

APPLET PROGRAMMING

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****An Applet is a special kind of Java program that is designed to be transmitted over the Internet and automatically executed by a Java-compatible web browser.***

****An Applet is a Java class that extends the `java.applet.Applet` class.***

****JVM is required to view an applet***



***Local
Applet***

***Types of
Applet***

***Remote
Applet***

Local Applet is developed locally and stored in the local system.

A web page doesn't need to get the information from the internet when it finds the local Applet in the system.

Local Applet is written on our own, and then we will embed it into web pages.

There are two attributes used in defining an applet, i.e., the codebase that specifies the path name and code that defined the name of the file that contains Applet's code.

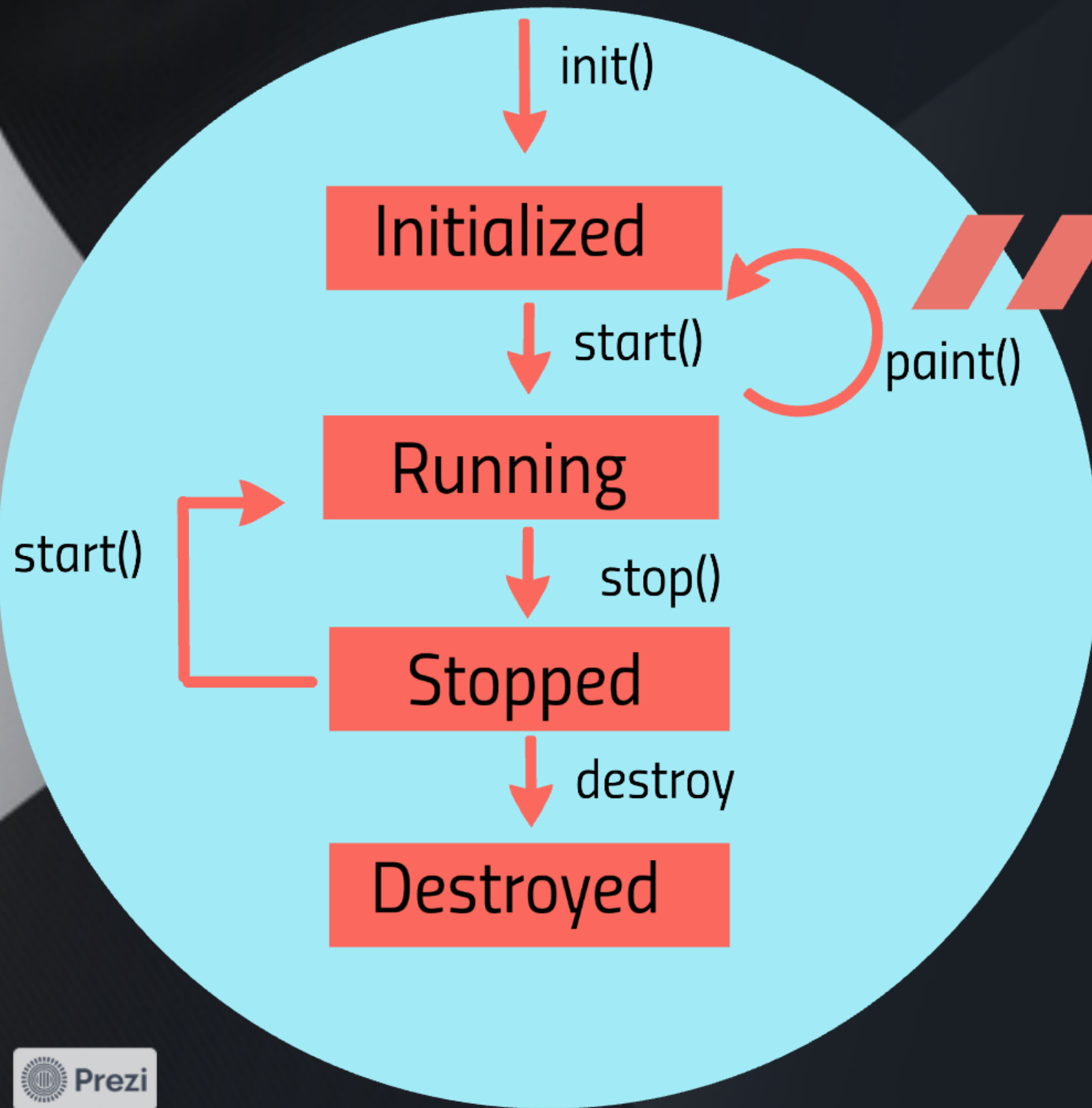
Local

A remote applet is designed and developed by another developer.

Remote

In order to run the applet stored in the remote computer, our system is connected to the internet then we can download run it.

It is located or available on a remote computer that is connected to the internet.



init()

start()

The java.applet.Applet class 4 life cycle methods and java.awt.Component class provides 1 life cycle methods for an applet

stop()

paint()

destroy()

Hierarchy of Applet

An applet class is compiled in the same way as any other Java class

- However, an applet is run differently from other Java programs

HTML

Applet viewer

