

# **“Tic-Tac-Toe Game using Applet”**

**By**

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**Academic Year – 2019-20**

# Applets

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➤ This are the small Programs that are designed to be trasnimtted over the internet and run within the browser.

## ➤ **Uses of the Applets**

➤ They are primarily used to perform :

➤ Arithmetic expressions;

➤ Play sound

➤ Create animations

➤ Can play interactive games

➤ Java applets which when run can produce graphics,sound & moving image.

➤ Impact of java applets ,Two **Types of applets** –

➤ Local (local system)

➤ Remote (Download & run )

# Applets

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- ❖ Applets doesn't require **main method** for the initiation of the code Execution
- ❖ Applets when loaded automatically ,certain methods of the applet class starts and executes the applet code
- ❖ Applets are the embedded in Web Page using **<Applet>** Tag
- ❖ Applets cannot read and write files to local computer system
- ❖ Cannot communicate to the other servers on the network
- ❖ All this restrictions and limitations Are placed in the interest of security of system. This restriction ensures that applets cannot do damage to the local system

# Building an applet & executing:

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Building the applet needs the execution of the following steps:

- ❖ Building the applet code( **.java** extension)
- ❖ Creating the executable Applet (generating .dot class file)
- ❖ Designing the webpage using <html tag>
- ❖ Creating an file with .html
- ❖ Executing an applet

# Life cycle of applet

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○ Every java applet inherits sets of default behavior from the Applet class

○ **Born or Initialization state:**

by calling Inhit method()

1. Creating objects needed by the applet

2. Load images or fonts

3. Setcolour

4. Ones in the lifecycle.

5. Public void init()

{

St stmnt

“

“

}

## Running state

- Start method of the applet is called
  - Occurs automatically when the applet is initialized
  - Public void start()
- 

```
{
```

```
    St.set
```

```
    "
```

```
    "
```

## STOPPED OR IDLE STATE

- An applet becomes IDLE when it is stopped from running.

Public void start()

```
{
```

```
    St.set
```

```
    "
```

```
    "
```

```
}
```

# Dead state

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- ❖ An applet is said to be dead when its removed from the memory by invoking destroy method of applet class.

```
Public void destroy()
```

```
{
```

```
    St.set
```

```
    “
```

```
    “
```

```
}
```

Display state(output operation on the screen inherited from component class)

- ❖ Not a part of applets lifecycle

WorldWind Explorer

https://worldwind.arc.nasa.gov/

NASA WorldWind

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# NASA WorldWind

August 21, 2019  
WorldWind has received renewed commitment from NASA for continued development and support. NASA will continue to release updates to the WorldWind ...  
[Read More](#)

February 14, 2019  
New high-resolution USGS NAIP Plus aerial imagery is coming to NASA WorldWind. Stay tuned for more updates in the coming weeks! The NASA WorldWind ...  
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## What is WorldWind?

WorldWind is an open source virtual globe API. WorldWind allows developers to quickly and easily create interactive visualizations of 3D globe, map and geographical information. Organizations around the world use WorldWind to monitor weather patterns, visualize cities and terrain, track vehicle movement, analyze geospatial data and educate humanity about the Earth.

[Explore a WorldWind demo](#)

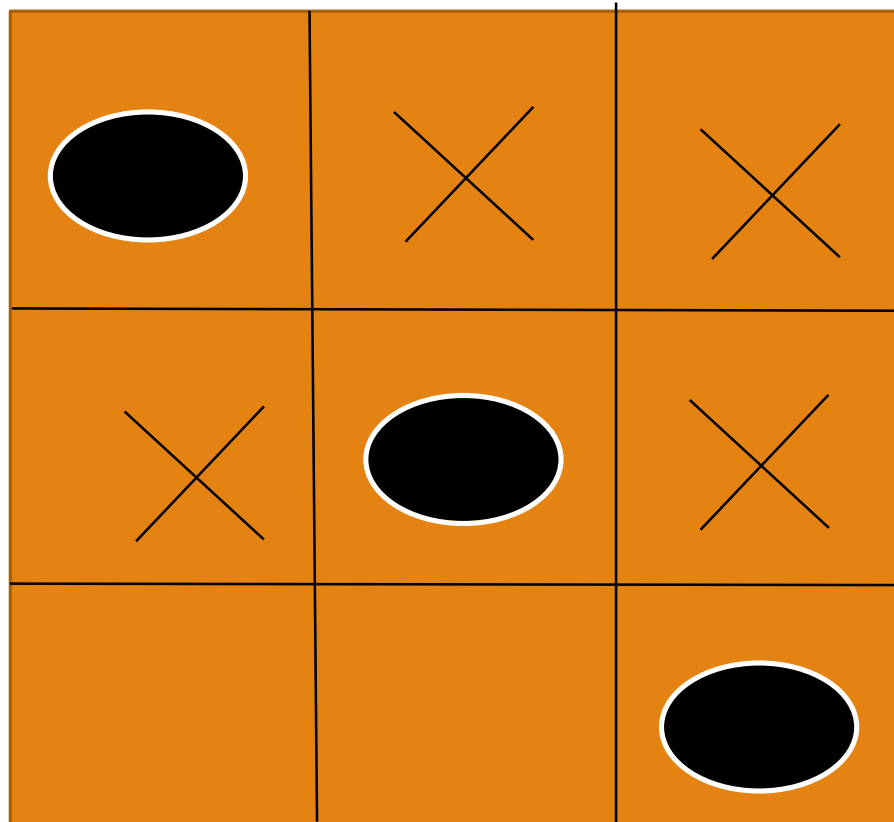
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# Tic tac toe

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## Logic Used

- Buttons Used
- How it takes X after 0 and vice-versa
- Winning Conditions
- Declaration of winner

b1	b2	b3
b4	b5	b6
b7	b8	b9

# Design Details

## GUI Design - Planned

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Player-1 : X

Player-2 : O

**Start**

Click on start button to start the game

**About**

**Restart**

**Exit**

X		X
	O	

# References

## **1. Books - Java Fundamentals, Herbert Schildt & Dale Skrien**

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