

public class morecircle extends Applet
implements Runnable

```
{ int x, f;  
  Thread t;  
  public void init() {  
    { x = 0;  
      t = new Thread(this);  
      t.start();  
    }  
  }
```

```
  public void run() {
```

```
    while(true) {  
      if(x == 0) {  
        f = 0;  
        if(x == 450) {  
          f = 1;  
          if(f == 0) {  
            x = x + 5;  
          }  
          if(f == 1) {  
            x = x - 5;  
          }  
          repaint();  
        }  
      }  
    }
```

```
    try {  
      Thread.sleep(1000);  
    } catch (Exception e) {}  
  }
```

```
}
```

```
  public void paint(Graphics g) {  
    {  
      g.drawOval(x, 100, 50, 50);  
    }  
  }
```

public class repaintdemo extends Applet

{ int i;

public void paint(Graphics g)

{ g.drawString("i", 100, 100);

try

{ Thread.sleep(1000);

} catch (Exception e) {}

i++;

repaint();

}

}

<applet > </applet>

public class hello extends Applet
implements Runnable

{ int x = 0;

int y = 0;

int w = 0;

Thread t;

private)

{ x = screen.width;

y = screen.height / 2;

w = x;

}

private start() {

t = new Thread(this);

t.start(); }

private run()

{ while(true)
{ repaint();

x = x - 10;

if (x < 0)

x = w;

try

{ Thread.sleep(1000);

} catch (e) {}

}

private paint(Graphics g)

{ g.drawString("hello", x, y);

}

}

}