**OODP TUTORIAL 2**

**Submitted by:**

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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);

}

}