**Update method in Applet**

- An update() method is called on calling the repaint method.  
- The default implementation of the update() method clears the screen and calls the paint() method.  
- The graphics instance is valid only within the context of the update method() returns.  
- This method is called in response to repaint() request.  
- The default implementation is provided by the component class which erases the background and calls the paint() method.

**Example**

*import java.awt.\*;*

*import java.applet.Applet;*

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

*public class UpdateApplet 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 update(Graphics g)*

*{*

*paint(g);*

*}*

*public void paint( Graphics g)*

*{*

*String str;*

*g.setColor(Color.red);*

*if (mouseclicked)*

*{*

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

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

*mouseclicked = false;*

*}*

*}*

*}*

