Applet Programming

**Topics:**

Only four methods are important

1. **Draw Method**
2. **Fill Method**
3. **Color Method (awt package)**
4. **Font Method (awt package)**
5. **LifeCycle Methods**

## Screenshots:

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| **Subtopics** | **Subtopics List** | **Code** | **Screenshot** |
|  | Basic Structure of Applet |  |  |
| Draw Methods | DrawString |  |  |
| DrawRect |  |  |
| DrawRoundRect |  |  |
| DrawOval |  |  |
| DrawArc |  |  |
| Fill Method | FillRect  FillRoundRect  FillOval  FillArc |  |  |
| Color Method | Two methods colorize it  1. Color Predefined  // there are 16 predefined values  g.setColor(Color.RED)  2. Color User Defined  Syntax  g.setColor(new Color(int red, int green, int blue))  Example  g.setColor(new Color(255, 0, 0)) |  |  |
| Font Method | Syntax:  new Font(String fontname, style, int pointsize)  // style values  Font.Plain = 0  Font.BOLD = 1  Font.ITALICS = 2  Font.BOLD + Font.ITALICS = 3 |  |  |
| Life Cycle Methods | init()  start()  stop()  destroy() |  |  |