

Aim:

To write a java program by using applet to display the Statement.

Program:

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

```
/*< applet code = Simple applet width=200 height=500 >  
</applet> */.
```

```
public class simpleapplet extends Applet
```

```
{
```

```
    public void init()  
    {
```

```
        setBackground(Color.green);
```

```
}
```

```
    public void paint(Graphics g)
```

```
{
```

```
        g.drawString("Simple Applet", 100, 100);
```

```
}
```

```
.
```

Result:

Thus the program is used to display the Statement by using applet.

✓

Applet Viewer : Simple applet

Applet.

Simple Applet.

Applet Started.



Aim:

To write a java program by using applet to draw shapes like line, rectangle, oval, Filled Rectangle and Filled Oval.

Program:

```
import java.applet.*;
import java.awt.*;
/*<applet code = shapes_applet width=500 height=500>
 </applet>*.
public class shapes_applet extends Applet
{
    public void init()
    {
        setBackground(Color.blue);
    }
    public void paint(Graphics g)
    {
        g.drawLine(10, 490, 60, 490);
        g.drawString("Line", 20, 480);
        g.drawRect(20, 480, 70, 40);
        g.drawString("Rectangle", 30, 400);
        g.fillRect(120, 410, 70, 40);
        g.drawString("Filled Rectangle", 120, 400);
        g.drawOval(40, 300, 40, 70);
        g.drawString("Oval", 45, 300);
        g.fillOval(140, 300, 40, 70);
        g.drawString("Filled Oval", 145, 300);
    }
}
```

~~Result: Thus the program is used to draw shapes using applet.~~

Expt. No. 03

Date : 22/02/22.

Mouse Motions In Applet.

Page No. 7

Aim :

To write a java program to demonstrate mouse event in applet.

Program :

```
import java.applet.*;  
import java.awt.*;  
import java.awt.event.*;  
/*< applet code = mousedemo width = 500 height = 500 >  
</applet>*/
```

public class mousedemo extends Applet implements MouseListener,
MouseMotionListener

{

```
public void mouseMoved() {  
    {  
        msg = "Mouse Moved"; repaint();  
    }  
}
```

```
public void paint(Graphics g)  
{  
    g.drawString(msg, 100, 100);  
}  
}
```

Result :

Thus the program is used to demonstrate Mouse Event.

Expt. No. 04.
Date : 22/02/2022

Arithmetic Operations.

Page No. 11

Aim :

To write a java program to perform Arithmetic operations using frame and Button controls.

Program :

```
import java.awt.*;
```

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

```
public class awt extends Frame implements ActionListener
```

~~new JFrame("Calculator")~~

~~o = m % n;~~

~~t3.setText(Double.toString(o));~~

~~}~~

~~public static void main(String args[])~~

~~{ arith obj = new arith(); }~~

Result:

Thus the program is used to perform Arithmetic operations.

Expt. No. 05
Date : 28/02/2022

Factorial

Page No. 19

Aim :

To write a java program to find the factorial value of a given number.

Program :

```
import java.awt.*;  
import java.awt.event.*;  
class Factorial extends Frame implements ActionListener
```

~~Result:~~

~~Thus the program is used to find the factorial value.~~

Expt. No. 06
Date : 28/02/2022

Positive Or Negative

Page No. 25

Aim:

To write a java program to check whether the given number is positive or negative.

Program:

```
import java.awt.*;  
import java.awt.event.*;  
class Positive extends Frame implements ActionListener
```

~~Result :~~

Thus the program is used to check whether the given number is positive or negative.

Expt. No. 07
Date : 28/02/2022

Odd Or Even .

Page No. 29

Aim :

To write a java program to check whether the given number is Odd or Even.

Program :

```
import java.awt.*;
import java.awt.event.*;
class oddoreven extends Frame implements ActionListener
```

~~-~~ Result: Thus ~~the~~ the program is used to check whether
~~the given number is Odd or Even.~~

Expt. No. 08
Date : 01/03/2022

Check Box [Language know].

Page No. 33

Aim :

To write a java program to create a check box to display your simple Biodata.

Program :

~~Result :~~

Thus the program is used to display the simple biodata by using checkbox.

Aim :

To write a java program to find the Simple and Compound interest by using checkbox group.

Program :

```
import java.awt.*;
```

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

```
class SimpleAndCompound extends Frame implements ActionListener
```

Result :

Thus, the program is used to find the simple and compound interest by using checkbox group.