

Aim: Create, debug and run Java program based on Applets

Theory:

Applets

An applet is a Java program that runs in a web browser. An Applet can be a fully functional Java application because it has the entire Java API at its disposal.

Every applet is an extension of the Java - Applet class. The base Applet class provides methods that a derived Applet class may call to obtain information and services from the browser context.

These include methods that do the following:-

- Get Applet parameters
- Get the network location of the HTML file that contains the applet
- Get the network location of the applet class directory.
- print a status message in the browser
- Fetch an image
- Fetch an audio clip
- play an audio clip
- Resize the applet

Life cycle of An Applet.

Four methods in the Applet class given you the framework on which you build any serious applet -

- **init** - This method is intended for whatever initialization is needed for your applet.
- **start** - This method is automatically called after the browser called the init method.
- **stop** - This method is automatically called when the user moves off the page on which the applet sits.
- **destroy** - This method is only called when the browser shuts down normally.

Conclusion : Hence, we successfully create debug and run Java program based on applets.

Program :-

① program :-

```
import java.applet.*;
public class Applet1 extends Applet {
    public void paint (Graphics g) {
        g.drawString ("A Simple Applet", 20, 20);
    }
}
```

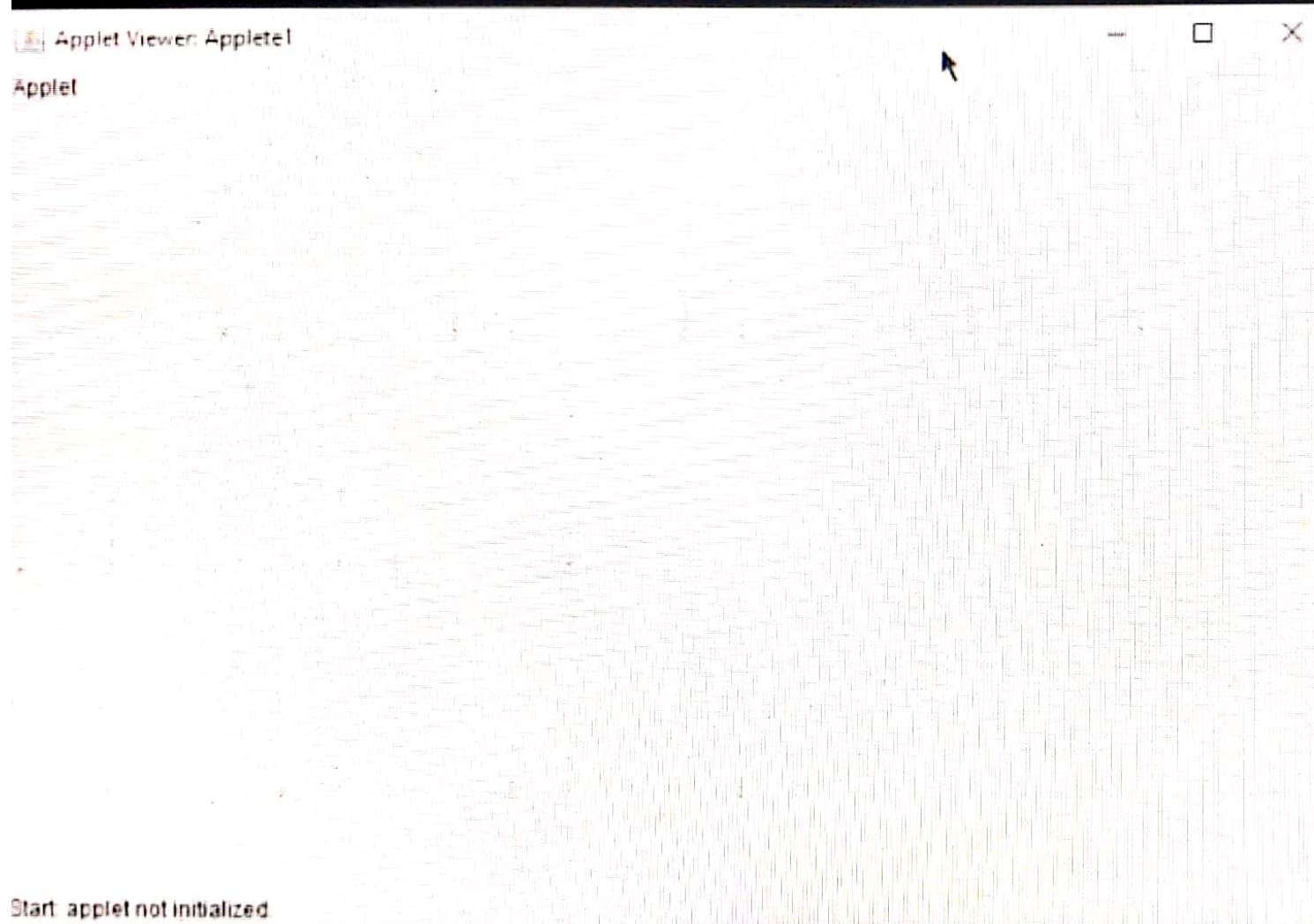
② program :-

```
import java.applet.*;
import java.util.Date;

public class practical17-2 extends Applet {
    public void paint (Graphics g) {
        Date dt = new Date();
        Super.showStatus ("Today is " + dt);
    }
}
```

```
C:\Users\Public\Java>javac Applet1.java
```

```
C:\Users\Public\Java>appletviewer Applet1.java
```



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