**Chapter 4**

**Knowledge Goals**

* To learn what an applet is.
* To learn how the applet viewer finds and launches applets.
* To learn when the paint method is called.
* To learn how to make a simple graphical application.
* To learn how to draw shapes and display text in an applet.
* To learn about the Color and Graphics classes and how to use them in an applet or a graphical application.

**Skill Goals**

*To be able to:*

* Write code for a simple applet.
* Write code for a simple graphical application.
* Use predefined Color constants.
* Create a custom color using the Color class.
* Display text in an applet.
* Draw shapes such as lines, rectangles, ovals, or polygons using the Graphics and Polygon classes.