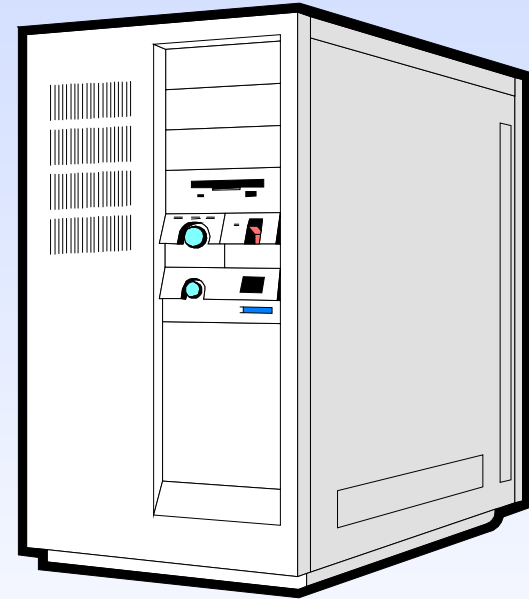
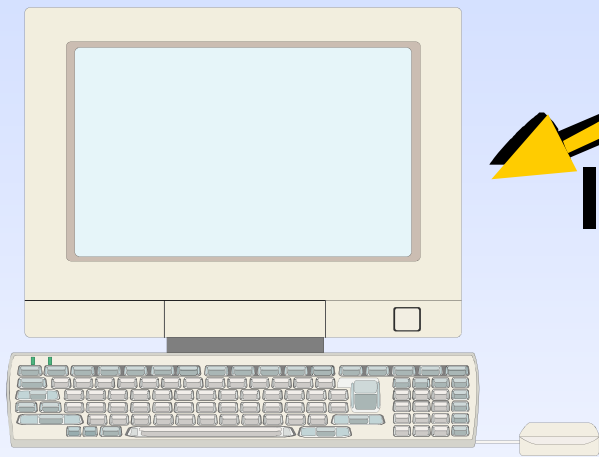


Applets



- Automatisches Laden
- Ausführung lokal
- Daten temporär

Sandbox-Prinzip



Applets haben



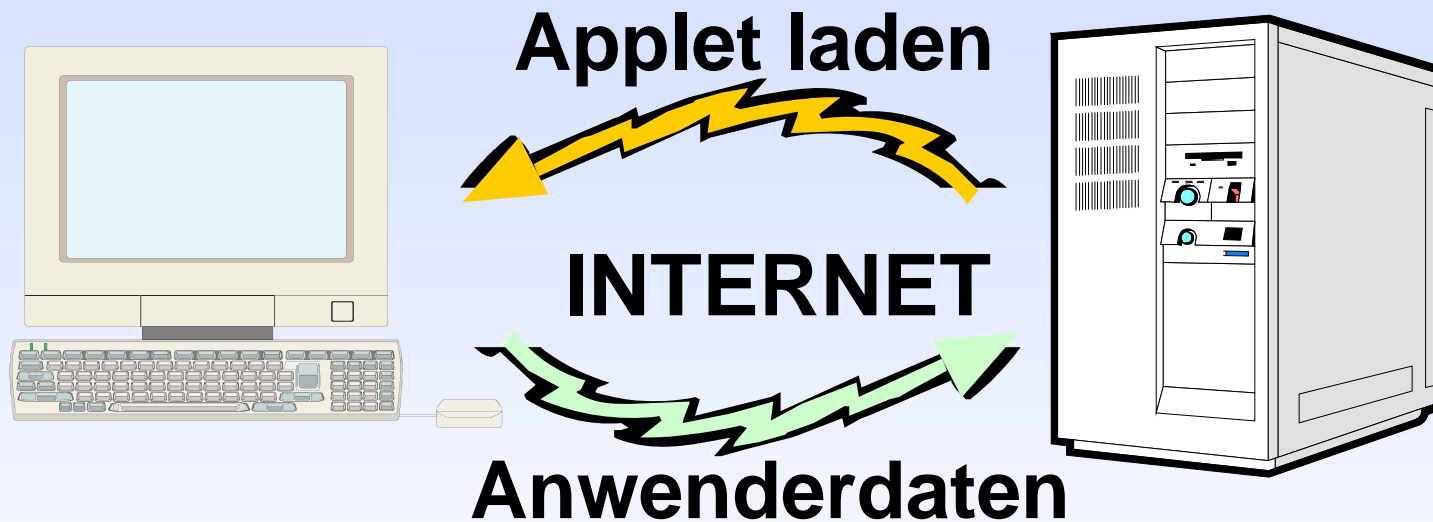
KEINEN

Zugriff auf Dateien

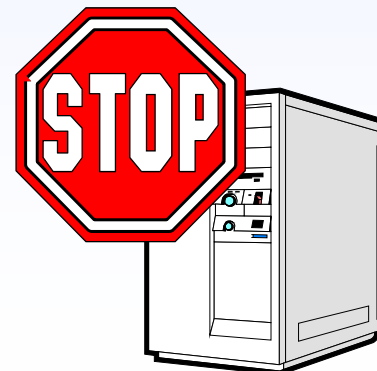
Zugriff auf Hardware

Andere Programme

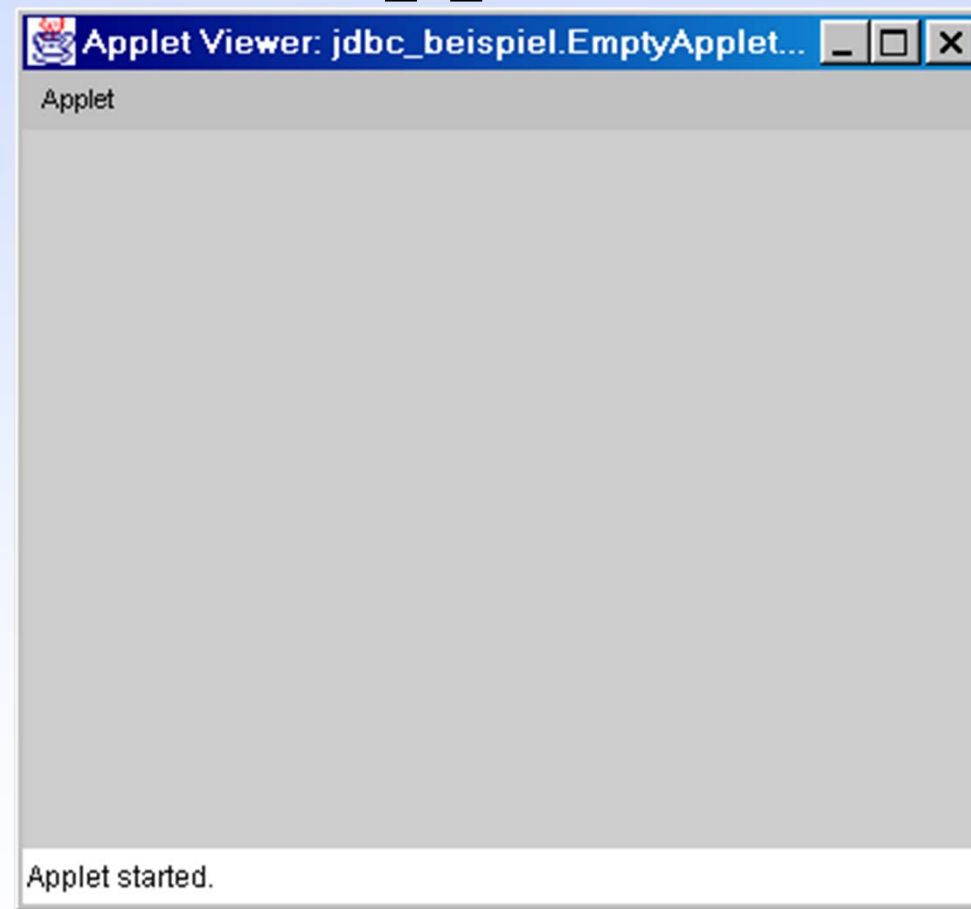
Herkunfts-Prinzip



Kein Zugriff auf
andere Server
des Internet



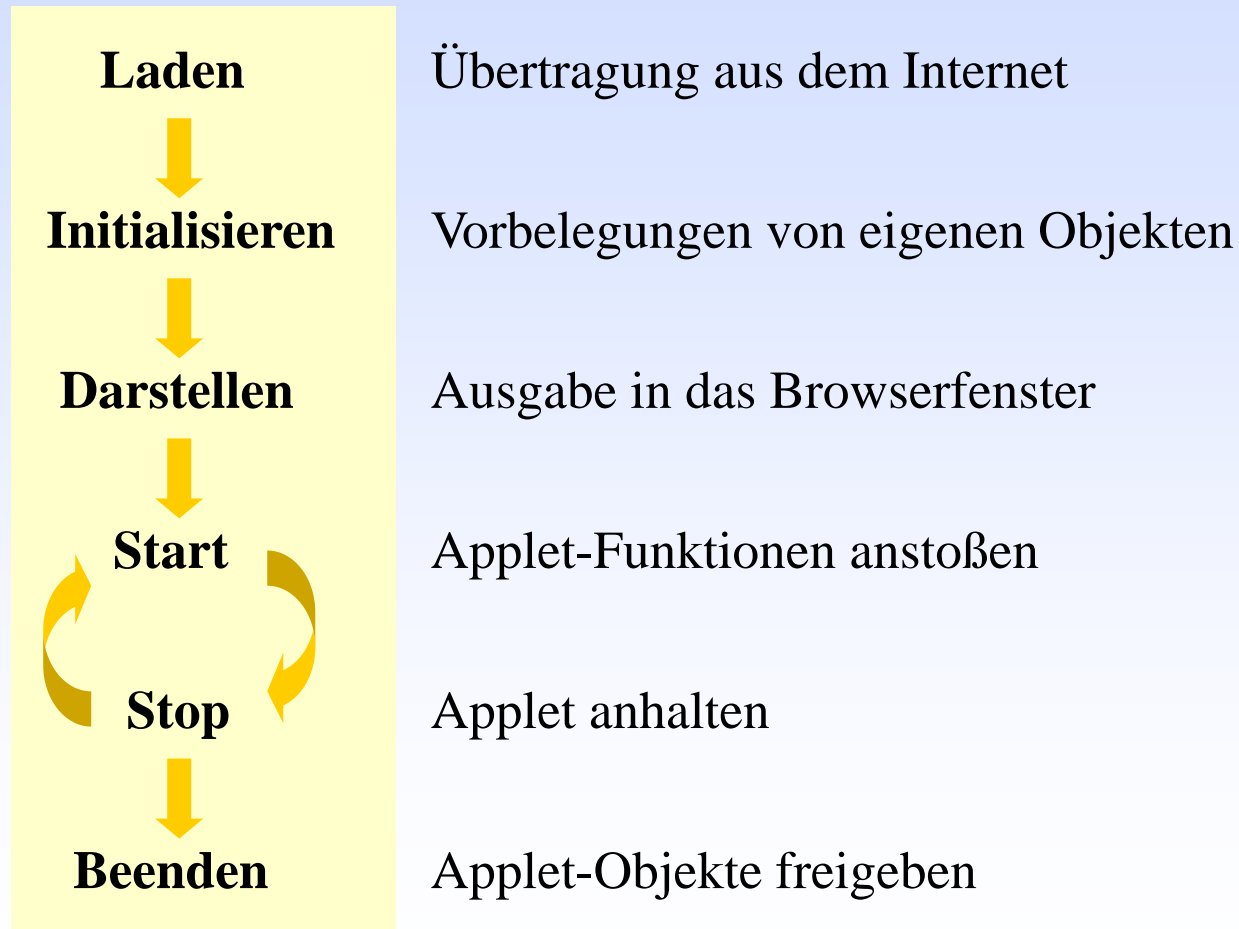
Leeres Applet-Fenster



Applet - Coderahmen

```
import java.applet.Applet;  
  
public class FirstApplet    extends Applet  
{  
  
    /*  Methoden von FirstApplet  */  
  
    .....  
  
}
```

Lebenszyklus des Applets



Standardmethoden

Initialisieren `public void init() { ... }`

Darstellen `public void paint(Graphics g){ ...}`

Start `public void start() { ... }`

Stop `public void stop { ... }`

Beenden `public void destroy() { ... }`

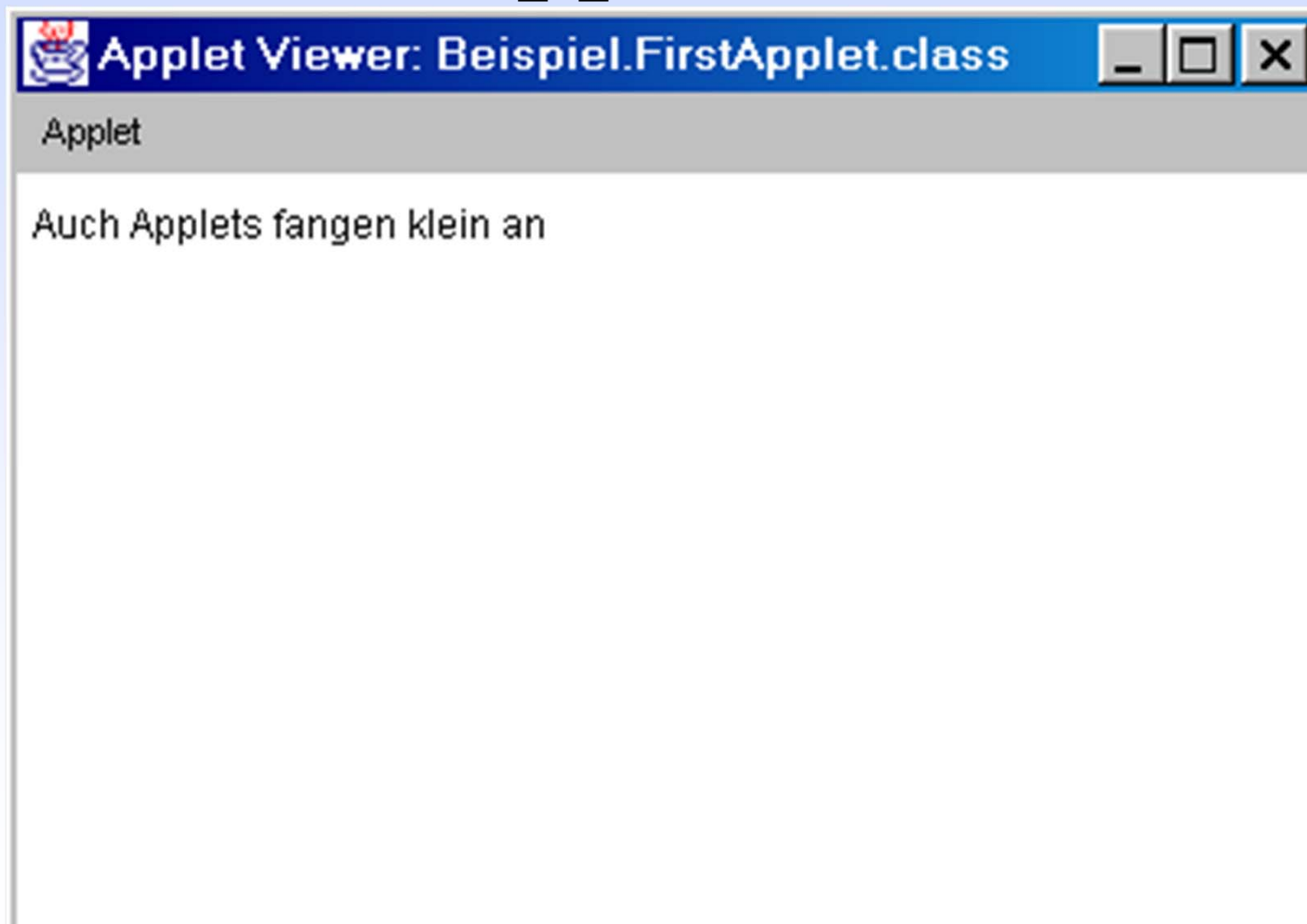
FirstApplet - vollständig

```
import java.applet.Applet;  
import java.awt.*;  
  
public class FirstApplet    extends Applet    {  
  
    public void paint (Graphics g) {  
        g.drawString ("Auch Applets fangen  
klein an", 5, 20);  
    }  
  
}
```


HTML-Code AppletTester

```
<HTML>
<HEAD>  <TITLE>Applet-Tester</TITLE>  </HEAD>
  <BODY>
    <P>Unser allererstes Applet</P>
    <APPLET  CODEBASE = "."
      CODE   = "FirstApplet.class"
      NAME   = "FirstApplet"
      WIDTH  = 400
      HEIGHT = 300 >
    </APPLET>
  </BODY>
</HTML>
```

FirstApplet läuft ...



Aufgabe

Applets