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import java.applet.*;
import java.awt.*;
import java.awt.event.*;
/*<applet code="tableApplet1" height="300" width="400"></applet>*/
public class tableApplet1 extends Applet
{
    int count,n,i;
    TextField t1;
    public void init()
    {
        t1 = new TextField(10);
        add(t1);
        t1.setText("");
    }
    public void paint(Graphics g) {
        String str;
        g.drawString("Enter the number",100,20);
        try {
            str=t1.getText();
            n=Integer.parseInt(str);
        } catch(Exception e){ }
        if(n>=1 && n<=10)
        {
            count=100;
            for(i=1;i<=10;i++)
            {
                g.drawString(n+" * "+i+" = "+(i*n),100,count);
                count = count+20;
            }
        }
    }
    public boolean action(Event event, Object obj)
    {
        repaint();
        return true;
    }
}

```