

Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

Lab Number:	11
Student Name:	Jaipreet Singh Saini
Roll No :	11

Learning Objective:

- Students will learn about the Applet concept

Learning Outcome:

- Understanding designing GUI using Applets in Java

Applet [Study Experiment]

1. What is Applet?

Solution: A java applet is program that can be included in a HTML page and be executed in a java enabled client browser. Applets are used for creating dynamic and interactive web applications.

2. Life cycle of an applet.

Solution: An applet may undergo the following states:

- Init: An applet is initialized each time is loaded.
- Start: Begin the execution of an applet.
- Stop: Stop the execution of an applet.
- Destroy: Perform a final clean-up, before unloading the applet.

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3. Create Hello World applet.

Solution:

```
/*  
Hello World Applet Example  
This java example shows how to create and run Hello World Java Applet.  
*/
```

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

```
/*  
*  
* Applet can either run by browser or appletviewer application.  
* Define <applet> tag within comments as given below to speed up  
* the testing.  
*/
```

```
/*  
<applet code="HelloWorldApplet" width=100 height=100>  
</applet>  
*/
```

```
//every applet must extend from java.applet.Applet class  
public class HelloWorldApplet extends Applet{
```

```
/*  
* Override paint method.  
* paint method is called every time the applet needs to redisplay  
* it's output. For example, when applet is first displayed or applet  
* window is minimized and then restored.  
*  
*/
```

```
public void paint(Graphics g){
```

```
/*  
* Use  
* void drawString(String str, int x, int y)  
* method to print the string at specified location x and y.  
*/  
g.drawString("Hello World", 50, 50);  
}  
}
```

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Output:



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