*/\*<APPLET CODE=BouncingBall.java WIDTH=600 HEIGHT=600></APPLET>\*/*

import java.applet.\*;

import java.awt.\*;

public class BouncingBall extends Applet implements Runnable {

Thread t;

int x, y;

Graphics g;

public BouncingBall() {

t = new Thread(this);

x = 250;

y = 0;

t.start();

}

public void run() {

while (true) {

while (y < 530) {

y += 5;

try {

Thread.sleep(10);

} catch (Exception e) {

t.stop();

}

repaint();

}

while (y > 20) {

y -= 5;

try {

Thread.sleep(10);

} catch (Exception e) {

t.stop();

}

repaint();

}

}

}

public void paint(Graphics g) {

g.setColor(new Color(157, 195, 230));

g.fillRect(0, 0, 600, 600);

g.setColor(new Color(255, 240, 183));

g.fillRect(20, 20, 560, 560);

g.setColor(new Color(0, 32, 96));

g.fillOval(x, y, 50, 50);

}

}

**C:\Users\3atha\code\study\oosw\expt-14**

**λ** javac BouncingBall.java

Note: BouncingBall.java uses or overrides a deprecated API.

Note: Recompile with -Xlint:deprecation for details.

**C:\Users\3atha\code\study\oosw\expt-14**

**λ** appletviewer.exe BouncingBall.java

Warning: Applet API and AppletViewer are deprecated.

