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1906016

G3 A

**Program 14 a. Write an applet program to draw one horizontal and one vertical line of 100 pixel length each. b. Write an applet program to draw Square inside a circle and Circle inside a Square c. Write an applet program to draw cone, cylinder and cube. d. Write an applet program to retrieve font information**

### **Shapes.java**

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

public class shapes extends Applet{
    public void paint(Graphics g){

        // vertical and horizontal line
        g.drawLine(10,60,110,60);
        g.drawLine(60,10,60,110);

        // square inside circle
        g.drawRect(1130,85,80,80);
        g.drawOval(1090,40,160,160);

        //circle inside square
        g.drawRect(890,40,160,160);
        g.drawOval(890,40,160,160);

        // cone
        g.drawOval(200,80,200,50);
        g.drawLine(200,105,300,300);
        g.drawLine(400,105,300,300);

        // cyclinder
        g.drawOval(500,60,200,50);
        g.drawLine(500,80,500,300);
        g.drawLine(700,80,700,300);
        g.drawOval(500,280,200,50);

        // cube
        g.drawRect(500,400,100,100);
```

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```
g.drawRect(550,450,100,100);
g.drawLine(500,400,550,450);
g.drawLine(500,500,550,550);
g.drawLine(600,400,650,450);
g.drawLine(650,550,600,500);

//retrive font
Font currentFont = g.getFont();
String fontName = currentFont.getName();

int size = currentFont.getSize();

int style = currentFont.getStyle();
String fontStyle = "";

if( (style & Font.BOLD) == Font.BOLD)
fontStyle = "Bold";

if( (style & Font.ITALIC) == Font.ITALIC)
fontStyle = "Italic";

if( (style & Font.PLAIN) == Font.PLAIN)
fontStyle = "Plain";

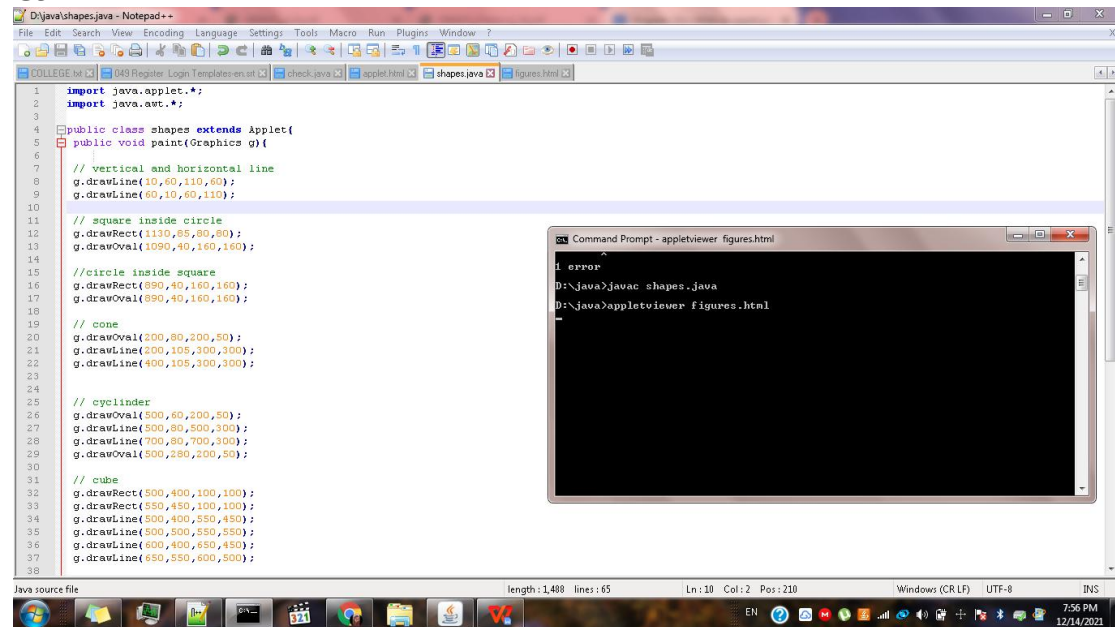
String family = currentFont.getFamily();

g.drawString("Font Name : " + fontName, 60, 330);
g.drawString("Font size : " + size, 60, 350);
g.drawString("Font Family : " + family, 60, 370);
g.drawString("Font Style : " + fontStyle, 60, 390);
}
}
```

### **Figures.html**

```
<html>
<head>
<title> applet </title>
<body>
<applet code="shapes.class" width="1000" height="1000">
</applet>
</body>
</html>
```

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The screenshot shows a Notepad++ window with a Java file named `shapes.java`. The code defines a class `shapes` that extends `Applet` and implements the `paint` method. The `paint` method contains several drawing commands for various shapes:

```
1 import java.applet.*;
2 import java.awt.*;
3
4 public class shapes extends Applet{
5     public void paint(Graphics g){
6
7         // vertical and horizontal line
8         g.drawLine(10,60,110,60);
9         g.drawLine(60,10,60,110);
10
11         // square inside circle
12         g.drawRect(110,65,60,60);
13         g.drawOval(1090,40,160,160);
14
15         //circle inside square
16         g.drawRect(890,40,160,160);
17         g.drawOval(890,40,160,160);
18
19         // cone
20         g.drawOval(200,80,200,50);
21         g.drawLine(200,105,300,300);
22         g.drawLine(400,105,300,300);
23
24         // cylinder
25         g.drawOval(500,60,200,50);
26         g.drawLine(500,80,500,300);
27         g.drawLine(700,80,700,300);
28         g.drawOval(500,280,200,50);
29
30         // cube
31         g.drawRect(500,400,100,100);
32         g.drawRect(550,450,100,100);
33         g.drawLine(500,400,550,450);
34         g.drawLine(500,500,550,550);
35         g.drawLine(600,400,650,450);
36         g.drawLine(650,500,600,550);
37
38 }
```

Overlaid on the Notepad++ window is a Command Prompt window titled "Command Prompt - appletviewer figures.html". It shows the following output:

```
1 error
D:\java>javac shapes.java
D:\java>appletviewer figures.html
```

