**Practical no.-**29

**Title:** Write a program to create animated shape using graphics and applet.

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

**CODE 1-**

import java.applet.\*;

import java.awt.\*;

/\*<Applet CODE= SmileFace.class

WIDTH=400

HEIGHT=200 ></Applet>\*/

public class SmileFace extends Applet

{

public void paint(Graphics g)

{

g.setColor(Color.yellow);

g.fillOval(20,20,150,150);

g.setColor(Color.black);

g.fillOval(50,60,15,25);

g.fillOval(120,60,15,25);

int x[]={95,85,106,95};

int y[]={85,104,104,85};

g.setColor(Color.black);

g.fillPolygon(x,y,4);

g.drawArc(55,95,78,50,0,-180);

g.drawArc(55,95,78,50,0,-180);

g.drawLine(50,126,60,116);

g.drawLine(128,115,139,126);

}

}

**HTML CODE-**

<HTML>

<HEAD>

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

<BODY>

<Applet CODE= SmileFace.class

WIDTH=400

HEIGHT=200 ></Applet>

</BODY>

</HTML>

**CODE 2-**

import java.applet.\*;

import java.awt.\*;

/\*<Applet CODE= Arcs.class

WIDTH=400

HEIGHT=200 ></Applet>\*/

public class Arcs extends Applet

{

public void paint(Graphics g)

{

g.drawArc(10,40,70,70,0,75);

g.fillArc(100,40,70,70,0,75);

g.drawArc(10,100,70,80,0,175);

g.fillArc(100,100,70,90,0,270);

g.drawArc(200,80,80,80,10,180);

}

}

**HTML CODE-**

<HTML>

<HEAD>

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

<BODY>

<Applet CODE= Arcs.class

WIDTH=400

HEIGHT=200 ></Applet>

</BODY>

</HTML>