

Write a Java applet program to print some text

```
import java.applet.Applet;  
import java.awt.*;  
public class AB extends Applet  
{  
    public void init()  
    {  
        setBackground(Color.YELLOW);  
        setForeground(Color.BLUE);  
    }  
    public void paint(Graphics g)  
    {  
        g.drawString("1st Applet program", 20, 50);  
    }  
}
```

<html>

<head>

<title> Applet Program </title>

</head>

<body>

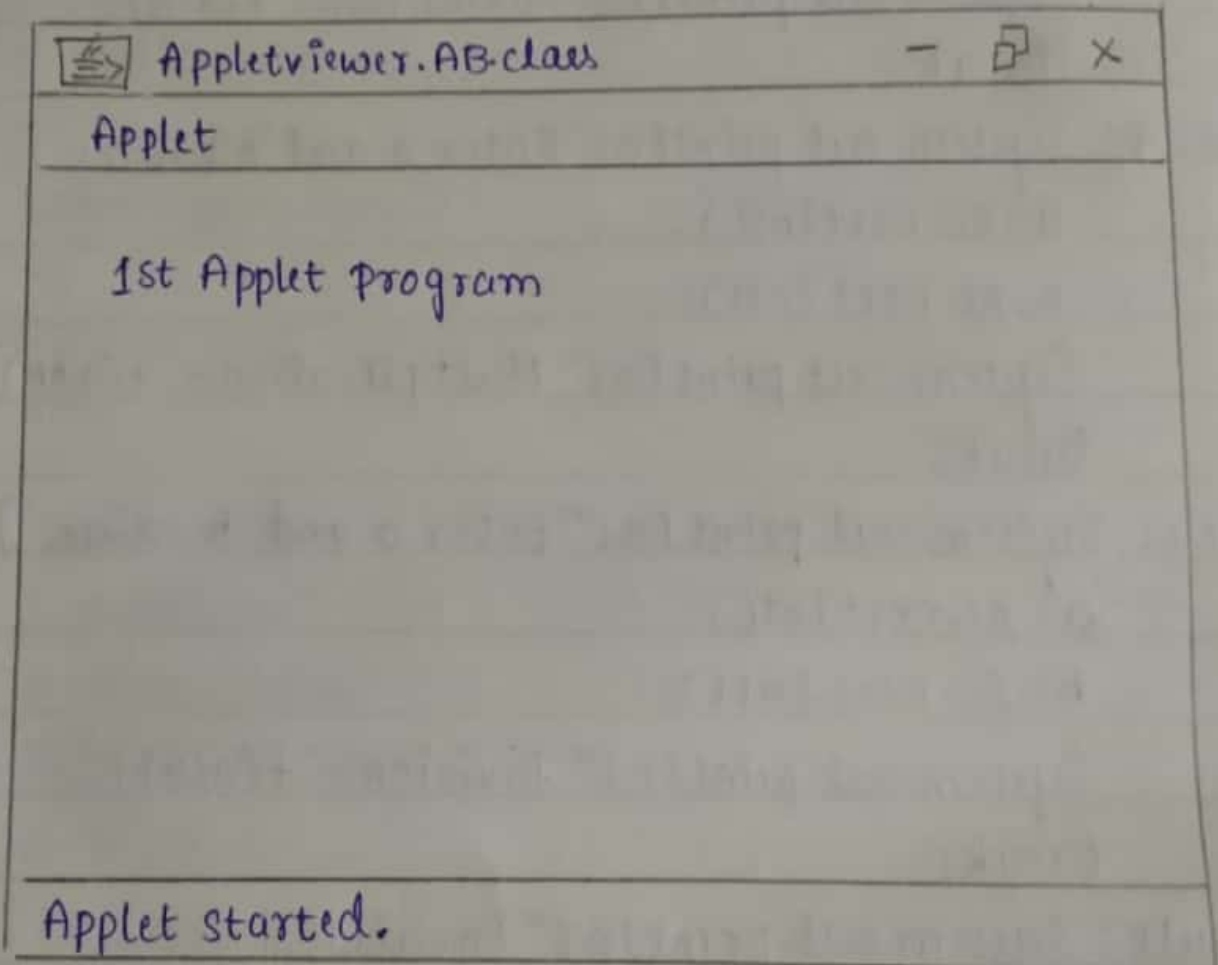
<applet code = "AB.class" width = "300" height = "400">

</applet>

</body>

</html>

OUTPUT



Write a Java applet program to understand the properties of the font.

```
import java.applet.Applet;  
import java.awt.*;  
public class DFont extends Applet  
{  
    public void paint (Graphics g)  
    {  
        Font f = new Font("TimesRoman", Font.ITALIC, 36);  
        g.setFont(f);  
        g.setColor (Color.RED);  
        g.drawString ("2nd Applet program", 50, 30);  
    }  
}
```

```
<html>  
<head>  
<title>Font Applets </title>  
</head>  
<body>  
<applet code="DFont.class" width="300" height="400">  
</applet>  
</body>  
</html>
```

Appletviewer.DFont.class

Applet

and Applet Program

Applet started.

Write a Java Applet program to demonstrate the drawing function (draw lines, Rectangle, ellipse and circle)

```
import java.applet.Applet;  
import java.awt.*;  
public class DApplet extends Applet  
{  
    public void paint(Graphics g)  
    {  
        g.setColor(Color.RED);  
        g.fillRect(20, 30, 50, 100);  
        g.setColor(Color.BLUE);  
        g.fillOval(20, 150, 50, 50);  
        g.setColor(Color.YELLOW);  
        g.fillOval(20, 220, 100, 50);  
        g.setColor(Color.GREEN);  
        g.drawLine(20, 300, 100, 300);  
    }  
}
```

```
<html>  
<head>  
<title> Applet </title>  
</head>  
<applet code="DApplet.class" width="300" height="400">  
</applet>  
</body>  
</html>
```

