Java provides a number of nice programming facilities such as garbage collection and dynamic loading/binding, but the class library by itself can dramatically increase your productivity -- the library has been ported to many platforms and the library contains many classes that can be used directly or extended for your purposes. The Java class hierarchy has classes for building graphical interfaces

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(GUIs), multi-threaded programming, File I/O, and network communication as well as a number of utility classes. For security reasons, portions of the class hierarchy cannot be used by some Java programs. Java programs come in two flavors: applets for WWW programming and standalone applications. sApplets are typically restricted from performing network or file operations whereas applications are not.

Applets are small Java programs that operate within the confines of a WWW browser and as a result come into existence with a main window already prepared for them. Further, applets are sent a predefined set of messages to initialize, start, stop, paint the window, and so on. Applications are standalone Java programs with no initial context and are not required to respond to a predefined set of message