

Creating an Applet

An applet can be created by extending either the Applet class. First, let's see how to create an applet using the Applet class. The Applet class is available in java.applet package. An applet that displays "Hello Applet" is shown below:

MyApp.java

```
import java.awt.*;
import java.applet.*;
public class MyApp extends Applet
{
    public void paint(Graphics g)
    {
        g.drawString("Hello World!", 20, 20);
    }
}
/*
    <applet code="MyApp.class" height="300" width="500"></applet>
*/
```

In the above applet program, the class MyApp **extends** the **Applet** class and it contains a method named **paint()** which accepts a parameter of the type **Graphics**. The Graphics class belongs to **java.awt** package and is used to display text or graphics on our applet.

Remember to include the **<applet> tag in the comments**. This is useful for running the applet. The value of the code attribute must match the class name.

Save the file as MyApp.java and compile it to generate MyApp.class file.

Running an Applet

An applet can be executed in two ways:

1. Using the appletviewer command-line tool or
2. Using a browser

Using the appletviewer tool:

Java provides a command line tool named *appletviewer* for quick debugging of applets. Use the following syntax for running an applet using appletviewer:

```
appletviewer <filename>
```

As the file name of our applet is *MyApp.java*, the command for executing the applet is:

```
appletviewer MyApp.java
```

The output of the above command will be as shown below:

