# 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);

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>



