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| *A close up of a logo  Description automatically generated* | *DEPARTMENT OF COMPUTER ENGINEERING* |

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| Semester | S.E. Semester III – Computer Engineering |
| Subject | Object Oriented Programming Using Java (Skill Based Lab) |
| Subject Professor In-charge | Prof. Indu Anoop |
| Laboratory | Online Lab |

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| Roll Number | 20102A0004 | |
| Grade and Subject Teacher’s Signature |  |  |

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| Experiment | 16 | |
| Problem Statement | Program on Applet Class | |
| Resources / Apparatus Required | Hardware: Computer System | Software: jdk 1.8, Eclipse / Notepad++/IntelliJ IDEA |
| Details | Applet is a special type of program that is embedded in the webpage to generate the dynamic content. It runs inside the browser and works at client side.  Advantage of Applet There are many advantages of applet. They are as follows:  It works at client side so less response time.  Secured  It can be executed by browsers running under many platforms, including Linux, Windows, Mac Os etc. The life cycle of an applet is as shown in the figure below  init(): The init() method is the first method to execute when the applet is executed. Variable declaration and initialization operations are performed in this method.  start(): The start() method contains the actual code of the applet that should run. The start() method executes immediately after the init() method. It also executes whenever the applet is restored, maximized or moving from one tab to another tab in the browser.  stop(): The stop() method stops the execution of the applet. The stop() method executes when the applet is minimized or when moving from one tab to another in the browser.  destroy(): The destroy() method executes when the applet window is closed or when the tab containing the webpage is closed. stop() method executes just before when destroy() method is invoked. The destroy() method removes the applet object from memory.  paint(): The paint() method is used to redraw the output on the applet display area. The paint() method executes after the execution of start() method and whenever the applet or browser is resized. | |
| Code | import java.awt.\*;  import java.applet.\*;  public class applet1 extends Applet {  String s;  public void init() {  s="Hello Applet";  }  public void paint(Graphics g) {  g.drawString(s,10,20);  }  } | |
| Output |  | |
| Conclusion | Thus, we were able to use the applet class. | |