At the time creation of a data base, we must embed the applet into the HTML page then only it works

Step 1: Create the java program with " *filename.java* ".

Step 2: Create the html program with "*filename.html*".

Step 3: Compile the java program "*javac filename.java*".

Step 4: View applet using "*appletviewer filename.html*".

Note: Both programs must have the same name and both programs must be in same folder.

Java Program

```
1. import java.awt.*;
2. import java.awt.event.*;
3. import java.applet.*;
4. public class Q2 extends Applet implements ActionListener
5. {
6.     TextField t1 = new TextField(10);
7.     TextField t2 = new TextField(10);
8.     TextField t3 = new TextField(10);
9.     Label l1 = new Label("FIRST NO=:");
10.    Label l2 = new Label("SECOND NO:");
11.    Label l3 = new Label("SUM:");
12.    Button b = new Button("ADD");
13.    public void init()
14.    {
15.        t1.setForeground(Color = Red);
16.        add(l1);
17.        add(t1);
18.        add(l2);
19.        add(t2);
20.        add(l3);
21.        add(t3);
22.        add(b);
23.        b.addActionListener(this);
24.    }
25.    public void actionPerformed(ActionEvent e)
26.    {
27.        if (e.getSource() == b)
28.        {
29.            int n1 = Integer.parseInt(t1.getText());
30.            int n2 = Integer.parseInt(t2.getText());
31.            t3.setText(" " + (n1 + n2));
32.        }
33.    }
34.}
```

HTML Code

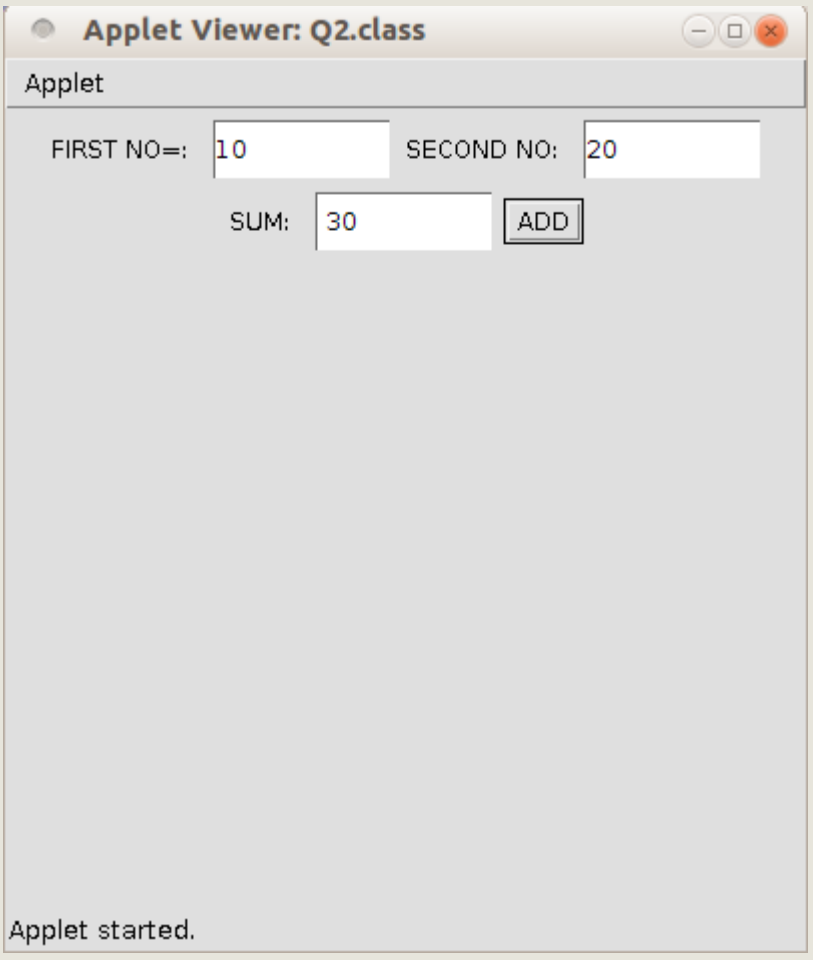
```
<HTML>

    <HEAD>
        <TITLE>WELCOME TO JAVA APPLET</TITLE>
    </HEAD>

    <BODY>
        <CENTER>
            <H1>WELCOME TO THE APPLET</H1> </CENTER>
        <BR>
        <APPLET CODE=Q2.class WIDTH=400 HEIGHT=400> </APPLET>
    </BODY>

</HTML>
```

OUTPUT



```
import java.awt.*;
import java.applet.*;
public class abc1 extends Applet
{
        public void paint(Graphics g)
        {
                int a=100;
                int b=200;

                int sum = a+b;

                String s = "The Sum is :" +
String.valueOf(sum);
                g.drawString( s, 200,100);
        }
}
```

Coding of HTML File

```
<applet code = abc1.class width= 200 height=200>
</applet>
```

```
/* <applet code="MaxOf3No" height=150 width=400>   </applet> */

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

publicclass MaxOf3No extends Applet
{
    TextField T1,T2,T3;

     publicvoid init(){
        T1 = new TextField(10);
        T2 = new TextField(10);
        T3 = new TextField(10);

        add(T1);
        add(T2);
        add(T3);

        T1.setText("0");
        T2.setText("0");
        T3.setText("0");
      }

      publicvoid paint(Graphics g){
          int a, b, c,result;
          String str;

          g.drawString("Enter value to Check the Maximum of 3 ",10,50);

          str=T1.getText();
          a=Integer.parseInt(str);
          str=T2.getText();
          b=Integer.parseInt(str);
          str=T3.getText();
          c=Integer.parseInt(str);

           g.setColor(Color.blue);
           if (a>b) {
              if (a>c)
                 result=a;
              else
                 result=c;
```

```
            }
        else{
            if (b>c)
                result=b;
            else
                result=c;
          }
          g.drawString("Maximnum of 3 No is "+result,10,70);
          showStatus("MAXIMUM OF 3 NUMBERS");
        }

        public boolean action(Event e, Object o){
            repaint();
            return true;
        }
}
```

```
/* <applet code=\"MaxOf3No\" height=150 width=400>
  </applet> */

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

public class MaxOf3No extends Applet
{
    TextField T1,T2,T3;

     public void init(){
        T1 = new TextField(10);
        T2 = new TextField(10);
        T3 = new TextField(10);

        add(T1);
        add(T2);
        add(T3);

        T1.setText(\"0\");
        T2.setText(\"0\");
        T3.setText(\"0\");
      }

      public void paint(Graphics g){
          int a, b, c,result;
          String str;

          g.drawString(\"Enter value to Check the Maximum of 3 \",10,50);

          str=T1.getText();
          a=Integer.parseInt(str);
          str=T2.getText();
          b=Integer.parseInt(str);
          str=T3.getText();
          c=Integer.parseInt(str);

           g.setColor(Color.blue);
           if (a>b) {
              if (a>c)
```

```
            result=a;
        else
            result=c;
      }
    else{
        if (b>c)
            result=b;
        else
            result=c;
     }
     g.drawString(\"Maximnum of 3 No is \"+result,10,70);
     showStatus(\"MAXIMUM OF 3 NUMBERS\");
    }

    public boolean action(Event e, Object o){
        repaint();
        return true;
    }
}
```

TO CREATE A TEXT FILE USING FILEWRITER

```
// Creating a text File using FileWriter
import java.io.FileWriter;
import java.io.IOException;
class CreateFile
{
	public static void main(String[] args) throws IOException
	{
		// Accept a string
		String str = "File Handling in Java using "+
				" FileWriter and FileReader";

		// attach a file to FileWriter
		FileWriter fw=new FileWriter("output.txt");

		// read character wise from string and write
		// into FileWriter
		for (int i = 0; i < str.length(); i++)
			fw.write(str.charAt(i));

		System.out.println("Writing successful");
		//close the file
		fw.close();
	}
}
```

To Copy a File to another File in Java

```
import java.io.File;
import java.io.FileInputStream;
import java.io.FileOutputStream;
import java.io.IOException;

public class CopyExample
{
   public static void main(String[] args)
   {
        FileInputStream instream = null;
        FileOutputStream outstream = null;

        try{
           File infile =new File("C:\\MyInputFile.txt");
           File outfile =new File("C:\\MyOutputFile.txt");

           instream = new FileInputStream(infile);
           outstream = new FileOutputStream(outfile);

           byte[] buffer = new byte[1024];

           int length;
           /*copying the contents from input stream to
            * output stream using read and write methods
            */
           while ((length = instream.read(buffer)) > 0){
                outstream.write(buffer, 0, length);
           }

           //Closing the input/output file streams
           instream.close();
           outstream.close();

           System.out.println("File copied successfully!!");

        }catch(IOException ioe){
                ioe.printStackTrace();
         }
   }
}
```

Copying content from one file to another using java

```
import java.io.BufferedReader;
import java.io.FileReader;
import java.io.FileWriter;
import java.io.IOException;

public class FileCopyExample {

	public static void main(String[] args) {

		try {
			FileReader fr = new FileReader("input.txt");
			BufferedReader br = new BufferedReader(fr);
			FileWriter fw = new FileWriter("output.txt", true);
			String s;

			while ((s = br.readLine()) != null) { // read a line
				fw.write(s); // write to output file
				fw.flush();
			}
			br.close();
			fw.close();
		 System.out.println("file copied");
		} catch (IOException e) {
			// TODO Auto-generated catch block
			e.printStackTrace();
		}
	}
}
```