Applet Program

//Prime Number Program Using Applet

import java.awt.\*;

import java.applet.\*;

public class Prime\_Applet extends Applet

{

int num,j,count=1,i,flag=10;

public void paint(Graphics g)

{

for(i=2;i<=20;i++)

{

count=1;

for(j=2;j<i;j++)

{

if(i%j==0)

{

count=0;

}

}

if(count==1)

{

g.drawString("Main : "+i,20,flag+40);

}

flag=flag+10;

}

}

}

OUTPUT:



