

OOPM

Experiment - 16

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16AD/47

• Program to Pass Parameters to Applet.

Aim: To implement a program to pass parameters to an applet.

Theory: • Applet is a special type of program that is embedded in the webpage to generate the dynamic content. It runs inside the browser and works at client's side.

* ~~Dis~~ Advantages of Applet:

(i) Plugin is required at client browser to create applet.

* Advantages of Applet:

(i) It works at client side so it takes less response time.

ii It is secured.

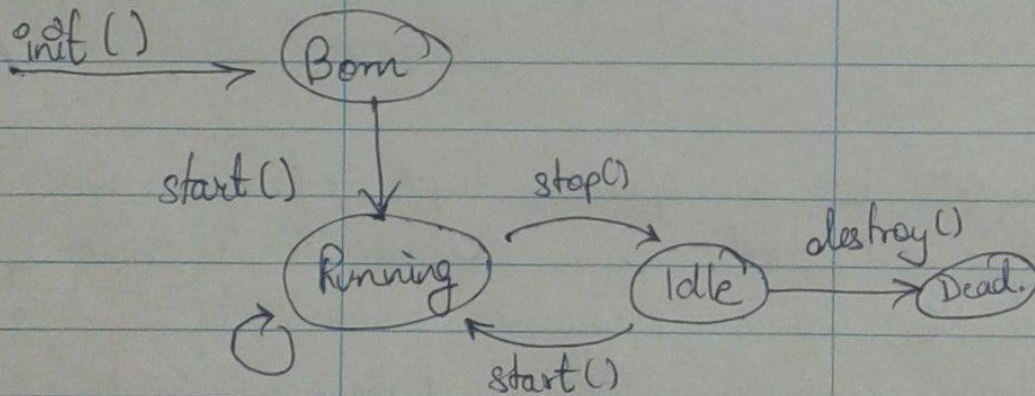
iii It can be executed by browsers running undermining platforms, including Linux, Mac OS, Windows, etc.

* Passing parameters to an applet:-

i To pass the parameters to the applet, we need to use the `<param>` tag, nested into `<applet>`

ii To retrieve a tag parameter's value we need to use the `getParameter()` method of Applet class.

* Applet Lifecycle:



Program code:

```
import java.applet.*;
import java.awt.*;
/*
<html>
<body>
<applet code = "oopmExp16" width = 300 height = 300>
<param name = "a1" value = "Passing Parameters. Why?">
<param name = "a2" value = "Just Cause.">
</applet>
</body>
</html>
*/
public class oopmExp16 extends Applet{
    String s1, s2;
    public void init(){
        s1 = getParameter("a1");
        s2 = getParameter("a2");
    }
    public void paint(Graphics g){
        g.drawString(s1, 20, 40);
        g.drawString(s2, 20, 60);
    }
}
```

OUTPUT:

```
C:\>cd OOPM exp  
C:\OOPM exp>set path=C:\Program Files\Java\jdk1.8.0_311\bin  
C:\OOPM exp>javac oopmExp16.java  
C:\OOPM exp>Appletviewer oopmExp16.java
```

