

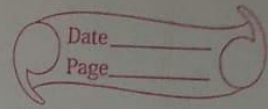
## GAURAV AMARNANI, D7A 67 OOPM.

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Practical 1: WAP to implement JOKER Face in applet.

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### Practical 1

Aim: WAP to implement JOKER FACE in Applet.

Theory:

Applet: An applet is a Java program that runs in a web browser.

An applet in Java is a class that extends the `java-applet.Applet` class.

`main()` method is not invoked in Applet class. It has the following Life Cycle methods:

- `init()`
- `start()`
- `paint(Graphics graphics)`
- `stop()`
- `destroy()`.

Following is a list of methods used in Applet:

- `setColor(Color.red)`
- `drawString("string", x, y)`
- `drawOval(x, y, width, height)`
- `drawLine(x1, y1, x2, y2)`
- `fillOval(x, y, width, height)`

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## Program:

```
JokerFace - Notepad
File Edit Format View Help
import java.applet.Applet;
import java.awt.*;

/*
<applet code='JokerFace.class' height=500 width=500>
</applet>
*/

public class JokerFace extends Applet {

    public void paint(Graphics graphics) {
        super.paint(graphics);
        int sX = 95, sY = 20;

        graphics.drawLine(190, 80, 210, 40); //Left Side Hat Shape.
        graphics.drawLine(235, 80, 210, 40); //Right Side Hat Shape.
        graphics.drawOval(185, 70, 55, 55); //Face Shape.
        graphics.drawOval(198, 87, 8, 8); //Right Eye Shape.
        graphics.drawOval(218, 87, 8, 8); //Left Eye Shape.
        graphics.drawOval(205, 108, 15, 6); //Mouth Shape.
    }
}
```

## Output:

