

**Don Bosco Institute of Technology, Kurla(W)**  
**Department of Electronics and Tele-Communication Engineering**  
**ECL304 - Skill Lab: C++ and Java Programming**  
**Sem III**  
**2021-22**

<b>Lab Number:</b>	<b>11</b>
<b>Student Name:</b>	<b>Kshitij Prasad Bare</b>
<b>Roll No :</b>	<b>14</b>

**Learning Objective:**

- Students will learn about the Applet concept

**Learning Outcome:**

- Understanding designing GUI using Applets in Java

**Applet [Study Experiment]**

**1. What is Applet?**

**Solution:** A java applet is program that can be included in a HTML page and be executed in a java enabled client browser. Applets are used for creating dynamic and interactive web applications.

**2. Life cycle of an applet.**

**Solution:** An applet may undergo the following states:

- Init: An applet is initialized each time is loaded.
- Start: Begin the execution of an applet.
- Stop: Stop the execution of an applet.
- Destroy: Perform a final clean-up, before unloading the applet.

**Faculty: Ms. Deepali Kayande**

**Don Bosco Institute of Technology, Kurla(W)**  
**Department of Electronics and Tele-Communication Engineering**  
**ECL304 - Skill Lab: C++ and Java Programming**  
**Sem III**  
**2021-22**

**3. Create Hello World applet.**

**Solution:**

```
/*  
Hello World Applet Example  
This java example shows how to create and run Hello World Java Applet. */
```

```
import java.applet.Applet; import  
java.awt.Graphics;
```

```
/*  
*  
* Applet can either run by browser or appletviewer application. * Define  
  <applet> tag within comments as given below to speed up * the testing.  
*/
```

```
/*  
<applet code="HelloWorldApplet" width=100 height=100>  
</applet>  
*/  
//every applet must extend from java.applet.Applet class public  
class HelloWorldApplet extends Applet{
```

```
/*  
* Override paint method.  
* paint method is called every time the applet needs to redisplay * it's  
  output. For example, when applet is first displayed or applet * window is  
  minimized and then restored.  
*  
*/  
public void paint(Graphics g){
```

```
/*  
* Use  
* void drawString(String str, int x, int y)  
* method to print the string at specified location x and y.  
*/  
g.drawString("Hello World", 50, 50);  
}  
}
```

**Faculty: Ms. Deepali Kayande**

**Don Bosco Institute of Technology, Kurla(W)**  
**Department of Electronics and Tele-Communication Engineering**  
**ECL304 - Skill Lab: C++ and Java Programming**  
**Sem III**  
**2021-22**

**Output:**



**Faculty: Ms. Deepali Kayande**