**The Applet Tag**

For a java applet to work on a web page, it must already have been compiled. A compiled java applet normally has a file extension of class.

Here is an example of a simple applet tag:

<applet code="myApplet.class" width="100" height="140">

</applet>

This tells the viewer or browser to load the applet whose compiled code is in myApplet.class (in the same directory as the current HTML document), and to set the initial size of the applet to 100 pixels wide and 140 pixels high.

Here's a more complex example of an APPLET tag:

<applet code="flame.class" width="250" height="110">

<param name="text" value="Bungle+in+the+Jungle" />

<param name="link" value="http://javaboutique.com" />

</applet>

This tells the viewer or browser to load the applet whose compiled code is flame.class. The first param statement sets the applet's "text" attribute (which customizes the text this applet displays) to be "Bungle+in+the+Jungle". A second param statement will allow the applet to also act as a link, if one clicks the text at the bottom of the applet. If the page is viewed by a browser that can't execute Java applets, then the browser will ignore the APPLET and PARAM tags, displaying only the HTML between the <param /> and </applet> tags (the alternate HTML).

Here's the [result](http://fog.ccsf.edu/~srubin/jap.html) of putting the above example in your XHTML file.

Here's the complete syntax for the [Applet tag](http://fog.ccsf.edu/~srubin/apl.html).

**The Object Tag**

Note that the applet tag is valid for Transitional XHTML, but not for Strict XHTML because the applet tag has been deprecated. Instead you can use the object tag, which is valid for Transitional and Strict XHTML. See the **third**example on this [page](http://fog.ccsf.edu/~srubin/h4Object.html), which uses the object tag.

For example:

<!-- first object tag is for Firefox -->  
<object classid="java:flame.class" type="application/x-java-applet" height="200" width="200">  
<param name="text" value="Bungle+in+the+Jungle" />

<!-- 2nd object tag is for IE -->

<object classid="clsid:8AD9C840-044E-11D1-B3E9-00805F499D93" height="200" width="200">   
<param name="code" value="flame" />  
<param name="text" value="Bungle+in+the+Jungle" />  
</object>   
</object>

The **classid** attribute identifies which version of Java Plug-in to use.

For Firefox - classid="java:classname.class"  
  
(where classname.class should be replaced by the actual name, e.g.,   
classid="java:flame.class"  
  
  
For IE - classid="clsid:8AD9C840-044E-11D1-B3E9-00805F499D93"  
(always use this classid for IE, but note that it may not display the applet in some versions/platforms for IE)  
 **Note: I suggest that you upload your class file and all associated folders and files directly into the directory that contains your hw5.html file.**  
  
For more information about the object tag for java applets, see the following links:

* <http://www.w3schools.com/tags/tag_object.asp>
* <http://www.veiled-chameleon.com/weblog/archives/000004.html>
* <http://java.sun.com/j2se/1.5.0/docs/guide/plugin/developer_guide/using_tags.html#object>

**Note:** For HTML5, the applet tag and the classid attribute are not valid. Instead, you should use the object tag with a param statement that has name="code" and value equaling the class name of the applet.

Here's a valid HTML5 example:

<object type="application/x-java-applet" height="200" width="200">  
<param name="text" value="Bungle+in+the+Jungle">  
<param name="code" value="flame.class" >  
</object>

See this [link](http://freear.org.uk/content/embed-scratch-applet-html5) for other variations that use a codebase and an archive for the applet.