

## Experiment-7

Aim: Draw Applets

- (a). Make an applet with Strings with different size, color and position.
- (b). Make an applet having a button which on pressing will display a message on the Status bar.

### Theory

An applet is a Java program that runs in a Web browser, at the client side. An applet can be a fully functional Java application because it has the entire Java API at its disposal.

An applet is a Java class that extends the `java.applet.Applet` class. A `main()` method is not invoked on an applet, and an applet class will not define `main()`.

When a user views an HTML page that contains an applet, the code for the applet is downloaded to the user's machine. A JVM is required to view an applet.

Applets have strict security rules that are enforced by the Web browser. The security of an applet is

Often referred to as sandbox security, comparing the applet to a child playing in a sandbox with various rules that must be followed.

Methods in an Applet class:

1. **init** : This method is intended for whatever initialization is needed for your applet.
2. **start** : This method is automatically called after the browser calls the init method. It is also called whenever the user returns to the page containing the applet after having gone off to other pages.
3. **stop** : This method is automatically called when the user moves off the page on which the applet sits.
4. **destroy** : This method is only called when the browser shuts down normally.
5. **paint** : Invoked immediately after the start() method, and also any time the applet needs to repaint itself in the browser. The paint method is actually inherited from the java.awt.