
OOPS LAB 5: APPLET BASIC IMPLEMENTATION

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HTML FILE:

```
<html>
<body>
<applet code="HelloName.class" width="700" height="700">
</applet>
</body>
</html>
```

.java FILE:

```
import java.applet.Applet;
import java.awt.*;
import java.util.*;

public class HelloName extends Applet
{
    public void paint(Graphics g)
    {
        Scanner sc = new Scanner(System.in);
        g.drawString("Enter Your Name : ", 350, 300);
        String s = sc.nextLine();
        g.drawString("Hello "+s, 350, 350);
    }
}
```

.class file

```
import java.applet.Applet;
import java.awt.Graphics;
import java.util.Scanner;

public class HelloName extends Applet {
    public HelloName() {
    }

    public void paint(Graphics var1) {
        Scanner var2 = new Scanner(System.in);
    }
}
```

```

        var1.drawString("Enter Your Name : ", 350, 300);
        String var3 = var2.nextLine();
        var1.drawString("Hello " + var3, 350, 350);
    }
}

```

FRAME VIEW:

