```
Crazy notes untuk unit-I = APPLET
-> An applet represents a jova byte code, that con
=) Applet :-
  be embeded with html code. Here html stands
  for hyper text markup language.
-> An applet can be sepresented as-
         Applet = Jovo Byte code + Html code)
animotion and comes.
animotion and games.

An applet does not contents the main method.
-> Applets one executed by using the commond
applet viewer.
* creating a simple applet:
 impost Jova.aut.x;
 import vovo appletox;
 Public class myopp extends applet
  Public Void inites
   Set Bockgound (color-yellow);
  Public void point (Goaphics 9)
   g.doow stoing ("Hello applet");
 <h+m1>
< opplet (ode="my opp.chss" height=300 width=200>
< lopplet>
< 1h+mf>
                 9P3
```

```
* Animation using applet:
  impost Jovo. quit . *;
  impost Java applet . x;
   Public class animation extends applet
    Image pictuse;
     Public void init ()
Picture = get Image (get bocument Base(), "plane.g
     Public void point (Graphics 9)
                           tolise water
   for(int i=0; i2500; i++)
     g.doow Image (picture, i, 30, this);
   Thread-skeep (100);
     catch (Exception e)
they can be used if step of and let
           Example, as copy to with some
     Stoper to using this mounted. I
   <h+m/>
<qpplet code="animation.class", height=600 width=700>
   <10pplet*
   </html>
                            Trapport love on 1-x.
   0/P5
                          impost dove appliet +;
               Public class Apply extends Apple)
```

=> Applet life cycle: -> An applet is born with inites method, and remove the applet by using destroy method. The process or the functioning from an applet from starting to ending of an applet is known as Applet is -> The method in applet life cycle one--> This is the first method in applet life yole where the programmer can be used this method to initialize vasiable and coequing the code of -> This method is executed only one's in a program - Marker 1. as the of program washing @ Public - void stoot: This method is colled ofter init() method and the execution of an applet can be stooted in (3 happen 1) + To this method. 3 Public void stop (); This method can be used to stop an applet for example, an applet with some arranation can be stoped by using this method. @ Public Void destroyes--> whenever a programmer want to remove an apple from the memory we can use the destroy() method. go import Java aut x; impost sovo-applet. x; . Public class Appl extends Applet

```
stoing msg="";
      Public void init()
      Sel Backgoound (color. ded);
      set for eground (color. green);
     fort f= new font ("Avial", font. BOLD, 20);
      Set font (+);
      misg += "(") it";
     Public void stoots
      Public Void Stope)
     Public void destocye)
   <html>
<qpplet code = "APPL.class" Height = 200 weight = 300>
    < lobblet Su coplined plus costopies. Spectros
             is not two isom.
    </h+m/>
adt soo y too x inition stoot
341. saffingle labor stopic destroy.
```

- Applet closs :\_ -> Every applet class is an extension of java. apple class. -> It contents the following classes: Ogetting the applet pasameter 2) getting the network location of himl file that contents an appleto @ getting the applet class directory 9 point the message in the boowser. 3 Resize on applet. \* The methods in applet class onepaint(3= -) If we want to change the look of a component like changing the color animation of an object. we can use the paint() method. - The paint() method support with the help of graphics object. Links and pass alland. update ()3--> By default, the update() feel the doowing area of a Component with it's background color and send the point method to it's object. Repaint():- " solo dans = obas -> It contacts update () and point() method -> The repaint () has two forms. Repaint() Repaint (intx, inty, int width, int height); -> The second form of repaint x and y are the co-ordinates, and width and height specifies the
- backgoound size of on object.

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* Applet parameter :-
  - By using. the tag. < padom>, we can pass the
                 or applet.
              10
  -> The Contents two atts: butes Such as
    name and value.
           represents the nome of the parameter and
   value indicates, the value of a parameter.
  gs import vovo.outx;
      impost Jarg. applet . x;
      Public class Tax extends Applet
      String name, str;
       flood Saltax;
       Public void init()
     name = get pasameter ("ti");
       Sto= get podom (tex ("162");
 pottod sal = float. pause float (sto);
Jon po calculate a Tax (soi);
               394. 4313 .
 Public void calculate Tax (floot sal)
oction when be enck on the botton of the used
Bushin de of (201 <=1000000) (345) = 36135
       tax=0.0.
                           toot.
        else if (sal<=2000000)
            fax=Salxo.oif;
           tax= sal x 0.02 for jos po si 60 jo
                        -(Graphics 9)
```

```
g.doowstoing ("Hello"+ nome, 20,100);
     g. drowstring ("your salary"+sal, 20,100);
     g. doow string ("paytox:"+ lox, 20,100);
   <htm/>
   <applet code="Tax.class" Width= 300 Height= 20
   cpadam name ="l1" Value = "Rovi">.
   <podom name ="t_" value= "1500000.50>
   </h/m/>
   ofp? Hellow Ravi stand prict
        your salary 1500000.50
             paytex = 1,50000.050
 => Event delegation model:-
  nent will be display on the screen but it is
  not capable for performing any oxtron.
- ) for example if we create a button the button
  will display on the screen but it can not
  perform any action even the user click on
      button but a user want to perform on
  action when be elick on the button . The used
  have to add some listenes interfaces depending
  on the event, that is performed by the bitton
 on event represents
                        specific
  can be performed on a company.
* Event Listener:-
- A listened is an object that notifies when an
 event occuss.
+9+ has two major requirements-
       must have
 sources to
              beceive
                           notification
                                      about
```

specific type of event. DIA must be implemented methods to receive and process , these notification. A some of the Listenes interfaces and methods for a Component. listener interface listener method component Si. Builon et manaction listenesside no public void action performed (Action Evente) for more than one type of every. 2. Check box 500 mi jeen undener public voior reprose (Item 81 ade change (Item Public void action performed ( setent the notification apotropecific dupe of event. public yold action performed 3. Check box group on item listener of the frent elgot 6 This can be represented as public void action performed action listenes 9. Text field ( spending the lad Type ( Type listener el) action listener and action listener and public void action performed spends to the event ustened to the event ustener. (Stem Event e) public void action performed action listener and 6. L'Atab sont action uniténerses > paction Event e lang public void item statechange can be lenown as inner class ( I tem Elient ka) 11them tailibe proposition of the secret of purpose. 7. bérellege out mouse motion visteners traine changed (adjustment public void graffed (mouse freute) prient productions of the first class some by ward 8. Icey blood brippic holy kend sessed (Ken) (strave) private pregulard. Hi was somining to " coupeleased (" e) " Kaljaba (" " 6) public void window closed window listenes g. frame count county waterdown front e)

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* Event Source:
→ A Source is an object that generates an event
    Source for more than one type of event.
   -> A Source must register a listener in order to receive the notification about specific type
  of event.
 -> Each event has it's own register methods.
-> This can be represented os
Public void add type (Type listenes el)
   -> In the above statement type is the name of
    the event and el. is a sefesence to the
    event listener.
  ⇒ Inner class :-
   - if we declare a class within another class
   that type of closs can be known as inned closs
  -Inner classes are used for security purpose
  -> A class can not be declare by using the
    private keywood, but if a class is a member
    of another class means on inner class can
  be declare by using the private keyword.
  -> The syntax of another class is-
       class outer class
          private class inner
  Isclass outer
```

```
int numi
  private class inner
         Void inpute)
moise motion tosking
  System.out. point In("Ingercloss");
  void display innex()
   inger Py = yew inger ();
   in in putco;
  class my
  Public static void main (string args[])
    outed out-new outercs;
      out display innexco;
 O/p3-
=> Adopter class:-
      adapter class poorides on empty implement
      all the method of listenes interface.
-> These classes are useful when we want to
          and process some of the events that
  are handled by a particular listener interfaces.
                        adapter class and they concer
-> The classes of on
  Listenes interfaces are-
           'Adopted class
                                      Listener class
- component adopter
                                - Component listeney
-> Contained adapter
                               - Container listener
```

- tocus adapter -focus l'estener -> Key listenes -> Key adapter - mouse adapter -> mouse l'estenes -> mouse motion adapter -> mouse motion lestener → window odapter -> window . lestenes. is relief logistic por in the back of the state of the ( the wist of a now was properly in the start of the integral malitation papers

= endopted class: and adapted ciera presente a consty in plengent of on the when the their in the face.

-> These chasses one issin the month to Decerne and bookers. Sende to the evenly

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