**TRAIN USING APPLET PROGRAMMING**

**(JAVA-APPLET PROGRAMMING)**

**SOURCE CODE:**

import java.io.\*;

importjava.applet.Applet;

importjava.awt.\*;

/\*

<applet code="Train" width=400 height=300>

</applet>

\*/

public class Train extends Applet

{

// create two Compartments and an engine

private Compartment bogie1, bogie2;

private Engine eng1;

private Graphics page;

privateintisleep = 100;

public void init()

{

setVisible(true);

page = getGraphics();

}

public void start()

{

setVisible(true);

setBackground(Color.green);

bogie1 = new Compartment();

bogie2 = new Compartment();

eng1 = new Engine();

page.setColor(Color.red);

// for the movement of the train

// have a loop

for (inti=0;i<21;i++)

{

// clear the part of the screen having the train

page.clearRect(0,0,400,200);

// draw the tracks

page.drawLine(0,90,400,90);

// draw the engine

eng1.draw(190+i\*5,40,i%2);

// the connection between the engine and the first compartment

page.drawLine(190+i\*5,60,180+i\*5,60);

// the first compartment

bogie1.draw(10+i\*5,40);

// the connection between the first and second compartments

page.drawLine(100+i\*5,60,90+i\*5,60);

// the second compartment

bogie2.draw(100+i\*5,40);

// call delay to see the effect of the train's new position

delay();

}

}

public void delay()

{

try {

Thread.sleep(isleep);

}

catch (Exception e)

{

return;

}

}

// class Compartment has a method draw to draw the compartment

class Compartment

{

// takes as parameters two integers that specify

// the top left corner of the compartment

public void draw(intxleft, intytop)

{

page.fillOval(xleft+5,ytop+20,30,30);

page.fillOval(xleft+45,ytop+20,30,30);

page.fill3DRect(xleft,ytop,80,30,true);

page.fill3DRect(xleft+15,ytop+5,10,5,true);

page.fill3DRect(xleft+55,ytop+5,10,5,true);

}

}// end class - Compartment

// class Engine has a method draw to draw the compartment

class Engine

{

// takes as parameters two integers that specify

// the top left corner of the engine

public void draw(intxleft, intytop, int smoke)

{

page.fillOval(xleft+5,ytop+20,30,30);

page.fillOval(xleft+45,ytop+20,30,30);

page.fill3DRect(xleft,ytop,50,30,true);

page.fill3DRect(xleft+50,ytop+15,30,15,true);

page.fill3DRect(xleft+60,ytop-10,10,25,false);

page.fill3DRect(xleft+30,ytop+10,5,5,true);

if (smoke==1)

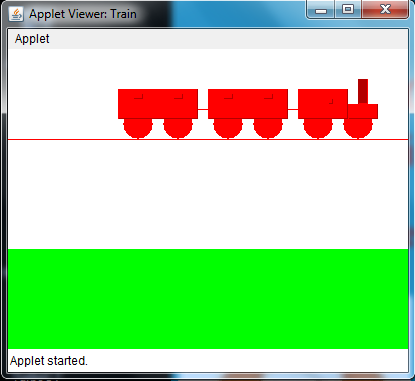
page.fillArc(xleft+60,ytop-20,10,10,0,135);

}

}// end class -Engine

}// end class Train

**OUTPUT:**

****