

Text_wrapping_in_Java_ME

The following code illustrates how to wrap text.

```
import java.util.Enumeration;
import java.util.NoSuchElementException;

import javax.microedition.lcdui.*;

//www.astrientlabs.com
public class LineEnumeration implements Enumeration {
    private Font font;
    private String text;

    private int width;
    private int position;
    private int length;
    private int start = 0;

    public LineEnumeration(Font font, String text, int width) {
        this.font = font;
        this.text = text;
        this.width = width;
        this.length = text.length();
    }

    public boolean hasMoreElements() {
        return (position < (length-1));
    }

    public Object nextElement() throws NoSuchElementException {
        try {
            return text.substring(start, (start = next()));
        } catch ( IndexOutOfBoundsException e ) {
            throw new NoSuchElementException(e.getMessage());
        } catch ( Exception e ) {
            throw new NoSuchElementException(e.getMessage());
        }
    }

    private int next() {
        int i = position;
        int lastBreak = -1;

        for ( ;i < length && font.stringWidth(text.substring(position,i)) <= width; i++ ) {
            if ( text.charAt(i) == ' ' ) {
                lastBreak = i;
            } else if ( text.charAt(i) == '\n' ) {
                lastBreak = i;
                break;
            }
        }

        if ( i == length ) {
            position = i;
        } else if ( lastBreak <= position ) {
            position = i;
        } else {
            position = lastBreak;
        }
    }
}
```

```
        return position;
    }
}
```

Usage Example

```
LineEnumeration e = new LineEnumeration(myFont,myText,lineWidth);
while ( e.hasMoreElements() ) {
    g.drawString(e.nextElement().toString(), startX,startY, Graphics.TOP | Graphics.LEFT);
    startY += myFont.getHeight();
}
```