

PROBLEM STATEMENT:

Applets are designed to be embedded in HTML pages for display in web browsers. The Applet or Object tag is used to embed an applet in a web page. You are to create Java applets and the HTML page within which an applet is embedded. You will also need to use passing of parameters to an applet.

Notes:

Applets should be deployed in a JAR file on a web server for remote or local access. This topic, however, is outside of the scope of this current exercise.

There are several ways to run an applet, including the following, which we will do:

One way is to use the simple Appletviewer tool which only displays the applet and not the HTML page. This tool can be run either from within an IDE such as NetBeans or from the command line. We will use the Appletviewer from within NetBeans.

A second way is to use your web browser to display the HTML page containing the applet. Normally the HTML page would be downloaded from a remote web server in response to a request from you via your browser. However, if the page and applet are on your local machine, then you can view the page with its embedded applet, directly (without being deployed on a web server). We will also use this method of testing and viewing applets.

CODE :

This Lab builds on your completed project from Lab 8 : you will create an applet version of your program from Lab8.

Create a JApplet in your project for this Lab Exercise.

Use Lab10 as your project name (create a Java Application)
check the Create Main Class and enter lab10.lab10
After creation, delete the default class created (Lab10.java)

In the project pane, on the package name, right click to add a new JApplet to the project
Call the class LoanArrayAppletEx.

The new JApplet should be listed in the left-side Project pane of your NetBeans project.

Copy the contents of your LoanArrayEx file (from Exercise 8) and paste the text into the Java JApplet class/file that you created.
(do not lose the init() method, and be sure to include all the import statements)

Change all occurrences of the name LoanArrayEx to LoanArrayAppletEx.

Check the first line of the declaration of the new class to ensure that the new class is a subclass of JApplet. The first line should read:

```
public class LoanArrayAppletEx extends JApplet
```

Eliminate the main method from the new class/file.
Eliminate the statement: `super("LOAN GUI DEMO");`
Save your work (save your files).

For this project, add all the other classes/files that were in Exercise 8 to this project

- In the init() method
 - Initialize max number of Loans to 13.
 - Create the array.
 - Set the border
 - Set the Text
 - Set the size

Compile the JApplet.

- In the left-side Project pane, right-click on the JApplet file and select Compile File from the pop-up menu.

- Correct any compile errors.

The required HTML file containing Applet tag is automatically created by NetBeans.

Remember that an applet must be embedded within an HTML page to run in a real application.

When you run a JApplet within NetBeans, the HTML file for the JApplet will be automatically created by NetBeans and placed within the build folder.

The HTML file will contain the required Applet tag.

Run the applet as instructed in the next step. Then check the build folder in the Files tab pane to see that the HTML file is created and within the build folder.

Run the applet using the Appletviewer within NetBeans.

As mentioned above, there are several ways to execute an applet.

First we will use the Appletviewer that is part of NetBeans.

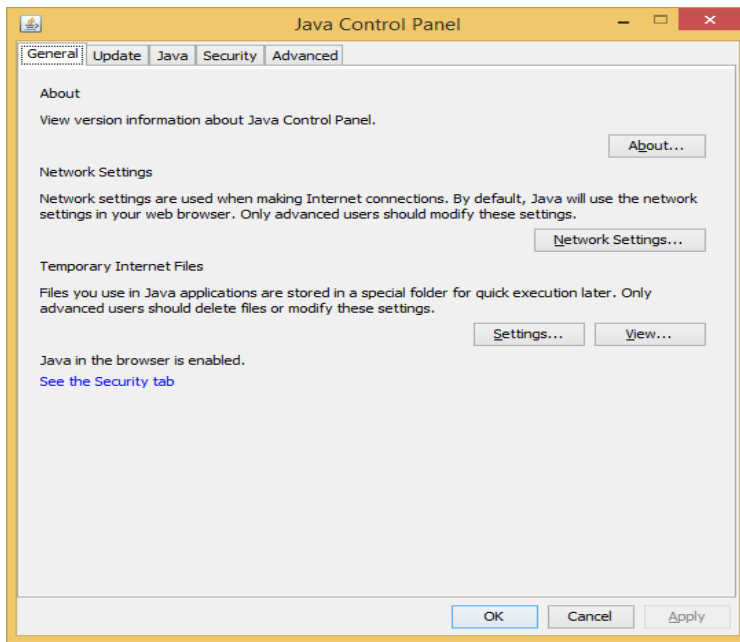
Note that the Appletviewer tool, which is part of the basic JDK toolset, only displays the applet, not the HTML page containing the applet, as shown in the figure below. However, the name of the HTML page is passed as a parameter to the Appletviewer, so that the Appletviewer has access to the information within the Applet tag element (e.g., codebase, parameters).

In the left-side Project pane, right-click on the LoanArrayAppletEx.java file and select Run File from the pop-up menu. This will bring up the applet in the Appletviewer. You should be able to interact with the applet and use all its capabilities.

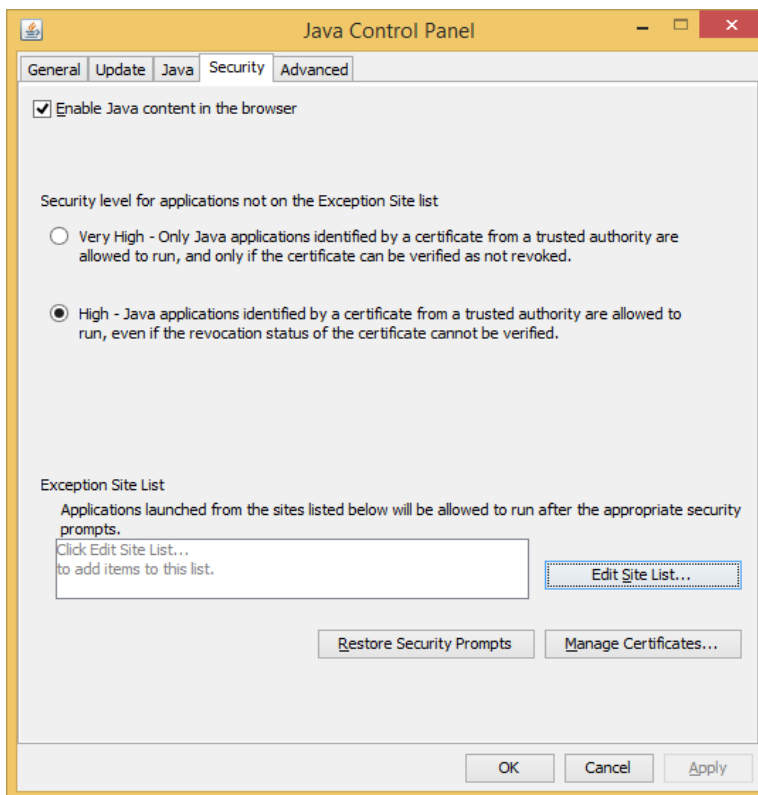
We will now create the HTML page for this applet

Use either Firefox (preferred) or Chrome as your web-browser.

Due to potential security risks, applets are more of than not blocked by Java. Open the Java Control Panel by typing in the appropriate search field, Java Configure



And now open the security tab

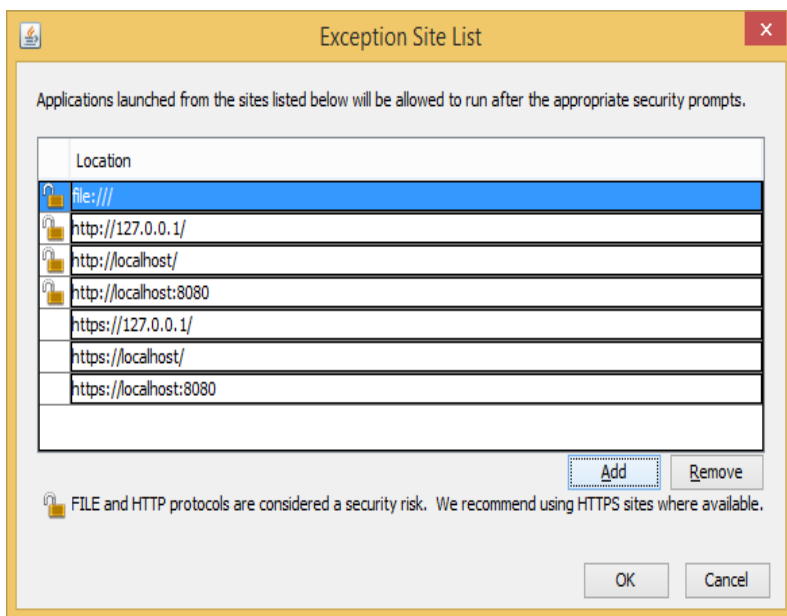


Make sure the security setting is as low as possible

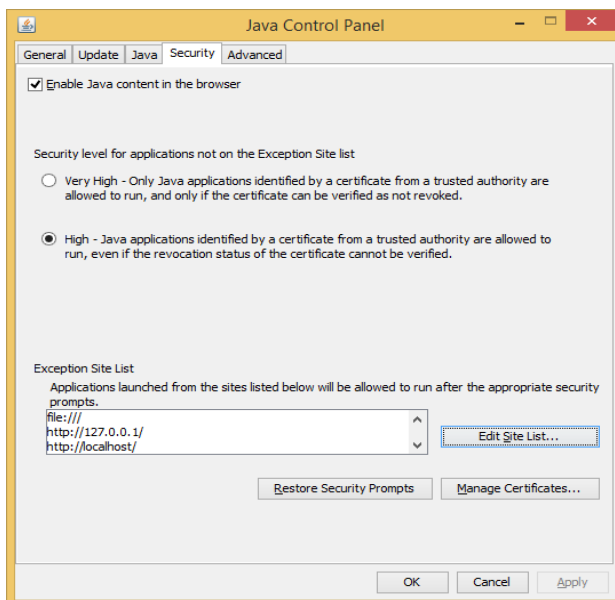
Now add to the Exception Site List the following (by clicking on Edit Site List)

http://localhost/
http://127.0.0.1/
https://localhost/
https://127.0.0.1/
[file:///](#)

Only the file:/// entry is needed unless you're running a local server such as a web server, Tomcat, Glassfish, etc., and plan on serving up Java applets and/or WebStart applications. In that case, you may need to specify a non-standard port number. For example, by default the Glassfish server uses port 8080, so you need to add "http://localhost:8080/" and "[https://localhost:8080/](#)".



The Java Control Panel is now :



Now that java has been configured to allow html applets run, we can now proceed to create the html page

The first step is to modify the applet source code so that the parameters are received from the HTML page and not from the applet source code.

Now that these changes have been made, the applet will no longer correctly display in the appletviewer.

Add an `init()` method to the `JApplet` class/file and add code within the `init()` method body that will get the applet parameter named `TextAreaTitle` that you added to the Applet tag element in the HTML file. An empty `init` method would consist of the following:

```
public void init() { }
```

You need to fill in the method body with appropriate code including a statement that calls the `getParameter` method: `getParameter("TextAreaTitle")`

Note: The applet's `getParameter` method can only be invoked after an instance of the applet has been created. So this method cannot be invoked in the constructor, but instead should be invoked in the `init()` method.

Assign the value returned by the `getParameter` method to a member variable in your applet class named `textAreaTitle`. The variable should have class scope.

Move the statement that sets the `TitledBorder` on the `JTextArea`. This statement should be moved to the applet's `init()` method, after the method call to get the parameter. Change the statement so that it uses the value of the `textAreaTitle` variable to set the text of the `TitledBorder`. Do not use a hardcoded literal string to set the title on the `TitledBorder` as we did previously.

See the following sections of your textbook for relevant information:

Section 18.3 for details on the HTML Applet tag.

Section 18.7 for details on the specification of parameters in the HTML Applet tag element.

Section 18.7 of your textbook for details on how to get the parameters in the `JApplet` code.

Modify the `JApplet` and HTML page to pass a second parameter to the applet.

Add a parameter named `maxNumberOfLoans` in the Applet tag element in the HTML file. As the value of the parameter use the text string: "15".

Add code to the `init()` method that will get the applet parameter named `maxNumberOfLoans`.

Also in the `init()` method, add code to assign the value returned by the `getParameter` method to the existing final member variable in your applet class named `MAX_LOANS`. This variable should be used to declare the size of the Loan array. The value of the variable is also displayed as the value of the second `JTextField` labeled "Max # of Loans:".

Modify the `JApplet` by adding a `JScrollPane` to the GUI.

Create an instance of the `JScrollPane` class. When invoking the `JScrollPane` constructor, pass the `JTextArea` object as parameter to the constructor so that the `JTextArea` is a component on the `JScrollPane` (the `JScrollPane` holds the `JTextArea` as its content).

Then add the `JScrollPane` to the `JPanel` instead of the `JTextArea`.

This addition of the `JScrollPane` should automatically provide scroll bars when needed in the `JTextArea`.

Compile the code to create "updated" class files.

Modify the JApplet and HTML page so that a parameter is passed to the applet.

Open the HTML page for editing in the NetBeans edit pane.

Add a parameter named `textAreaTitle` in the Applet tag element of the HTML file. As the value of the parameter use the text string: "DOLLARS & SENSE LOAN List". The additional tag should consist of the following. This tag must be nested within the Applet tag:

```
<param name = textAreaTitle  value = " DOLLARS & SENSE LOAN List">
```

Compile the code to create "updated" class files.

Due to further Java applet security restrictions, applets now must be signed. We will use self-signed applets for our local work.

Create a directory within your NetBeans project called Sandbox

Create a Manifest file

Create a text file, in this directory, called `Lab10AppletManifest.txt` with these three lines in it:

```
Permissions: all-permissions
Codebase: *
Application-Name: LoanArrayApplet
```

Make sure each line ends with a NEWLINE, including the last line

Copy the NetBeans directory `...\build\classes\lab10` into Sandbox
(This directory contains all of the class file for your applet lab)

Now package the applet into a JAR file. The applet must be in a JAR file before a certificate can be attached to it. Call the JAR file "`Lab10_Applet.jar`". Use the `jar` utility to create a new JAR (Java ARchive) file, and include the manifest entries from the file you created and all the class files by executing the below statement in the cmd shell which has its current directory Sandbox

```
jar -cvfm Lab10Applet.jar Lab10AppletManifest.txt lab10
```

Inside Sandbox you should now see this jar file

Move the NetBeans created HTML file to the Sandbox
remove the code within the APPLET tags
and insert

```
<APPLET CODE="lab10.LoanArrayAppletEx" WIDTH="350" HEIGHT="500"
ARCHIVE="Lab10Applet.jar">
  <param name = textAreaTitle  value = "Loans">
  <param name = maxNumberOfLoans value = "666">
</APPLET>
```

You must now sign the certificate

Using the cmd shell, or the power shell, navigate to the Sandbox directory and create a key pair in user.home/.keystore by executing

```
keytool -genkeypair -alias mykey
```

the alias "mykey" is user's choice but use "mykey" anyway
use for the password : password (so we are all on the same page)
for all other entries just return to leave no values.

This will create a private key to sign your code with, and a public key that can be used to validate the digital signature. Since Java 6, it will also generate a self-signed certificate. The keys will be put in the default file in the default location (the file ".keystore" within your "HOME" directory). A file containing a set of keys is called a keystore. You can specify an option to use a different keystore if you want.

The alias you give is the name for the pair of keys. (Sometimes, you may have multiple key pairs, and might use different keys for different applications. So you need to give each pair a name, or alias.) There are defaults for everything (including the alias, which does default to "mykey"), but you can use additional command line options to override the defaults.

Now that you have a signed certificate, you can sign your JAR file with it:

In the cmd or powershell enter

```
jarsigner -signedjar SignedLab10Applet.jar Lab10Applet.jar mykey
```

This will ask you for the password(s) needed to access your private key. Use the password previously entered. (If you don't include the option "-signedjar newJarFilename.jar", jarsigner will overwrite the original JAR file listed!)

Finally, you need to update the applet tag in the HTML file to refer to the new (signed) JAR file:

In the HTML file, update the archive to

```
ARCHIVE="SignedLab10Applet.jar"
```

Now within this directory, create a new folder called YourLastName_Sandbox.

Place only the signed jar and your html file in this directory

Test your html file

This hml file should now work locally and in any location.

Move YourLastName_Sandbox. to any location to veriffy


Modify the HTML page to adjust the size of the applet.

Be sure that you have copied the HTML from the build folder into your current Lab 9 folder contained in the source folder

In the left-side Files pane, double-click on the HTML file. As a result, its contents should be displayed in the NetBeans edit pane.

Change the height of the applet by changing the value of the height attribute to something that will show the entire applet within the HTML page. Use something like 500 for the height.


Reload the HTML page and be sure that the applet has been resized.

Applet Viewer: lab09_v3/LoanArrayAp... 



Applet

Number of Loans:	0
Max # of Loans:	5
Loan Type:	Residential ▼
City:	Albany ▼
Name:	
Loan ID Number:	
Property Cost:	
Down Payment:	

Applet started.

Applet Viewer: lab09_v3/LoanArrayAp... 

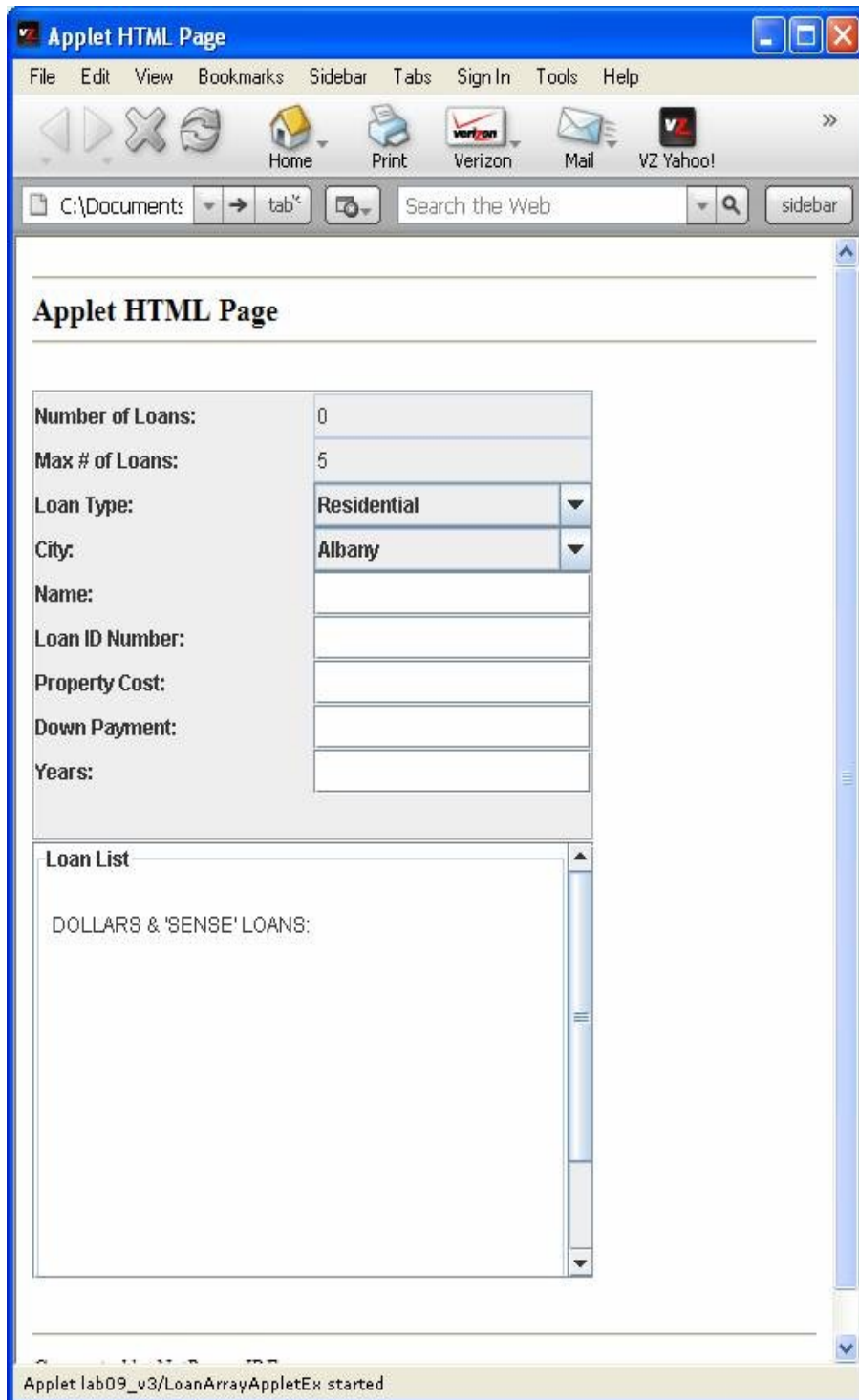
Applet

Number of Loans:	0
Max # of Loans:	5
Loan Type:	Residential 
City:	Albany 
Name:	<input type="text"/>
Loan ID Number:	<input type="text"/>
Property Cost:	<input type="text"/>
Down Payment:	<input type="text"/>
Years:	<input type="text"/>

Loan List

DOLLARS & 'SENSE' LOANS:

Applet started.



Be sure that the height attribute is large enough to display the entire applet.

Save the file and test it. To test it, right-click on the HTML file, select View, and be sure that the HTML page is displayed in the web browser and the applet is displayed and works correctly.

Modify the HTML page to add three header lines.

Bring up the HTML page in NetBeans for editing.

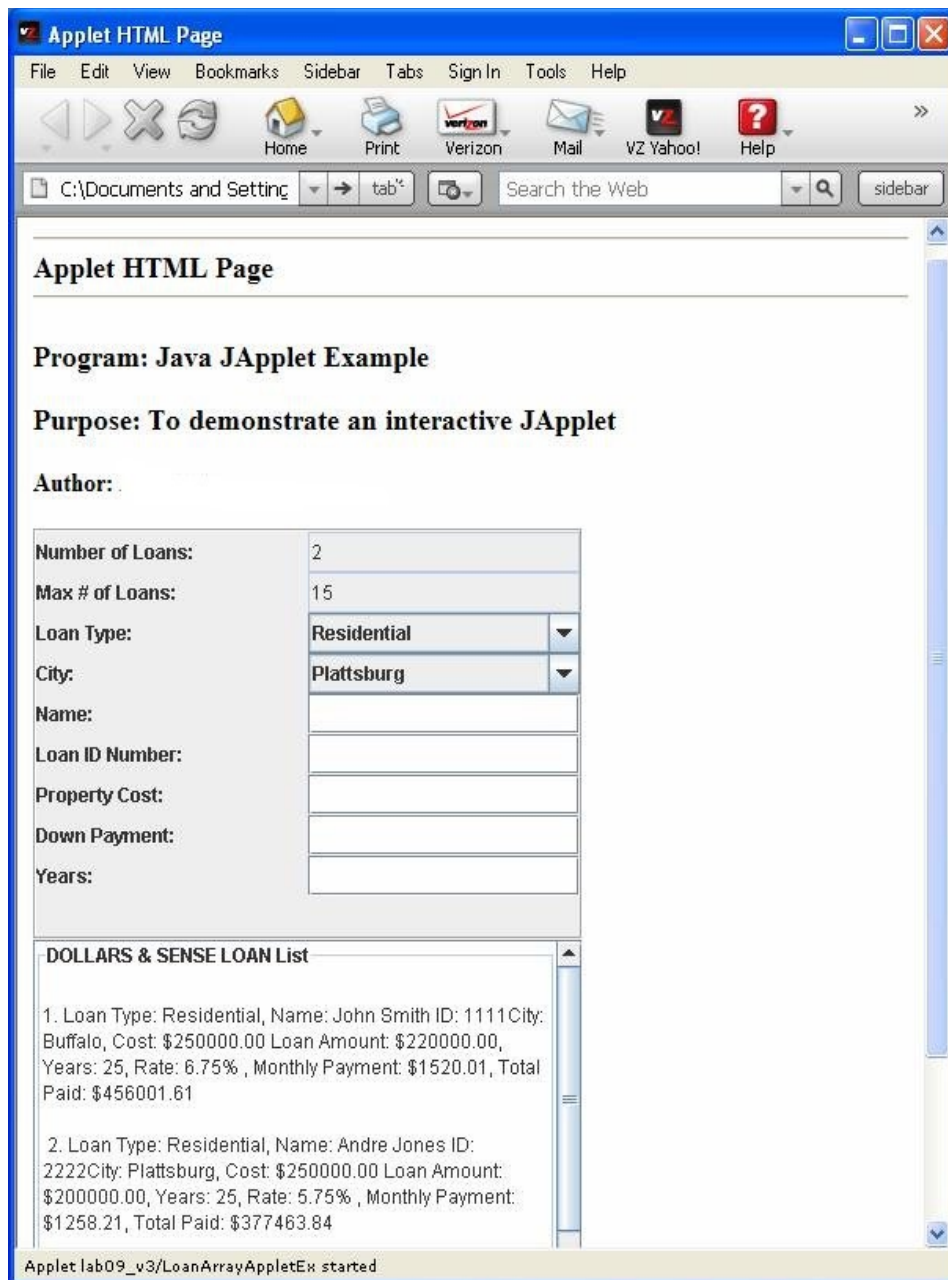
Add a heading on the HTML page, above the applet. Use the h3 tag. The heading should display the following: "Program: Java JApplet Example". The new HTML element should look like the following:

```
<h3>Program: Java JApplet Example</h3>
```

Add another heading on the next line that displays:
"Purpose: To demonstrate an interactive JApplet".
Make the header line look like the one created above.

Add another heading on the next line using an h4 tag that displays
"Author: " followed by your name.

Compile, execute, and debug the program.



LoanArrayAppletEx

Number of Loans: 2

Max # of Loans: 15

Loan Type: Residential

City: Plattsburg

Name:

Loan ID Number:

Property Cost:

Down Payment:

Years:

DOLLARS&SENSE LOAN LIST

1. Loan Type: Residential, Name: John Smith ID: 1111 City: Buffalo, Cost: \$250000.00 Loan Amount: \$220000.00, Years: 25, Rate: 6.75% , Monthly Payment: \$1520.01, Total Paid: \$456001.61

2. Loan Type: Residential, Name: Andre Jones ID: 2222 City: Plattsburg, Cost: \$250000.00 Loan Amount: \$200000.00, Years: 25, Rate: 5.75% , Monthly Payment: \$1258.21, Total Paid: \$377463.84

As usual create ReadMe.pdf file.

Create a file named ReadMe.pdf

In this document, insert your name at the top, and on the next line insert the assignment number

Then enter any comments regarding the assignment and your program.

Then insert at least two window captures of your JFrame window showing the inputs and output from the execution of the program.

The first window capture should be captured when you have entered data on the fourth loan; it should show the data in the JTextFields and selected items in the JComboBoxes.

The second window capture should show the updated list of loans in the JTextArea that is the result of hitting the Enter key in one of the JTextFields for this new fourth loan.

Zip the project folder and all its contents and YourLastName_Sandbox.

Change the name the zip file so that its name consists of your name along with the assignment number, as follows: " LastName_ Lab_10_cs209.zip".

Do not use spaces in the name of the file, use underscores or hyphens instead.

Deliverables:

Send to streller@ecc.edu an email this the exact subject

cs209_ Lab_10

In this email attached the above named zip file

LastName_ Lab_10_cs209.zip

Due Date : 7:00pm 13 November 2014