

Chap 5: Java Applets & Graphics Programming

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| 1. Explain applet life cycle with suitable diagram. | S17 |
| 2. Describe the following attributes of applet. | S17 |
| (i) Codebase | |
| (ii) Alt | |
| (iii) Width | |
| (iv) Code | |
| 3. Explain the following methods of applet class: | S17 |
| (i) drawRect() | |
| (ii) drawPolygon() | |
| (iii) drawArc() | |
| (iv) drawRoundRect() | |
| 4. Give the syntax of following methods of graphics class. Explain their use with suitable program: | W17 |
| (i) drawRoundRect() | |
| (ii) drawPolygon() | |
| (iii) drawOval() | |
| (iv) drawstring() | |
| 5. Design an applet which display equals size three rectangle one below the other and fill them with orange, white and green color respectively. | S17 |
| 6. How to pass parameter to an applet? Write an applet to accept Account No and balance in form of parameter and print message "low balance" if the balance is less than 500. | W17 |
| 7. Write a applet program to set background with red colour and fore ground with blue colour. | W17 |
| 8. With proper syntax and example explain following graphics methods: 1) SetColor() 2) SetForeground() 3) getFont() 4) setSize() | S18 |
| 9. Define applet. Write a program to create an applet to display message "Welcome to java applet". | S18 |
| 10. Explain any four applet tag. | S18 |
| 11. Explain applet life cycle with suitable diagram | S18 |
| 12. Explain following methods for applet with an example: (1) Passing Parameter to applet (2) Embedding | S18 |
| 13. Write syntax and example of | W18 |
| i)Draw Poly ii)Draw Rect iii)Filloval iv)Draw Arc() | |

14. Explain applet life cycle with suitable diagram. W18
15. Write a program to create an applet for displaying circle, rectangle and triangle one below the other and filled them with red, green and yellow respectively. W18
16. How can parameters be passed to an applet? Write an applet to accept username in the parameter and print "Hello<username> ". W18
17. Design an applet which displays rectangle filled with blue colour and display message as "MSBTE EXAM" in red colour below it. W18
18. Describe the use of following methods: S19
 - (i) Drawoval ()
 - (ii) getFont ()
 - (iii) drawRect ()
 - (iv) getFamily ()
19. Describe the applet life cycle in detail. S19
20. Explain how to pass parameter to an applet ? Write an applet to accept username in the form of parameter and print "Hello <username>". W19
21. List and explain Applet attributes.
22. Explain any four methods of graphics class
23. Write a program to draw a triangle inside an applet.
24. W.A.P to display three concentric circles in a applet.
25. Explain draw arc function with example.
26. Design an applet which display equals size three rectangle one below the other and fill them with orange, white and green color respectively.
27. How to pass parameter to an applet ? Write an applet to accept Account No and balance in form of parameter and print message "low balance" if the balance is less than 500.
28. Write a program to draw a bar chart for plotting students passing percentage in last 5 years.
29. Explain the following methods of applet class :
 - (i) drawRect()
 - (ii) drawPolygon()
 - (iii) drawArc()
 - (iv) drawRoundRect()
30. Design an applet which accepts username as a parameter for html page and display number of characters from it.
31. Write an applet program that accepts string as a input using <param> tag and reverse the string and display it on status window.

Write a program to generate following output using drawLine() method. Refer Figure No. 3



32.

33. Write an applet program to draw a rectangle filled with different colors randomly on the applet window.

34. Write an applet program for each of the following graphics method:

(i) drawOval()

(ii) drawLine ()

35. With proper syntax and example explain following graphics methods :

(1) SetColor()

(2) SetForeground()

(3) getFont()

(4) setSize()

36. Write a java program to implement multilevel inheritance with 4 levels of

hierarchy.

37. Define applet. Write a program to create an applet to display message "Welcome to java applet".

38. Which are the ways to access package from another package ? Explain with example.

39. Explain following methods for applet with an example :

(1) Passing Parameter to applet

(2) Embedding <applet> tags in java code.

40. Write syntax and example of

(i) Draw poly

(ii) Draw Rect

(iii) FillOval

(iv) Draw Arc ()

41. Write a program to create an applet for displaying circle, rectangle and triangle one below the other & filled them with red, green and yellow respectively.

42. How can parameters be passed to an applet ? Write an applet to accept username in the form of parameter and print "Hello <username>".

43. Design an applet which displays rectangle filled with blue colour and

display
message as “MSBTE EXAM” in red colour below it.