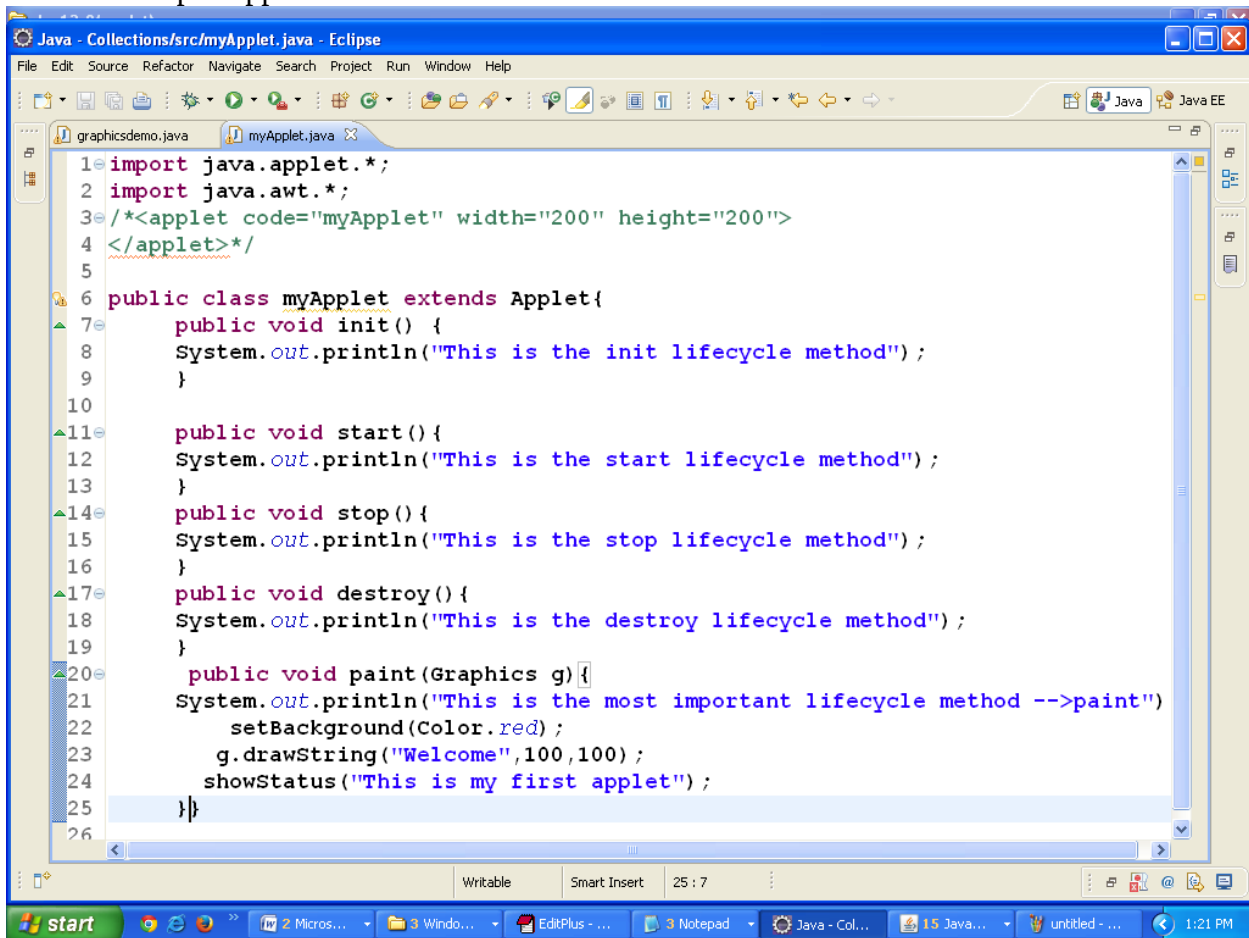


Lab-16 Assignments

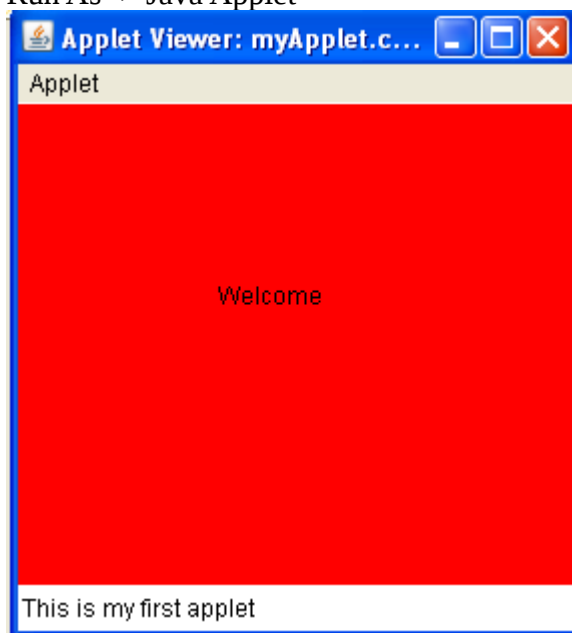
Applets

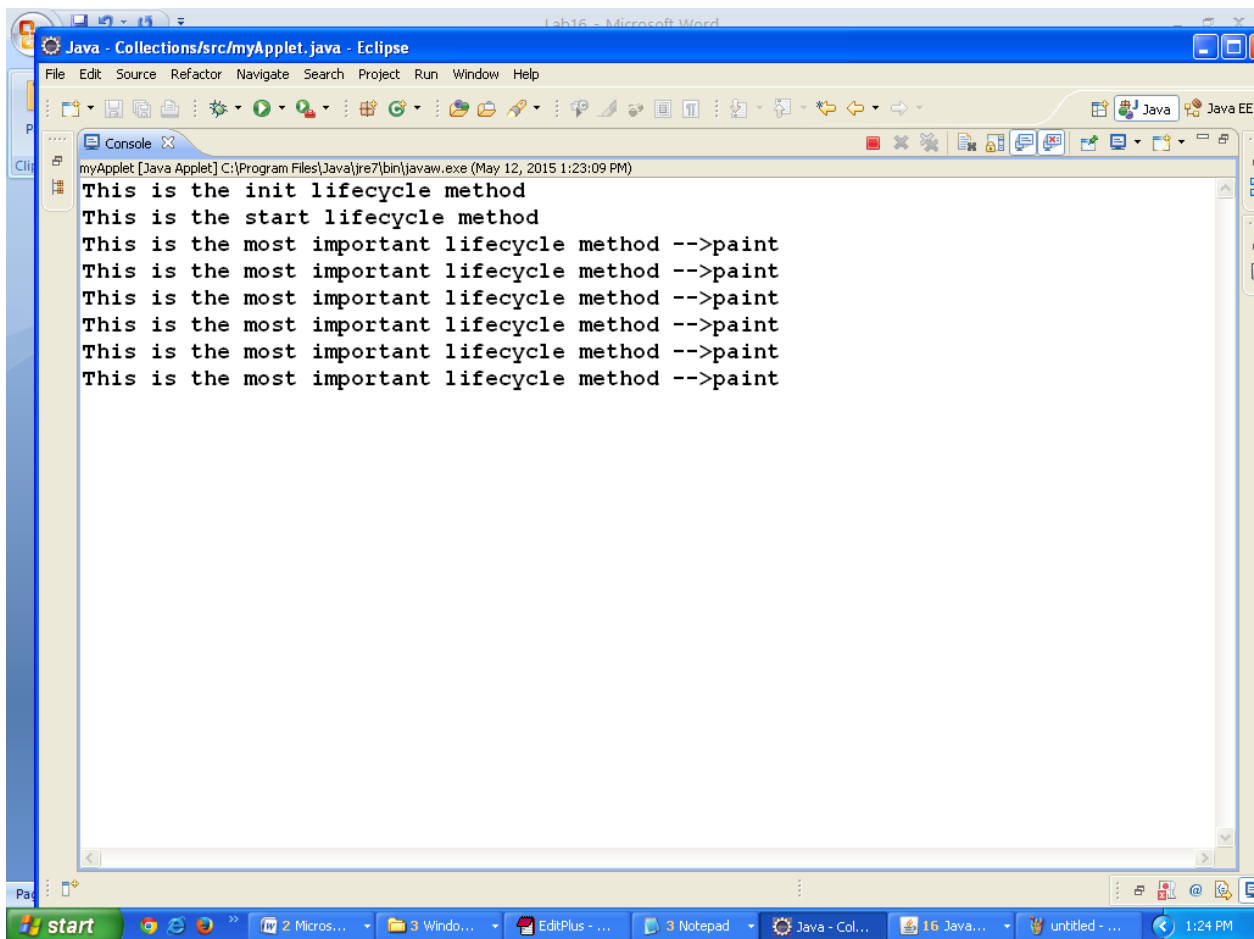
Demo 1: Simple Applet



```
1 import java.applet.*;
2 import java.awt.*;
3 /*<applet code="myApplet" width="200" height="200">
4 </applet>*/
5
6 public class myApplet extends Applet{
7     public void init() {
8         System.out.println("This is the init lifecycle method");
9     }
10
11     public void start() {
12         System.out.println("This is the start lifecycle method");
13     }
14     public void stop() {
15         System.out.println("This is the stop lifecycle method");
16     }
17     public void destroy() {
18         System.out.println("This is the destroy lifecycle method");
19     }
20     public void paint(Graphics g){
21         System.out.println("This is the most important lifecycle method -->paint");
22         setBackground(Color.red);
23         g.drawString("Welcome",100,100);
24         showStatus("This is my first applet");
25     }
26 }
```

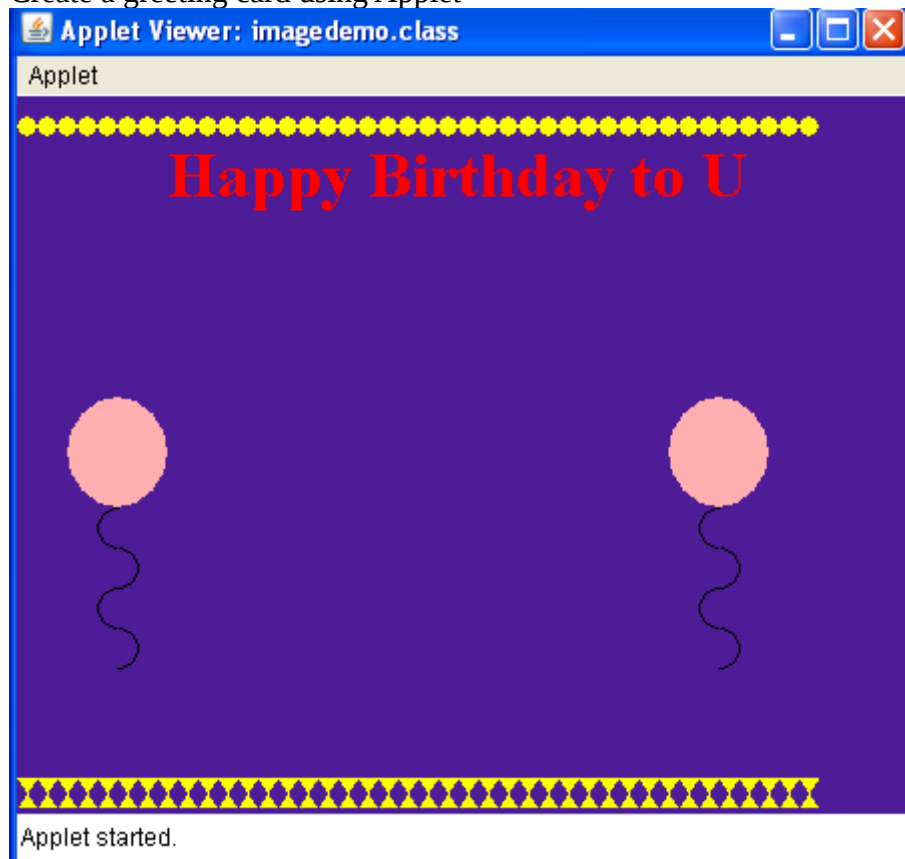
Run As -> Java Applet





Assignments To Solve

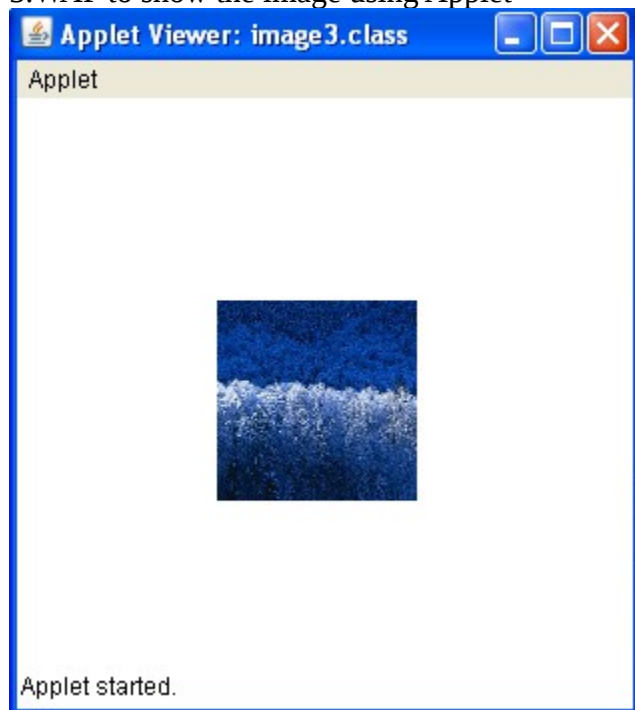
1. Create a greeting card using Applet



WAP

2.WAP to print your name with a particular font using Applet. Pass the name of the font, style and size as parameters to applet.

3.WAP to show the image using Applet



4. WAP to show the url... using URL class and AppletContext