Q - 1) Write a Java applet program which takes the name of user as input and displays a personalized greeting in the middle of applet window.

<<CODE>>

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
public class pro1 extends Applet implements ActionListener
   String name="";
   TextField n1=new TextField("",20);
   TextField i1=new TextField("",20);
   Label 11=new Label("username:");
   Label 12=new Label("Id:");
   Button b1=new Button("OK");
 public void init()
   add(11);
    add(n1);
    add(12);
    add(i1);
    add(b1);
    b1.addActionListener(this);
 Font obj =new Font("arial", Font.BOLD, 20);
 public void paint(Graphics g)
   g.setFont(obj);
  g.drawString("Hello "+name, 50, 50);
  g.drawString("Id:"+id,50,100);
```

```
public void actionPerformed(ActionEvent e )
{
   name=n1.getText();
   id=i1.getText();
   repaint();
}
```

<<OUTPUT>>

Applet				
username:	shubham	ld:	202203005	OK

Hello shubham

ld:202203005

Q-2) Write a Java applet program that allows user to select a color from drop-down list and then changes

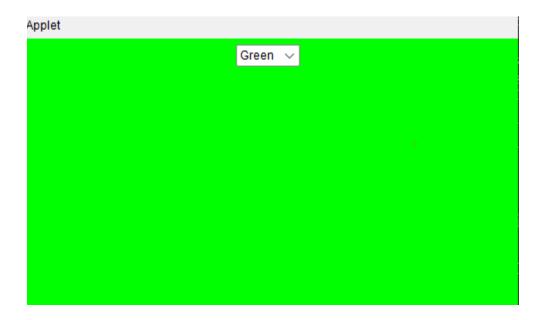
the background color of applet window accordingly.

<<CODE>>

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
```

```
public class bgcolor extends Applet implements ItemListener {
   Choice c1;
   public void init() {
       c1 = new Choice();
       c1.add("Red");
       c1.add("Yellow");
       c1.add("Blue");
       c1.add("Green");
       c1.add("Brown");
       c1.add("Pink");
       c1.addItemListener(this);
       add(c1);
   public void itemStateChanged(ItemEvent e) {
        String colorString = c1.getSelectedItem();
        switch(colorString) {
           case "Red":
                color = Color.RED;
               break;
            case "Green":
               color = Color.GREEN;
                break;
            case "Blue":
                color = Color.BLUE;
                break;
            case "Yellow":
                color = Color.YELLOW;
               break;
            case "Brown":
               color = Color.RED;
                break;
                color = Color.RED;
                break;
```

<<OUTPUT>>



Q-3) Write a Java applet program that displays a calculator with basic arithmetic operations (addition,

subtraction, multiplication, division). The user should be able to input the numbers using buttons and

result should be displayed in the text field.

<<CODE>>

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
public class pro3 extends Applet implements ActionListener {
    TextField t1=new TextField(20);
```

```
TextField t2=new TextField(20);
   TextField t3=new TextField(20);
   Label 11=new Label("num 1");
   Label 12=new Label("num 2");
   Label 13=new Label("ans");
   Button b1= new Button("+");
   Button b2= new Button("-");
   Button b3= new Button("*");
   Button b4= new Button("/");
public void init()
   add(11);
   add(t1);
   add(12);
   add(t2);
   add(b1);
   add(b2);
   add(b3);
   add(b4);
   add(13);
   add(t3);
   b1.addActionListener(this);
   b2.addActionListener(this);
   b3.addActionListener(this);
   b1.addActionListener(this);
  b4.addActionListener(this);
public void actionPerformed(ActionEvent e)
   int num1=Integer.parseInt(t1.getText());
   int num2=Integer.parseInt(t2.getText());
   String ans="";
   int num3;
```

```
if (e.getSource() == b1) {
                  ans=String.valueOf(num3);
                 t3.setText(ans);
else if(e.getSource()==b2) {
                  ans=String.valueOf(num3);
                 t3.setText(ans);
else if(e.getSource() == b3) {
                  num3=num1*num2;
                   ans=String.valueOf(num3);
                 t3.setText(ans);
            else{
                   ans=String.valueOf(n4);
                 t3.setText(ans);
```

<<OUTPUT>>

