**Applet class**

Applet class provides all necessary support for applet execution, such as initializing and destroying of applet. It also provide methods that load and display images and methods that load and play audio clips.

**An Applet Skeleton**

Most applets override these four methods. These four methods forms Applet lifecycle.

* **init() :** init() is the first method to be called. This is where variable are initialized. This method is called only once during the runtime of applet.
* **start() :** start() method is called after init(). This method is called to restart an applet after it has been stopped.
* **stop() :** stop() method is called to suspend thread that does not need to run when applet is not visible.
* **destroy() :** destroy() method is called when your applet needs to be removed completely from memory.

**Example of an Applet Skeleton**

import java.awt.\*;

import java.applet.\*;

public class AppletTest extends Applet

{

public void **init()**

{

//initialization

}

public void **start** ()

{

//start or resume execution

}

public void **stop()**

{

//suspend execution

{

public void **destroy()**

{

//perform shutdown activity

}

public void **paint** (Graphics g)

{

//display the content of window

}}