

ASSIGNMENT - APPLET PROGRAMMING

1. Write a Java Applet code that implement applet life cycle.
2. Write a Java Applet code that implement `getcodebase()` and `getDocumentbase()` method.
3. Write a Java Applet code that implement Font Class with its different methods. Write a Java Applet code that implement Shape class with its different methods. Write a Java Applet code that implement Color class with its different methods.
4. Write a Java Applet code that print Hello World in different Colors Example.
5. Write a Java Applet code that print Colored Hello World in Applet.
6. Write a program using Applet dimension to print centre aligned text.
7. Write a program using Applet to draw a smiley.
8. Draw Rounded Corner Rectangle & Square in Applet Window.
9. Write a Java applet/application that draws a picture of your choice in a 300x300 pixel window. Your picture must include the following: At least 4 distinct colors At least 5 distinct shapes (keep in mind that `fillRect` and `drawRect` create two different shapes for our purposes and that different sizes/dimensions of the same shape count).