Programming in Java- Timers

1. Create an applet with 3 buttons and 1 label that will simulate a stopwatch. The buttons should be labeled “start”, “stop” and “reset”. When start is pressed, the label should start counting up from 0. When the stop button is pressed, the label should stop. When reset is hit, the number should go back to 0.
2. Make an applet with a circle drawn to the screen. You will also need a start, stop, and increase speed button. This will be a bouncing ball. Use the timer to move the ball around the screen. It should bounce when it hits the “wall” of the applet. Start the timer in the init(), NOT in the start button. A game timer should never stop running. Think of another way to stop start and increase the velocity of the ball.