Applet - In J2SE the GUI Interface which is used to run any Java Programme is known as applet. To include applet Programming to package are required

   i) Java. applet. *;
   ii) Java. awt. *;

AWT - Abastract window toolkit

To run any Java applet Programming through applet viewer AWT Packge is requried. Three function is there to run the applet Programming

   i) init (),
   ii) start (),
   iii) Paint(),

The above mentioned three function are required to run any. applet Programme. After the excution of the applet Program to terminate the applet Programme to function is there -

   i) Stop () ii) destroy ()

i) init () - Initilize. this is the first method in applet Programming, to initilized any variable value as well as define any function Property. then function is called. (only there once) at the lifetime of applet Programming.

2) Start () - This method is called after init method It is also called to restart an applet after it has

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2) Start () - this method is called after init method It is also called to restart an applet after it has

been stopped. unit method is called only once. that mean at the time of applet loading at the beging of the Programme. but start method will automatically called applets html document is displayed on the screen.

3) Paint () - Paint method is called each time our applet program output must be redrown that means to display anything on the opplet window Paint method is also called repeted number of times. It will take one Perameters as an arogument that is graphies class's object, to drow on display anything on the screen.

4) stop () - this method is called when the browser takes the HTML document, we have to cale the stop method so that the applet Program is not run at the back end of the program. automatically.

5) destroy () - this method is automaticaley called to clear the memory space. this method is alocated for the applet programme.

Compit
for compil - Javac File name. Java
for run - appletviewor filename. Java

What is event handeling?

⇒ In Java the Package java awt event. * is used the implement any listen interface.

There are many listener Present in applet or awt Package.

1) Action listener — with in Action listener interface, action Performed () is a function which has to be implement in our Program. With in action Performed () function's Parameter we have to pass a class object namely Action Event. with in Action Event class getAction command () is a function which will get input from the button

NOTE — to work with any listener interface we have to add the listener object with in int method by using add ActionListener ().

ii) Item Listener — It is an interface with in Java. awt event. + Package) It is used for implementing check box and radio button. with in this interface, it item state changed () is a method to call any check box, radio buttons value repeated number of times. It will take one Parameter as an argument. that is the object of ItemEvent class.

NOTE — to add this Item listener we have to call add ItemListener () function with in init method.

iii) Mouse Listener — this is an ip interface with in Java awt event. Package) which is used to implement any mouse event in our Program.

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NOTE — to add this ItemListeners we have to call add ItemListener () function with in init method.

iii) Mouse Listeners — this is an is a interface with in Java awt event. Package) which is used to implement any mouse event in our Program.

with in Mouse Listner interface there are few function which has to be implement in our applet Program so that mouse event can be implemented in the applet window.

i) Mouse Entered()

2) Mouse Pressed()

3) mouse clicked()

4) mouse Released()

5) mouse Enited()

6) mouse Dragged()

1) mouse Entered()-this function will wrok when we want to enter into the applet Pag. *2
It will take one Perameter as an argument that is object of Mouse Event class).

2) mouse Pressed- this function will work when we Press the applet window. *2

3) mouse clicked - This function will wrote whenwe click on any object with in the applet window. *3.

4) mouse Released- this function will only wrote after Pressing the mouse Pressed event in applet window. It will wrote when the mouse has been realised. *2

5) mouse Exited - this function will wrote when the mouse leave the applet Page. *2

6) mouse Dragged - This function will m control when we want to drag any object or element with in the applet Page. *2

NOTE - to add this mouse listener we have to call add mouse listener () function with limit method.

iv) Adjustment Listener - *, this Listener interface is used for impleminary vertical and horizental scroll adjustment value changed () which is used to control the adjustment of any scroll bar.

1) adjustment value changed () - It will take one Perameter as an argument. That is the object of Adjustment Event class.

NOTE - to add this Adjustment listener ---- init method

v) Mouse Motion Listener - *1. This listener class which is used for any mouse dragged and movement onent.

It has two function.

1) mous Dragged () -

2) mouse moved () -

1) mouse Dragged () - this function will only work to get the x and y cordinate of any applet. window *3 (It will take one Perameter as an argument that is an object of mouse event class.

2) mouse moved - This function is used to control the condinat movement of any applet program. *3

NOTE— To add mouse motion Listener () we have to call add mouse motion Listener() function with in init method.