Life Cycle of an Applet

Applet’s Life Cycle:-

* JVM on the user’s machine creates an instance of the applet class and invokes various methods during the applet’s life time
* Four methods in the Applet class give you the framework on which you can build any Applet application

Life Cycle:-

1. init()
2. start()
3. stop()
4. destroy()

one more method :

* paint()

it run after 2) start() method

paint method in java.awt.Graphics class