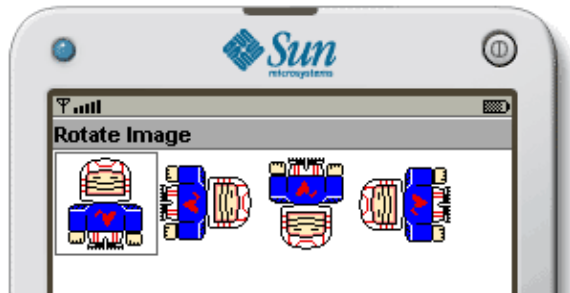


Rotate_an_image_in_Java_ME

Attention: This example works only in MIDP 2.x devices.

Here's a useful method to rotate images in J2ME. It currently supports **rotations of 90°, 180° and 270°** (and, of course, 0° rotations :)).



Source code: rotateImage method

```
public static Image rotateImage(Image image, int angle) throws Exception
{
    if(angle == 0)
    {
        return image;
    }
    else if(angle != 180 && angle != 90 && angle != 270)
    {
        throw new Exception("Invalid angle");
    }

    int width = image.getWidth();
    int height = image.getHeight();

    int[] rowData = new int[width];
    int[] rotatedData = new int[width * height];

    int rotatedIndex = 0;

    for(int i = 0; i < height; i++)
    {
        getRGB(rowData, image, 0, width, 0, i, width, 1);

        for(int j = 0; j < width; j++)
        {
            = rotatedIndex
            == 90 ? (height - i - 1) + j * height :
            (angle == 270 ? i + height * (width - j - 1) :
            * height - (i * width + j) - 1 width
        );

            [rotatedIndex]rotatedData[j];
        }
    }

    if(angle == 90 || angle == 270)
    {
        return Image.createRGBImage(rotatedData, height, width, true);
    }
    else
    {

```

Source code: rotateImage method

Rotate_an_image_in_Java_ME

```
return Image.createRGBImage(rotatedData, width, height, true);  
}  
}
```

Source code: sample usage

Here's a sample usage on how to use the rotateImage() method:

```
Image original = Image.createImage("/original_image.png");  
Image rotated_image = rotateImage(original, 90);
```