

## **Practical :- 1**

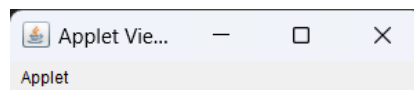
**Aim :-** Develop an applet that draws a circle. The dimension of the applet should be 500 x 300 pixels. The circle should be centered in the applet and have a radius of 100 pixels. Display your name centered in a circle.( using drawOval() method).

**Practical1.java :-**

```
import java.applet.*;  
import java.awt.*;
```

```
public class practical1 extends Applet {  
    public void paint (Graphics g){  
        g.drawOval(50,150,200,200);  
        g.drawString("Navdeep bhanderi" , 100 , 255);  
    }  
}  
/* <applet code = "practical1" height="500" width ="300"> </applet> */
```

**Output :-**



Applet started.

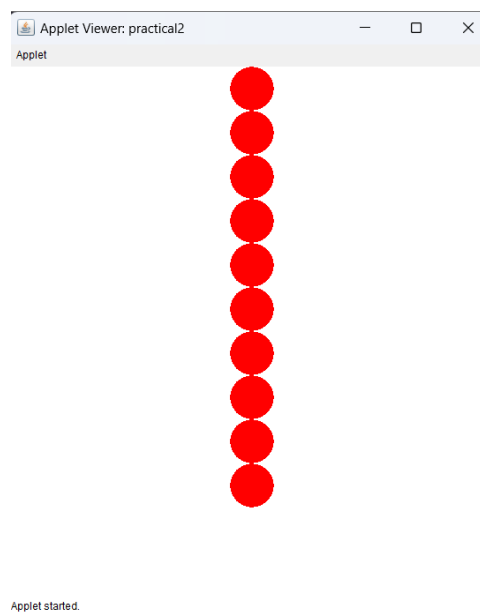
## **Practical :- 2**

Aim :- Draw ten red circles in a vertical column in the center of the applet.

Practical2.java :-

```
import java.applet.*;
import java.awt.*;
public class practical2 extends Applet
{
    public void paint(Graphics g)
    {
        g.setColor(Color.cyan);
        g.fillOval(250,0,50,50);
        g.fillOval(250,50,50,50);
        g.fillOval(250,100,50,50);
        g.fillOval(250,150,50,50);
        g.fillOval(250,200,50,50);
        g.fillOval(250,250,50,50);
        g.fillOval(250,300,50,50);
        g.fillOval(250,350,50,50);
        g.fillOval(250,400,50,50);
        g.fillOval(250,450,50,50);
    }
}
/* <applet code="practical2" height=600 width=550> </applet> */
```

Output :-



### **Practical :- 3**

Aim :- Draw ten red circles in a vertical column in the center of the applet.

Practical3.java :-

```
import java.applet.*;
import java.awt.*;
/*
<applet code="practical3" width=600 height=400>
</applet>
*/
public class practical3 extends Applet
{
    public void paint(Graphics g)
    {
        Dimension d=getSize();
        int x = d.width/2;
        int y = d.height/2;
        g.setColor(Color.cyan);
        g.drawRect(x-25,y-25,100,50);
        for(int i=100;i<200;i++)
        {
            try
            {
                Thread.sleep(30);
                g.fillRect(i+(x-125),y-25,5,50);
            }
            catch(Exception e){ }
        }
    }
}
```

Output :-

