OODP TUTORIAL 2

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1. Write an applet program to display a text and to scroll the text from left to right.

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

/* <applet code = "GFG.class" width = 500 height = 500 > </applet> */

public class MovingText extends Applet implements Runnable {
    private String display;
    private int x, y, flag;
    private Thread t;

    public void init() {
        display = "This is the fight of our lives. ";
        x = 100;
        y = 100;
        flag = 1;

        t = new Thread(this, "MyThread");
        t.start();
    }

    // update the x co-ordinate
    private void update() {
        x = x + 10*flag;
        if (x > 300)
            flag = -1;
        if (x < 100)
            flag = 1;
    }

    // run
    public void run() {
        while (true) {
            // Repainting the screen
            // calls the paint function
            repaint();

            update();
            try {
                Thread.sleep(1000);
            } catch (InterruptedException e) {
                e.printStackTrace();
            }
        }
    }

    // drawString
    public void paint(Graphics g) {
        g.drawString(display, x, y);
    }
}
```

2. Write a java applet program to handle keyboard events

```
import java.awt.*;
import java.awt.event.*;
import java.applet.*;
/*
<applet code="Key" width=300 height=400>
</applet>
*/
public class Key extends Applet implements KeyListener
{
   int X=20,Y=30;
   String msg="KeyEvents--->";
   public void init()
   {
      addKeyListener(this);
      requestFocus();
      setBackground(Color.green);
      setForeground(Color.blue);
   }
   public void keyPressed(KeyEvent k)
   {
      showStatus("KeyDown");
      int key=k.getKeyCode();
      switch(key)
      {
         case KeyEvent.VK_UP:
            showStatus("Move to Up");
            break;
         case KeyEvent.VK_DOWN:
            showStatus("Move to Down");
            break;
         case KeyEvent.VK_LEFT:
            showStatus("Move to Left");
            break;
         case KeyEvent.VK_RIGHT:
            showStatus("Move to Right");
            break;
      }
      repaint();
   }
   public void keyReleased(KeyEvent k)     {
      showStatus("Key Up");
   }
   public void keyTyped(KeyEvent k)
   {
      msg+=k.getKeyChar();
      repaint();
   }
   public void paint(Graphics g) {
      g.drawString(msg,X,Y);
   }
}
```

3. Write an applet program that displays the name, family, size and style of the currently selected font.

```
// Display font info.
import java.applet.*;
import java.awt.*;

/*
<applet code="FontInfo" width=350 height=60></applet>
*/

public class FontInfo extends Applet {
   public void paint(Graphics g) {
      Font f = g.getFont();
      String fontName = f.getName();
      String fontFamily = f.getFamily();
      int fontSize = f.getSize();
      int fontStyle = f.getStyle();
      String msg = "Family: " + fontName;msg += ", Font: " + fontFamily;msg += ", Size: " +
fontSize + ", Style: ";
      if((fontStyle & Font.BOLD) == Font.BOLD)
         msg += "Bold ";
      if((fontStyle & Font.ITALIC) == Font.ITALIC)
         msg += "Italic ";
      if((fontStyle & Font.PLAIN) == Font.PLAIN)
         msg += "Plain ";g.drawString(msg, 4, 16);
   }
}
```