1. **INTRO**

import java.applet.Applet;

import java.awt.Graphics;

public class Myapplet extends Applet

{

public void paint(Graphics g)

{

g.drawString("Geekyshows", 50, 20);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **LIFE CYCLE**

import java.applet.Applet;

import java.awt.Graphics;

public class Myapplet extends Applet

{

int count =1;

public void init()

{

System.out.println("init Method "+ count++);

}

public void start()

{

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

}

public void stop()

{

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

}

public void destroy()

{

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

}

public void paint(Graphics g)

{

System.out.println("Paint Method "+ count++);

g.drawString("Welcome to Geekyshows", 50, 20);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **PASSING PARAMETER**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

public void paint(Graphics g)

{

String str = this.getParameter("msg");

g.drawString(str, 100, 80);

}

}

// <APPLET code="Myapplet.class" NAME="New Applet" width = "200" height = "150"> </APPLET>

1. **CHANGE FONT**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

Font obj = new Font("Times New Roman", Font.BOLD, 40);

Font obj1 = new Font("serif", Font.ITALIC, 20);

public void paint(Graphics g)

{

g.setFont(obj);

g.drawString("GeekyShows ", 20, 80);

g.setFont(obj1);

g.drawString("Welcome ", 300, 80);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **FIND FONT DETAILS**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

Font obj = new Font("Times New Roman", Font.BOLD, 40);

Font obj1 = new Font("serif", Font.ITALIC, 20);

public void paint(Graphics g)

{

g.setFont(obj);

g.drawString("GeekyShows ", 20, 80);

g.drawString("Font Details: " + g.getFont(), 30, 200);

g.setFont(obj1);

g.drawString("Welcome ", 300, 80);

g.drawString("Font Details: " + g.getFont().getStyle(), 30, 400);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **SET FONT COLOR**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

Color obj = new Color(255, 53, 152);

public void paint(Graphics g)

{

g.setColor(obj);

g.drawString("GeekyShows ", 20, 80);

g.drawString("GeekyShows ", 30, 150);

g.setColor(Color.red);

g.drawString("GeekyShows ", 40, 200);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **FIND COLOR DETAILS**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

Color obj = new Color(255, 53, 153);

public void paint(Graphics g)

{

g.setColor(obj);

g.drawString("GeekyShows ", 20, 80);

g.drawString("Color Details: "+ g.getColor(), 30, 150);

g.setColor(Color.red);

g.drawString("GeekyShows ", 20, 80);

g.drawString("Color Details: "+ g.getColor(), 30, 150);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **DRAW LINE**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

public void paint(Graphics g)

{

g.setColor(Color.red);

g.drawLine(20, 20, 100, 20);

g.setColor(Color.blue);

g.drawLine(20, 20, 20, 100);

g.setColor(Color.green);

g.drawLine(100, 20, 20, 100);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **DRAW RECT**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

public void paint(Graphics g)

{

g.setColor(Color.red);

g.drawRect(20, 20, 70, 50);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **DRAW POLTYGON**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

int x [] = {20, 50, 80};

int y [] = {80, 20, 80};

public void paint(Graphics g)

{

g.drawPolygon(x, y, 3);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **BUTTON**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

Button b1 = new Button("Submit");

Button b2 = new Button("Reset");

public void init()

{

add(b1);

add(b2);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **TEXT FILED**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

TextField t1 = new TextField("Hello");

public void init()

{

add(t1);

}

public void paint(Graphics g)

{

g.drawString("Result: "+t1.getText(), 80, 50);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **TEXT AREA**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

TextArea ta1 = new TextArea("Welcome to GeekyShows", 20, 100);

public void init()

{

add(ta1);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **LABEL**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

Label lb1 = new Label("First Name: ");

TextField t1 = new TextField(10);

public void init()

{

add(lb1);

add(t1);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **CHECK BOX**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

Checkbox c1 = new Checkbox("Java Programming");

Checkbox c2 = new Checkbox("HTML");

Checkbox c3 = new Checkbox("CSS");

public void init()

{

c1.setState(true);

add(c1);

add(c2);

add(c3);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **CHECKBOX GROUP**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

CheckboxGroup cg = new CheckboxGroup();

Checkbox c1 = new Checkbox("HTML", cg, false);

Checkbox c2 = new Checkbox("CSS", cg, false);

Checkbox c3 = new Checkbox("JS", cg, true);

Checkbox c4 = new Checkbox("JQ", cg, false);

public void init()

{

add(c1);

add(c2);

add(c3);

add(c4);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **CHOICE**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

Choice city = new Choice();

public void init()

{

city.addItem("Delhi");

city.addItem("Kolkata");

city.addItem("Mumbai");

city.addItem("Chennai");

city.addItem("Bhopal");

add(city);

city.select("Mumbai");

}

public void paint(Graphics g)

{

g.drawString("Result: "+city.getSelectedItem(), 20, 20);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **LIST**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

List city = new List();

public void init()

{

city.add("Delhi");

city.add("Kolkata");

city.add("Mumbai");

city.add("Chennai");

city.add("Bhopal");

add(city);

city.select(3);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **FLOW LAYOUT**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

FlowLayout fl = new FlowLayout(FlowLayout.LEFT, 30, 20);

Button b1 = new Button("Submit");

Button b2 = new Button("Play");

Button b3 = new Button("Reset");

public void init()

{

setLayout(fl);

add(b1);

add(b2);

add(b3);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **BORDER LAYOUT**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

BorderLayout fl = new BorderLayout(30, 20);

Button b1 = new Button("Submit");

Button b2 = new Button("Play");

Button b3 = new Button("Reset");

public void init()

{

setLayout(fl);

add("South",b1);

add("East",b2);

add("North",b3);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **GRID LAYOUT**

import java.applet.\*;

import java.awt.\*;

public class Myapplet extends Applet

{

GridLayout fl = new GridLayout(2, 3, 20, 10);

Button b1 = new Button("One");

Button b2 = new Button("Two");

Button b3 = new Button("Three");

Button b4 = new Button("Four");

Button b5 = new Button("Five");

Button b6 = new Button("Six");

public void init()

{

setLayout(fl);

add(b1);

add(b2);

add(b3);

add(b4);

add(b5);

add(b6);

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **ACTION LISTENER**

import java.applet.\*;

import java.awt.\*;

import java.awt.event.\*;

public class Myapplet extends Applet implements ActionListener

{

Button b1 = new Button("Click Me");

String str="";

public void init()

{

add(b1);

b1.addActionListener(this);

}

public void paint(Graphics g)

{

g.drawString(str, 20, 50);

}

public void actionPerformed(ActionEvent e)

{

str = "Button Cliked";

repaint();

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **ADD TWO NUMBER**

import java.applet.\*;

import java.awt.\*;

import java.awt.event.\*;

public class Myapplet extends Applet implements ActionListener

{

int v1, v2, sum;

TextField t1 = new TextField(5);

TextField t2 = new TextField(5);

Label l1 = new Label("Value 1: ");

Label l2 = new Label("Value 2: ");

Button b1 = new Button("Add");

public void init()

{

add(l1);

add(t1);

add(l2);

add(t2);

add(b1);

b1.addActionListener(this);

}

public void paint(Graphics g)

{

g.drawString("Sum = "+sum, 20, 70);

}

public void actionPerformed(ActionEvent e)

{

v1 = Integer.parseInt(t1.getText());

v2 = Integer.parseInt(t2.getText());

sum = v1+v2;

repaint();

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **HANDLECOMP**

import java.applet.\*;

import java.awt.\*;

import java.awt.event.\*;

public class Myapplet extends Applet implements ActionListener

{

String name = " ", gender = " ";

int age;

TextField n = new TextField(10);

CheckboxGroup g = new CheckboxGroup();

Checkbox m = new Checkbox("Male", g, true);

Checkbox f = new Checkbox("Female", g, false);

Choice c = new Choice();

Label l1 = new Label("Enter Name: ");

Label l2 = new Label("Select Gender: ");

Label l3 = new Label("Age: ");

Button b1 = new Button("Submit");

public void init()

{

add(l1);

add(n);

add(l2);

add(m);

add(f);

add(l3);

c.add("18");

c.add("19");

c.add("20");

c.add("21");

add(c);

add(b1);

b1.addActionListener(this);

}

public void paint(Graphics g)

{

g.drawString("Name: "+name, 20, 100);

g.drawString("Gender: "+gender, 20, 120);

g.drawString("Age: "+age, 20, 140);

}

public void actionPerformed(ActionEvent e)

{

name = n.getText();

gender = g.getSelectedCheckbox().getLabel();

age = Integer.parseInt(c.getSelectedItem());

repaint();

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>

1. **HANDLE TWO BUTTON**

import java.applet.\*;

import java.awt.\*;

import java.awt.event.\*;

public class Myapplet extends Applet implements ActionListener

{

Button b1 = new Button("OK");

Button b2 = new Button("Cancel");

String str=" ";

public void init()

{

add(b1);

add(b2);

b1.addActionListener(this);

b2.addActionListener(this);

}

public void paint(Graphics g)

{

g.drawString(str, 20, 50);

}

public void actionPerformed(ActionEvent e)

{

String st = e.getActionCommand();

if(st.equals("OK"))

{

str = "OK Clicked";

}

if(st.equals("Cancel"))

{

str = "Cancel Clicked";

}

repaint();

}

}

// <APPLET code="Myapplet.class" width = "200" height = "150"> </APPLET>