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MIDlet, Canvas, Thread가

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MIDlet

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..Canvas

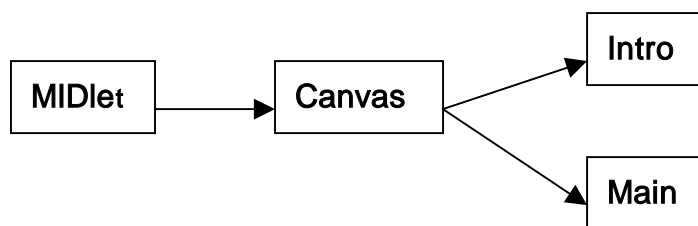
Canvas가 가

Thread 가

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1. MIDlet
2. Canvas
3. Intro
4. Intro
5. Main

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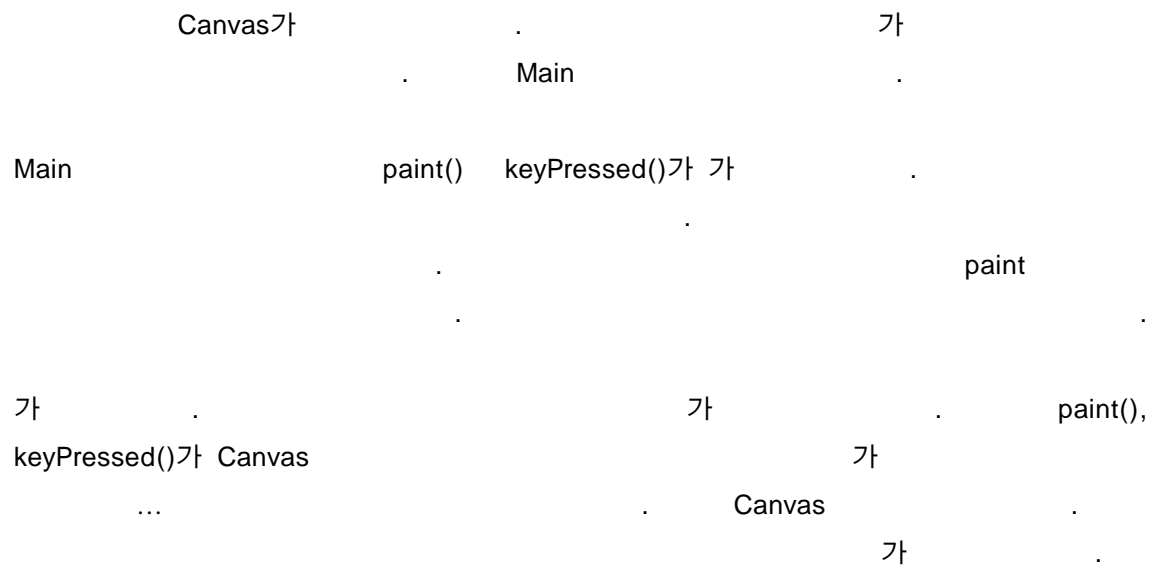
Canvas

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```
public static int INTRO = 1;
public static int MAIN = 2;
public int status = INTRO;

public void paint(Graphics g)
{
    switch(satus)
    {
        case INTRO:
            intro.paint(g);
            break;
        case MAIN:
            main.paint(g);
            break;
    }
}

public void keyPressed (int keycode)
{
    switch(status)
    {
        case INTRO:
            intro = null;
            main = new Main();
            repaint(0, 0, width, height);
            break;
        case MAIN:
            main. keyPressed (keycode);
            break;
    }
}
```



```
public static int PAGE_1 = 1;
public static int PAGE_2 = 2;
public static int PAGE_3 = 3;
public static int PAGE_4 = 4;

public int status = PAGE_1;

public void paint(Graphics g)
{
    switch(status)
    {
        case PAGE_1:
            paint_PAGE_1(g);
            break;
        case PAGE_2:
            paint_PAGE_2(g);
            break;
        case PAGE_3:
            paint_PAGE_3(g);
            break;
        case PAGE_4:
            paint_PAGE_4(g);
            break;
    }
}
```

```
}

public void keyPressed (int keycode)
{
    switch(status)
    {
        case PAGE_1:
            switch(keycode)
            {

            }
            break;
        case PAGE_2:
            switch(keycode)
            {

            }
            break;
        case PAGE_3:
            switch(keycode)
            {

            }
            break;
        case PAGE_4:
            switch(keycode)
            {

            }
            break;
    }
}
```

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