**Practical No. 28: Develop minimum two basic Applets. Display output with applet viewer and browser.**

1. **Develop a program on basic applet.**
2. **Develop a program using control loops in applets.**
3. **Practical Significance:**

Java applets helps to make the web page more dynamic. Java is also used to create small, dynamic programs that run along with or are embedded within web pages. These programs (applets) can be used to display maps, whether, games or other interactive widgets or tools on a Web page.

1. **Relevant Course Outcome:**

Develop a program using graphics and applet.

1. **Practical Outcome:**

Develop minimum two basic Applets. Display output with applet viewer and browser.

1. Develop a program on basic applet.
2. Develop a program using control loops in applets.
3. **Program Code:**

**Program 1:**

import java.applet.Applet;

import java.awt.Graphics;

public class First extends Applet

{

public void paint(Graphics g)

{

g.drawString("welcome",150,150);

}

}

/\*

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**Program 2:**

import java.applet.Applet;

import java.awt.Graphics;

public class First1 extends Applet

{

public void paint(Graphics g)

{

g.drawString("Welcome to Applet",150,150);

}

}

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1. **Practical Related Questions:**
2. **Difference between init() and start() methods.**

The init( ) method is the first method to be called. The init( ) method is called by the browser when the applet begins execution. This method is called only once during the run time of your applet. The start( ) method is executed after the init( ) method completes its execution.

1. **Explain use of start() and stop() method in applet life cycle?**

public void start(): is invoked after the init() method or browser is maximized. It is used to start the Applet.

public void stop(): is used to stop the Applet. It is invoked when Applet is stop or browser is minimized.

1. **The method paint() belongs to which class.**

The method paint() gives us access to an object of type Graphics class. Using the object of the Graphics class, we can call the drawString() method of the Graphics class to write a text message in the applet window.

1. **Exercise:**
2. **Develop a basic applet to display “Welcome to the World of Applet”.**

import java.applet.Applet;

import java.awt.Graphics;

public class Applet\_Example extends Applet

{

public void paint(Graphics g)

{

g.drawString("Welcome to the World of Applet",150,150);

}

}

/\*

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1. **Develop a program to implement all methods of applet.**

import java.awt.\*;

import java.applet.\*;

public class Applet\_All\_Methods extends Applet

{

public void init()

{

System.out.println("Applet is Initialized");

}

public void start()

{

System.out.println("Applet is being Excecuted");

}

public void stop()

{

System.out.println("Applet executed has stopped");

}

public void paint(Graphics g)

{

System.out.println("Painting the applet");

}

public void destroy()

{

System.out.println("Applet has been destroyed");

}

}

/\*

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1. **Develop a program using control loops in applets.**

import java.awt.\*;

import java.applet.\*;

public class Applet\_Loop\_Ex extends Applet

{

public void paint(Graphics g)

{

for(int i=0; i<=4; i++)

{

if((i%2)==0)

g.drawOval(120, i\*60+10, 50, 50);

else

g.fillOval(120, 1\*60+10, 50, 50);

}

}

}

/\*

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