

# UNIT - V

## *Applet Programming and*

## The Java IO System

# Applet Programming and The Java IO System

***Applet Programming:** Introduction, How Applets Differ from Applications, Preparing to Write Applets, Building Applet Code, Applet Life Cycle, Creating an Executable Applet, Designing a Web Page, Applet Tag, Adding Applet to HTML File, Running the Applet, More About Applet Tag, Passing Parameters to Applets, Aligning the Display, More About HTML Tags, Displaying Numerical Values, Getting Input from the User, Event Handling.*

**Managing Input/Output Files in Java:** Introduction, Concept of Streams, Stream Classes, Byte Stream Classes, Character Stream Classes, Using Streams, Other Useful I/O Classes, Using the File Class, Input/Output Exceptions, Creation of Files, Reading/Writing Characters, Reading/Writing Bytes, Handling Primitive Data Types, Concatenating and Buffering Files, Random Access Files, Interactive Input and Output, Other Stream Classes.

# The Java IO System

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## Additional Resources:

*[The Java IO System-1](#)*

*[The Java IO System-2](#)*

*[The Java IO System-3](#)*

*[The Java IO System-4](#)*