

Don Bosco Institute of Technology, Kurla(W)
Department of Electronics and Tele-Communication Engineering
ECL304 - Skill Lab: C++ and Java Programming
Sem III
2021-22

Lab Number	12
Student Name	Kanishka Pravin Aware
Roll number	13

Learning Objective:

- Students will learn about the Applet concept

Learning Outcome:

- Understanding designing GUI using Applets in Java

Applet [Study Experiment]

1. What is Applet?

Solution: A java applet is program that can be included in a HTML page and be executed in a java enabled client browser. Applets are used for creating dynamic and interactive web applications.

2. Life cycle of an applet.

Solution: An applet may undergo the following states:

- Init: An applet is initialized each time is loaded.
- Start: Begin the execution of an applet.
- Stop: Stop the execution of an applet.
- Destroy: Perform a final clean-up, before unloading the applet.

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3. Create Hello World applet.

Solution:

```
/*
Hello World Applet Example
This java example shows how to create and run Hello World Java Applet. */

import java.applet.Applet; import
java.awt.Graphics;

/*
 *
 * Applet can either run by browser or appletviewer application. * Define
 * <applet> tag within comments as given below to speed up * the testing.
 */

/*
<applet code="HelloWorldApplet" width=100 height=100>
</applet>
*/
//every applet must extend from java.applet.Applet class public
class HelloWorldApplet extends Applet{

/*
 * Override paint method.
 * paint method is called every time the applet needs to redisplay * it's
 * output. For example, when applet is first displayed or applet * window is
 * minimized and then restored.
 *
 */
public void paint(Graphics g){

/*
 * Use
 * void drawString(String str, int x, int y)
 * method to print the string at specified location x and y.
 */
g.drawString("Hello World", 50, 50);
}
}
```

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Output:



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