LAB 11: APPLET IN JAVA

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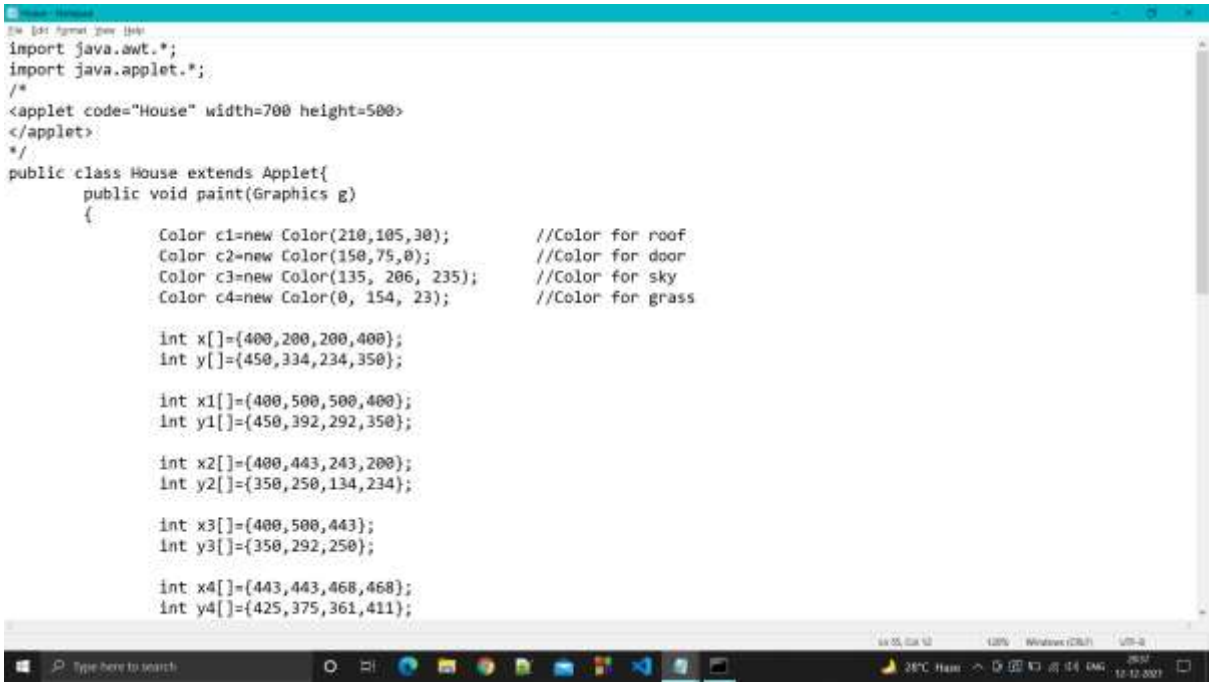
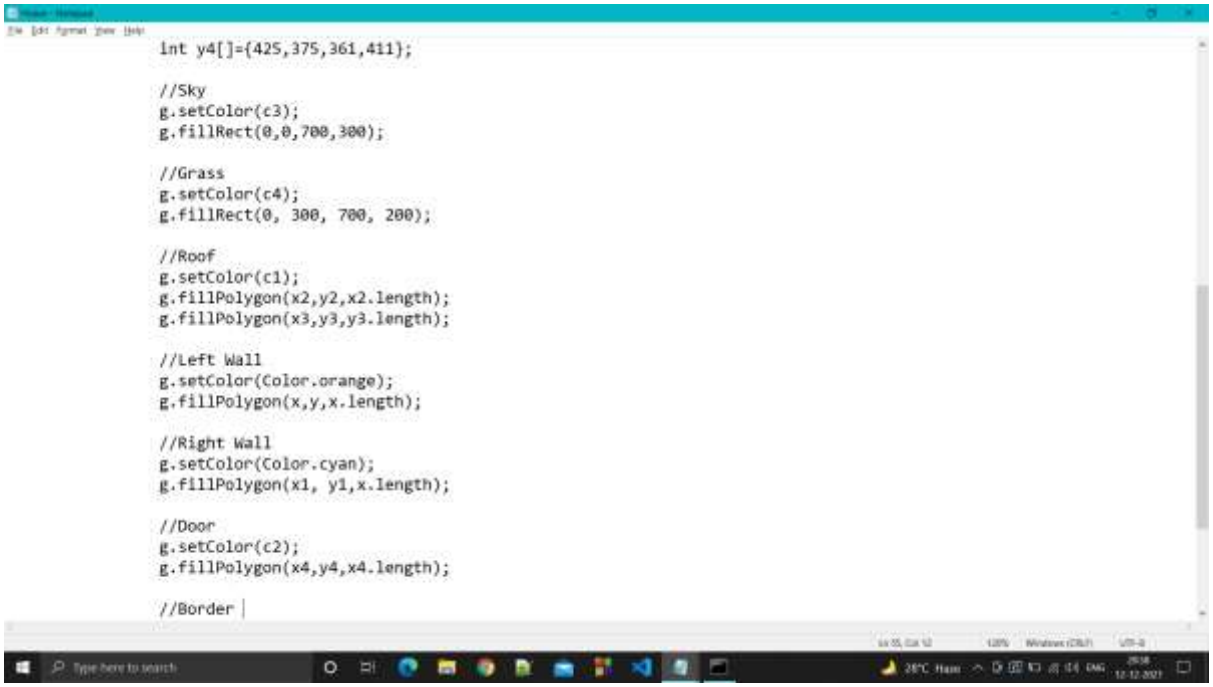
Write a program to display (any two) a) house b) traffic Signal c) Joker Face in Applets.

a)House

CODE:



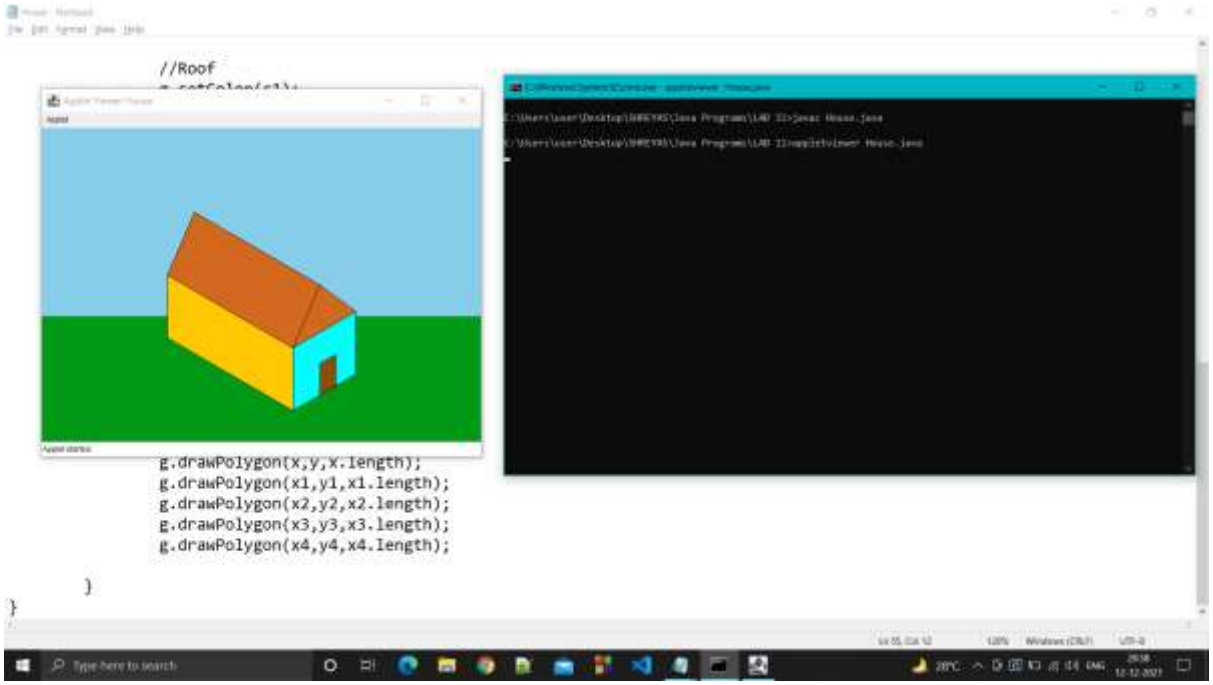
```
import java.awt.*;
import java.applet.*;
/*
<applet code="House" width=700 height=500>
</applet>
*/
public class House extends Applet{
	public void paint(Graphics g)
	{
		Color c1=new Color(210,105,30);		//Color for roof
		Color c2=new Color(150,75,0);		//Color for door
		Color c3=new Color(135, 206, 235);	//Color for sky
		Color c4=new Color(0, 154, 23);		//Color for grass

		int x[]={400,200,200,400};
		int y[]={450,334,234,350};

		int x1[]={400,500,500,400};
		int y1[]={450,392,292,350};

		int x2[]={400,443,243,200};
		int y2[]={350,250,134,234};

		int x3[]={400,500,443};
		int y3[]={350,292,250};

		int x4[]={443,443,468,468};
		int y4[]={425,375,361,411};
```



```
		int y4[]={425,375,361,411};

		//Sky
		g.setColor(c3);
		g.fillRect(0,0,700,300);

		//Grass
		g.setColor(c4);
		g.fillRect(0, 300, 700, 200);

		//Roof
		g.setColor(c1);
		g.fillPolygon(x2,y2,x2.length);
		g.fillPolygon(x3,y3,y3.length);

		//Left Wall
		g.setColor(Color.orange);
		g.fillPolygon(x,y,x.length);

		//Right Wall
		g.setColor(Color.cyan);
		g.fillPolygon(x1, y1,x.length);

		//Door
		g.setColor(c2);
		g.fillPolygon(x4,y4,x4.length);

		//Border
```

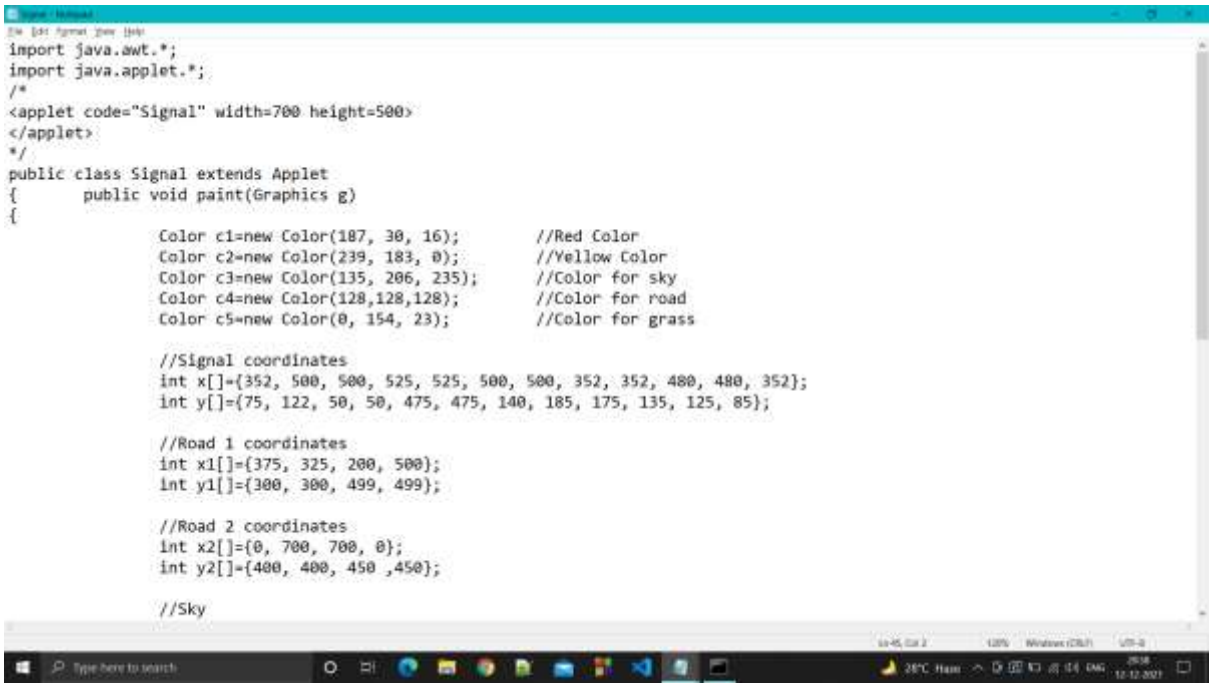
```
        //Roof
        g.setColor(c1);
        g.fillPolygon(x2,y2,x2.length);
        g.fillPolygon(x3,y3,y3.length);

        //Left Wall
        g.setColor(Color.orange);
        g.fillPolygon(x,y,x.length);

        //Right Wall
        g.setColor(Color.cyan);
        g.fillPolygon(x1, y1,x.length);

        //Door
        g.setColor(c2);
        g.fillPolygon(x4,y4,x4.length);

        //Border
        g.setColor(Color.black);
        g.drawPolygon(x,y,x.length);
        g.drawPolygon(x1,y1,x1.length);
        g.drawPolygon(x2,y2,x2.length);
        g.drawPolygon(x3,y3,x3.length);
        g.drawPolygon(x4,y4,x4.length);

    }
}
```

OUTPUT:

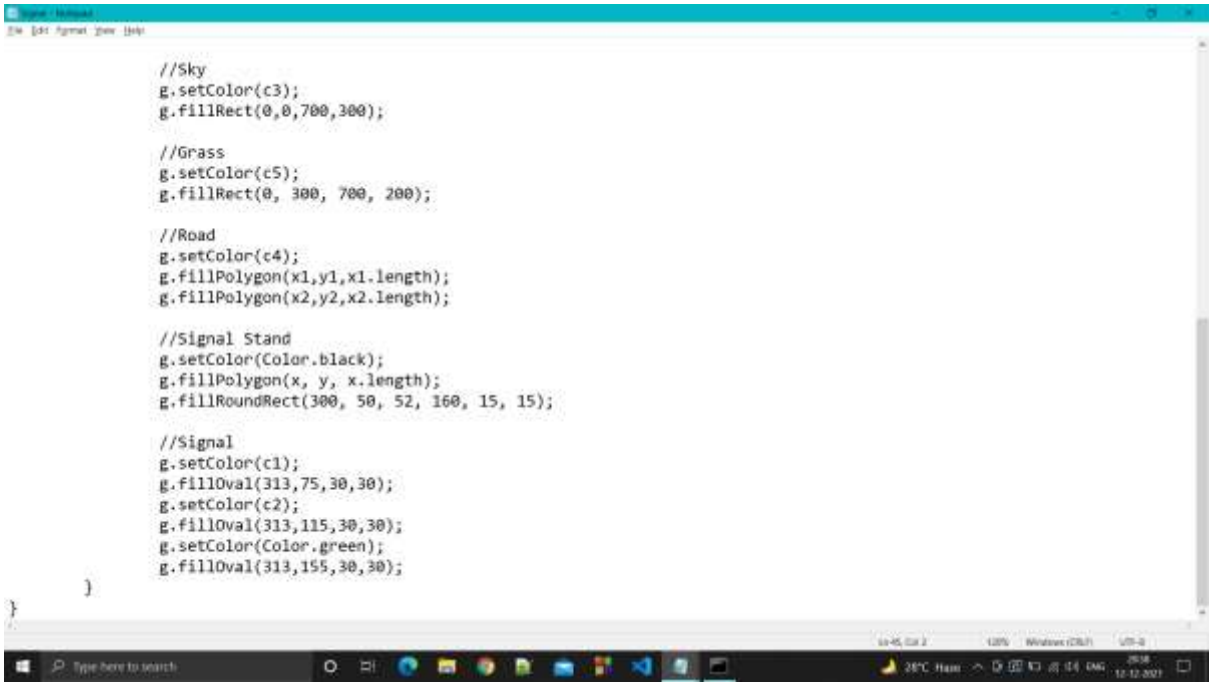


b) Traffic Signal

CODE:

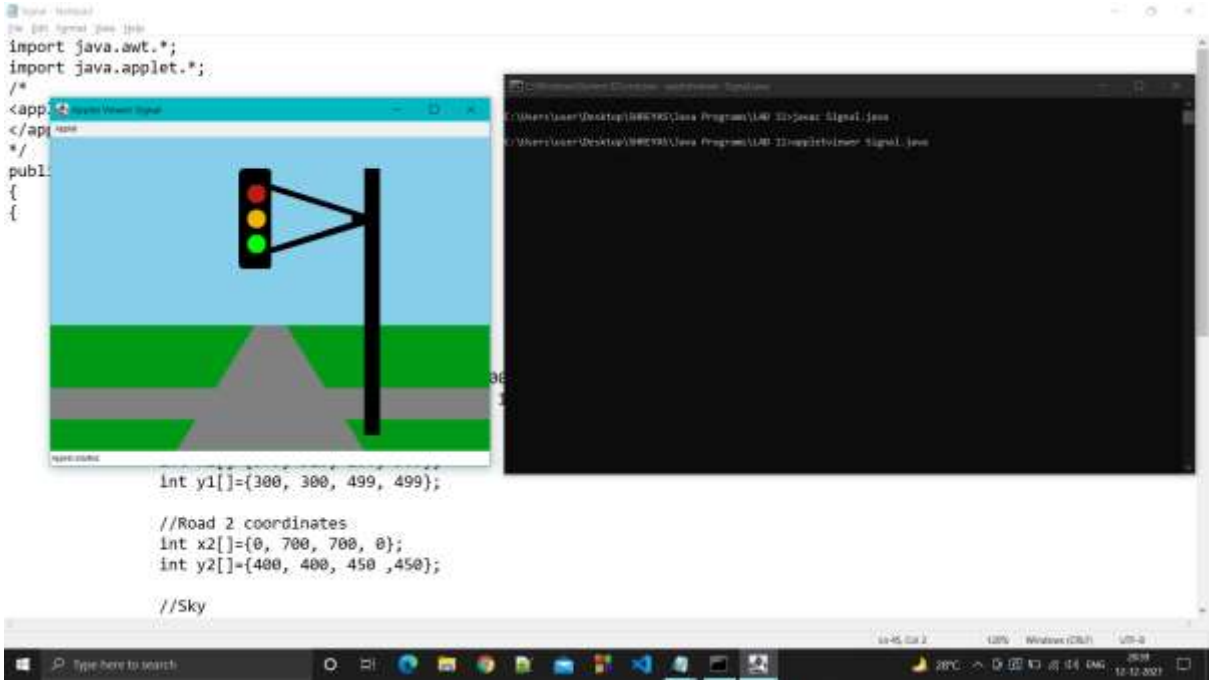


```
import java.awt.*;
import java.applet.*;
/*
<applet code="Signal" width=700 height=500>
</applet>
*/
public class Signal extends Applet
{       public void paint(Graphics g)
{
                Color c1=new Color(187, 30, 16);        //Red Color
                Color c2=new Color(239, 183, 0);        //Yellow Color
                Color c3=new Color(135, 206, 235);      //Color for sky
                Color c4=new Color(128,128,128);        //Color for road
                Color c5=new Color(0, 154, 23);         //Color for grass

                //Signal coordinates
                int x[]={352, 500, 500, 525, 525, 500, 500, 352, 352, 480, 480, 352};
                int y[]={75, 122, 50, 50, 475, 475, 140, 185, 175, 135, 125, 85};

                //Road 1 coordinates
                int x1[]={375, 325, 200, 500};
                int y1[]={300, 300, 499, 499};

                //Road 2 coordinates
                int x2[]={0, 700, 700, 0};
                int y2[]={400, 400, 450 ,450};

                //Sky
```



```
                //Sky
                g.setColor(c3);
                g.fillRect(0,0,700,300);

                //Grass
                g.setColor(c5);
                g.fillRect(0, 300, 700, 200);

                //Road
                g.setColor(c4);
                g.fillPolygon(x1,y1,x1.length);
                g.fillPolygon(x2,y2,x2.length);

                //Signal Stand
                g.setColor(Color.black);
                g.fillPolygon(x, y, x.length);
                g.fillRoundRect(300, 50, 52, 160, 15, 15);

                //Signal
                g.setColor(c1);
                g.fillOval(313,75,30,30);
                g.setColor(c2);
                g.fillOval(313,115,30,30);
                g.setColor(Color.green);
                g.fillOval(313,155,30,30);
        }
}
```

OUTPUT


import java.awt.*;
import java.applet.*;
/*
*/
int y1[]={300, 300, 499, 499};
//Road 2 coordinates
int x2[]={0, 700, 700, 0};
int y2[]={400, 400, 450 ,450};
//Sky