```
/*
 * Chris Tjon, Ex. 4.3, Wed 4pm
 *
 * Calculate the average of two values to 1 decimal place
 */
package average;

import java.applet.Applet;
import java.awt.Graphics;

public class Average extends Applet
{
    public void paint(Graphics g)
    {
        int mark1 = 44;
        int mark2 = 51;
        float average;

        average = (float)(mark1 + mark2) / 2; // cast the addition to get float result
                g.drawString("Average = " + average, 50, 50);
    }
}
```



Applet Viewer: avera...

Applet

Average = 47.5

Applet started.
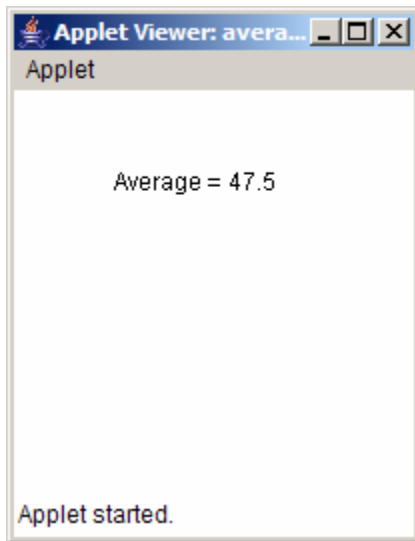
```
/*
 * Chris Tjon, Ex 4.7 Wed 4pm
 *
 * Program to translate 2549 seconds into hours, minutes, and seconds
 */
package time_conv;

import java.applet.Applet;
import java.awt.Graphics;

public class TimeConv extends Applet
{
    public void paint(Graphics g)
    {
        int totalSeconds = 2549;
        int hours;
        int minutes;
        int seconds;
        int remainder;

        hours = totalSeconds / 3600;   //3600 seconds/hr
        remainder = totalSeconds % 3600;   //how many seconds left for min:sec
        minutes = remainder / 60;   //60 seconds/min
        seconds = remainder % 60;   //remainder is :sec

        //Do the output
                g.drawString("Hours = " + hours, 50, 50);
        g.drawString("Minutes = " + minutes, 50, 70);
        g.drawString("Seconds = " + seconds, 50, 90);
    }
}
```
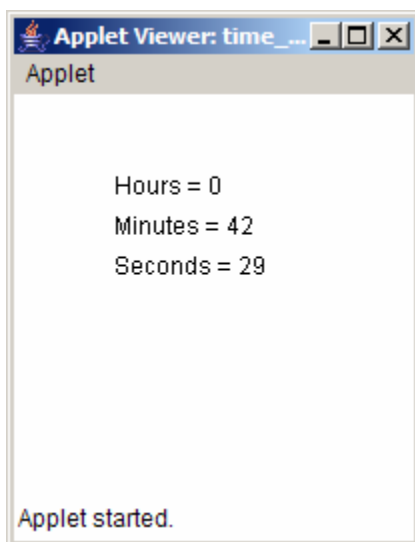
Applet Viewer: time_...

Applet

Hours = 0
Minutes = 42
Seconds = 29

Applet started.

```java
/*
 * Chris Tjon, Ex 5.2, Wed 4pm
 *
 * Draw a street of 4 houses 10 pixels apart
 */
package drawhouses;

import java.awt.*;
import java.applet.Applet;

public class DrawHouses extends Applet
{
        public void paint(Graphics g)
        {
                drawStreet(g, 30, 50, 50);
        }

        private void drawStreet(Graphics g, int wallHeight, int bottomX, int bottomY)
        {
                int i;
                int gap = 10;
                int width = wallHeight;
                int numHouses = 4;

                for (i = 0; i < numHouses; i++)
                {
                        drawHouse(g, (bottomX + (width * i) + (gap * i)), bottomY, width, wallHeight);
                }
        }

        private void drawTriangle(Graphics g, int bottomX, int bottomY, int base, int height)
        {
                g.drawLine(bottomX, bottomY, bottomX + base, bottomY);
                g.drawLine(bottomX + base, bottomY, bottomX+base/2, bottomY - height);
                g.drawLine(bottomX+base/2, bottomY - height, bottomX, bottomY);
        }

        private void drawHouse(Graphics g, int bottomX, int bottomY, int width, int height)
        {
                g.drawRect(bottomX, bottomY-height, width, height);
                drawTriangle(g, bottomX, bottomY-height, width, height/2);
        }
}
```

Applet Viewer: drawhouses.DrawHouses.class

Applet

Applet started.