Hello applet

import java.applet.Applet;

import java.awt.Graphics;

public class HelloWorld extends Applet {

public void paint(Graphics g) {

g.drawString("Hello world!", 50, 25);

}

}

Rectangle

import java.awt.\*;

import java.applet.\*;

public class Lines extends Applet

{

public void paint(Graphics g)

{

g.drawLine(0,0,100,100);

g.drawLine(0,100,100,0);

g.drawLine(40,25,250,180);

g.drawLine(5,290,80,19);

}

}

Elipse

import java.awt.\*;

import java.applet.\*;

public class Ellipses extends Applet

{

public void paint(Graphics g)

{

g.drawOval(10,10,60,50);

g.fillOval(100,10,75,50);

g.drawOval(190,10,90,30);

g.fillOval(70,90,140,100);} }

Rolling Text

import java.awt.\*;

import java.applet.\*;

public class MovingText extends Applet implements Runnable {

            String msg = " codershandbook.blogspot.com ";

            Thread t = null;

**int** startX,startY,state,strWidth;

            boolean stopFlag;

            public void init()

            {

                        Font font;

                        font=new Font("Dialog",Font.PLAIN,20);

                        setFont(font);

                        setBackground(Color.yellow);

                        setForeground(Color.black);

                        startX=Integer.parseInt(getParameter("width"));//Initialized to start from the right end(x axis)

                        startY=Integer.parseInt(getParameter("height"))/2;//Initialized to start in the middle(y axis)

            }

    public void start()

            {       t = new Thread(this);

                        stopFlag = false;

                        t.start();

            }

              public void run()

            {

**char** ch;

**int** i=1;

                        while(true)

                        {

                                    try

                                    {

 repaint();

                                                Thread.sleep(50);//Determines the speed of the moving text

                                                if(startX+strWidth==0)

                                                            startX=Integer.parseInt(getParameter("width"));

                                                else

                                                            startX--; //to move little bit to left

                                    if(stopFlag)

                                                break;

                                    }

                                    catch(InterruptedException e)

                                    {

  }  } }   public void stop()

            {

                        stopFlag = true;

                        t = null;

  }    public void paint(Graphics g)

            {

                      FontMetrics fm=g.getFontMetrics();

                        strWidth=fm.stringWidth(msg);

                        g.drawString(msg, startX, startY);

       }  }

Smilling face

import java.applet.\*;  
import java.awt.\*;  
  
public class face extends Applet  
{  
 public void paint(Graphics g)  
    {  
      g.drawOval(100,100,100,100);  
      g.fillOval(120,125,20,20);  
      g.fillOval(160,125,20,20);  
      g.drawLine(150,165,150,150);  
      g.drawLine(130,170,170,170);  
    }  
}

BD Flag

import java.awt.Color;

import java.awt.Font;

import java.awt.Frame;

import java.awt.Graphics;

import java.awt.event.WindowEvent;

import java.awt.event.WindowListener;

class Fun extends Frame implements WindowListener {

    public Fun() {

        setSize(300, 300);

        setTitle("Draw Flag");

        show();

        this.addWindowListener(this);

    }

    public void paint(Graphics g) {

        g.setColor(new Color(46, 139, 89));

        g.fillRect(80, 80, 130, 80);

        g.setColor(Color.RED);

        g.fillOval(120, 100, 40, 40);

        g.setColor(new Color(139, 69, 19));

        g.fillRect(75, 70, 5, 170);

        g.setFont(new Font("", Font.BOLD, 20));

        g.drawString("OUR FLAG", 100, 270);

    }

    public void windowClosing(WindowEvent event) {

        dispose();

        System.exit(0);

    }

    public void windowActivated(WindowEvent event) {

    };

    public void windowClosed(WindowEvent event) {

    };

    public void windowDeactivated(WindowEvent event) {

    };

    public void windowDeiconified(WindowEvent event) {

    };

    public void windowIconified(WindowEvent event) {

    };

    public void windowOpened(WindowEvent event) {

    };

}

public class Draw {

    public static void main(String[] args) {

        new Fun();

    }

}