**Repaint method in applet**  
The **repaint()** method is sent to a Component when it needs to be repainted. The repaint () method causes the AWT runtime system to execute the update () method of the Component class which clears the window with the background color of the applet and then calls the paint () method.

*import java.awt.\*;*

*import java.applet.Applet;*

*import java.awt.event.\*;*

*public class Netparam extends Applet implements MouseListener*

*{*

*private int mouseX, mouseY;*

*private boolean mouseclicked = false;*

*public void init()*

*{*

*setBackground(Color.CYAN);*

*addMouseListener(this);*

*}*

*public void mouseClicked(MouseEvent e)*

*{*

*mouseX = e.getX();*

*mouseY=e.getY();*

*mouseclicked = true;*

*repaint();*

*}*

*public void mouseEntered(MouseEvent e){};*

*public void mousePressed(MouseEvent e){};*

*public void mouseReleased(MouseEvent e){};*

*public void mouseExited(MouseEvent e){};*

*public void paint( Graphics g )*

*{*

*String str;*

*g.setColor(Color.RED);*

*if (mouseclicked)*

*{*

*str = "Netparam at X="+ mouseX + "," + "Netparam at Y="+ mouseY ;*

*g.drawString(str,mouseX,mouseY);*

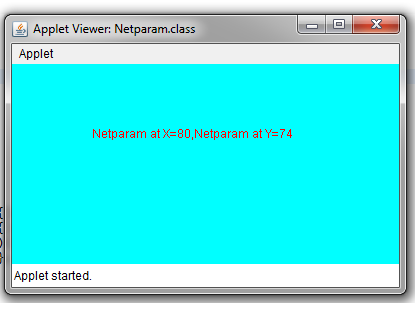
*mouseclicked = false;*

*}*

*}*

*}*

***Output***

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