**Practical no.-**28

**Title:** Develop a minimum two basic Applets. Display output with applet viewer and browser.

**Roll No.:** 15 **Batch-** A **Date of Performance:** 17/04/2023

**Code 1-**

import java.awt.\*;

import java.applet.\*;

public class Msg extends Applet

{

public void init()

{

setBackground(Color.cyan);

}

public void paint(Graphics g)

{

g.setColor(Color.red);

g.drawString( "Welcome to World of Applet....",50, 100);

}

}

**HTML CODE-**

<HTML>

<HEAD>

<TITLE>Welcome</TITLE></HEAD>

<BODY>

<Applet CODE= Msg.class

WIDTH=400

HEIGHT=200 ></Applet>

</BODY>

</HTML>

**Code 2-**

import java.awt.\*;

import java.applet.\*;

/\*<Applet CODE= Applet2.class

WIDTH=400

HEIGHT=200 ></Applet>\*/

public class Applet2 extends Applet

{

public void paint(Graphics g)

{

g.setColor(Color.red);

g.drawString( "Welcome to World of Applet....",50, 100);

}

public void init()

{

System.out.println("Init Method");

}

public void start()

{

System.out.println("Start Method");

}

public void stop()

{

System.out.println("Stop Method");

}

public void destroy()

{

System.out.println("Destroy Method");

}

}

**HTML CODE-**

<HTML>

<HEAD>

<TITLE>Welcome</TITLE></HEAD>

<BODY>

<Applet CODE= Applet2.class

WIDTH=400

HEIGHT=200 ></Applet>

</BODY>

</HTML>

**OUTPUT-**

G:\Java\jdk1.8.0\_281\bin\SYCM-1\_15>javac Applet2.java

G:\Java\jdk1.8.0\_281\bin\SYCM-1\_15>appletViewer Applet2.java

Init Method

Start Method

Stop Method

Destroy Method