**Program of swap two numbers using java Applet :**

import java.applet.\*;  
import java.awt.\*;  
import java.awt.event.\*;  
public class Myapplet2 extends Applet implements ActionListener  
{  
    int x,y,t,v2,swapp;  
    TextField t1 = new TextField(5);  
    TextField t2 = new TextField(5);  
    Label l1 = new Label("value 1: ");  
    Label l2 = new Label("value 2: ");  
    Button b1 = new Button("swapp");  
    public void init()  
    {  
     add(l1);  
     add(t1);  
     add(l2);  
     add(t2);  
     add(b1);  
     b1.addActionListener(this);  
}  
  public void paint(Graphics g)  
{  
 g.drawString("After swapping: "+x +"   " + y, 20,70);  
}  
public void actionPerformed(ActionEvent e)  
{  
    x = Integer.parseInt(t1.getText());  
    y = Integer.parseInt(t2.getText());  
  System.out.println("before swapping numbers: "+x +"  "+ y);    
t = x;    
       x = y;    
       y = t;    
  
     
    repaint();  
}

**Output :**

