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MIDP



startApp(), pauseApp(), destroyApp()

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CubeCube.java

```
package Cube;

import javax.microedition.lcdui.*;
import javax.microedition.midlet.*;
import java.io.*;
import com.skt.m.*;

public class CubeCube extends MIDlet
{
    public CubeCanvas canvas;
    Display display;

    public CubeCube()
    {
        canvas = new CubeCanvas(this);
        Device.setBacklightEnabled(true); // 가
        ( true )
        Device.enableRestoreLCD(true); //
        . SUSPEND
        loadLogo();
    }

    protected void startApp()
    {
        display = Display.getDisplay(this);
        canvas.active = true;
        display.setCurrent(canvas);
        BackLight.on(0); // On
    }

    protected void pauseApp()
    {
        canvas.active = false;
    }

    public void resumeApp() {}

    public void destroyApp(boolean uc)
    {
        display.setCurrent(null);
        notifyDestroyed();
    }

    public void loadLogo()
```

```

        {
            try{
                canvas.logo    =    Image.createImage("/Cube/img/logo.png");

            }catch(IOException e){
                e.printStackTrace();
            }
        }
    }
}

```

CubuCanvas.java

```

package Cube;

import javax.microedition.midlet.*;
import javax.microedition.lcdui.*;
import java.io.*;

public class CubeCanvas extends Canvas implements Runnable
{
    public boolean        active = true;
    public boolean        init = true;
    private Thread        thread;
    static Graphics g;
    static Image logo;

    private CubeCube      cube;

    public CubeCanvas(CubeCube cube)
    {
        this.cube = cube;
        thread = new Thread(this);
        thread.start();
    }

    protected void paint(Graphics g) {
        this.g = g;          // ..
        //
        if(init){
            g.drawImage(logo, 0, 22, 0);
            init = false;
        }
    }

    public void run() {
        try {
            while(active)

```

