

JAVA APPLETS

Create an Applet

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

public class Main extends Applet {
    public void paint(Graphics g) {
        g.drawString("Welcome in Java Applet.",40,20);
    }
}

<!--MyFirstApplet.html -->
<HTML>
  <HEAD>

  </HEAD>

  <BODY>
    <APPLET CODE = "Main.class" WIDTH = "800" HEIGHT = "500"></APPLET>
  </BODY>
</HTML>
```

Basic Java Applet

```
/*
    Basic Java Applet Example
    This Java example shows how to create a basic applet using Java Applet class.
*/

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

/*
    <applet code = "BasicAppletExample" width = 200 height = 200>
    </applet>
*/
public class BasicAppletExample extends Applet{

    public void paint(Graphics g){
        //write text using drawString method of Graphics class
        g.drawString("This is my First Applet",20,100);
    }
}
```

Display Image in an Applet

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

/*
    <applet code = "DisplayImageExample" width = 500 height = 300>
        <param name = "Image1" value = "one.jpg">
        <param name = "Image2" value = "two.jpg">
    </applet>
*/

public class DisplayImageExample extends Applet
{
    Image img1, img2;

    public void init(){
        img1 = getImage(getDocumentBase(), getParameter("Image1"));
        img2 = getImage(getDocumentBase(), getParameter("Image2"));
    }

    public void paint(Graphics g){
        //display an image using drawImage method of Graphics class.
        g.drawImage(img1, 0,0,this);
        g.drawImage(img2, 100,100,this);
    }
}
```