simple applet java program to check whether the given number is armstrong number or not.

**package**Thuresday;

**import**java.applet.\*;

**import**java.awt.event.\*;

**import**java.awt.\*;

/\*<applet code="Arm" width=500 height=500></applet> \*/

**publicclass**Armstrong**extends** Applet **implements** ActionListener

{

Label l1,l2;

TextFieldt1,t2;

Button b1,b2;

Font f1;

String s1;

**publicvoid**init()

{

l1=**new** Label("Enter a number: ");

l2=**new** Label("Result ");

t1=**new**TextField(10);

// t2=new TextField(40);

f1= **new** Font("Times New Roman",Font.***PLAIN***,25);

b1=**new** Button("Calculate");

b2=**new** Button("Clear");

add(l1);

add(t1);

add(l2);

// add(t2);

add(b1);

add(b2);

b1.addActionListener(**this**);

b2.addActionListener(**this**);

}

**publicvoid**actionPerformed(ActionEventae)

{

**int**c=0,a,temp;

**int**n=Integer.*parseInt*(t1.getText());

**if**(ae.getSource()==b1)

{

temp=n;

**while**(n>0)

{

a=n%10;

n=n/10;

c=c+(a\*a\*a);

}

**if**(temp==c)

s1="armstrong number";

**else**

s1="armstrong is not number";

// t2.setText(String.valueOf(s1));

}

**elseif**(ae.getSource()==b2)

{

t1.setText("");

t2.setText("");

}

repaint();

}

**publicvoid** paint(Graphics g)

{

g.setFont(f1);

g.setColor(Color.***red***);

g.drawString(s1,50,50);

}

}



