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CISC 3115

Chapter 14 HW

Checkpoints

14.1

Applets are stored on servers with the Site’s Webpages. When a user access a Web page on a server with his/her browser, any applets, associated with the page are transmitted over the web from the server to the user’s system. They are then executed by the users system after they are transmitted.

14.2

Applets run in a restricted environment to prevent malicious code from attacking or spying on unsuspecting users.

14.3

The <html> </html> tags mark the beginning and end of a HTML document.

14.4

The <head> </head> tags mark the beginning and the end of a HTML document head section.

14.5

<title> My Web Page> </title> and plavce this statement in the document head section.

14.6

The <body> </body> tags mark the beginning and the end of a HTML document body section.

Find the Error

1. The tag should specify myApplet.class , not MyApplet.java
2. The superclass paint method is not called. It should be
   1. Public void paint(graphics G) {

Super.paint(g);

drawLine(0,0,100,100);

}

3. You must call the repaint method, not the paint method to force the applet to call the paint method

4. Error The class should have. Method tht overrides the paintComponent() method,

Not the paint method

5. The class must provide all the methods, specified by the MouseListener interface.

6. Instead of implementing the Mouse   
Listener interface , you can extend the class from the Mouse adapter

Algorithm workbench

1. <center> <h1> My Home Page </h1></center>
2. <html>

<head>

<title> My applet </title>

</head>

<body>

<applet code = “MyApplet.class” width = 300 height =200> </applet>

</body>

</html>

1. Line 1 : change JFrame to Japplet
2. Line 3 change to public void init()
3. Line 5 Delete
4. Line 6 delete
5. Line 8 Delete
6. Line 9 Delete
7. Line 15 Delete
8. Line 16 Delete
9. Line 17 Delete

5. Private class MymouseMotionListener extends Mouse Adapter {

Public void mouseMoved(MouseEvent e ) {

mouseMovements += 1;

Programming challenge

Import javax.swing.\*;

Import java.awt.event.\*;

Import java.awt.\*

Public SlideAhow extends JApplet {

Private final int TIME\_DELAY = 1000;

Private Timer timer;

Private Image image;

Private index = 0;

Private String [] imageArray = {“redflower.png, “orangeflower.png” , “daffodil.png”,pinkflower.png”, “purpleflower.png”, “rose.png” , “plumeria.png”, “tulips.png” , “whiteflower.png” , “blueflower.png”};

Publiv void init() {

setSize(250, 250);

image = getImage(getDocumentBase(), imageArray[index]);

timer = new Timer(TIME\_DELAY, new TimeListener());

timer.start();

}

Public void paint(Graphics g) {

super.paint(g);

g.draw  
Image(image,0,0,250,250,this);

}

Private class TimeListener implements ActionListener {

Public void actionPerformed(ActionEvent a ) {

If( index < 10)

Index++;

If(index == image.Array.length)

Index = 0;

Image = getImage(getDocumentBase(), imageArray[index]);

repaint();

}

}

}