

# Java Applet

---

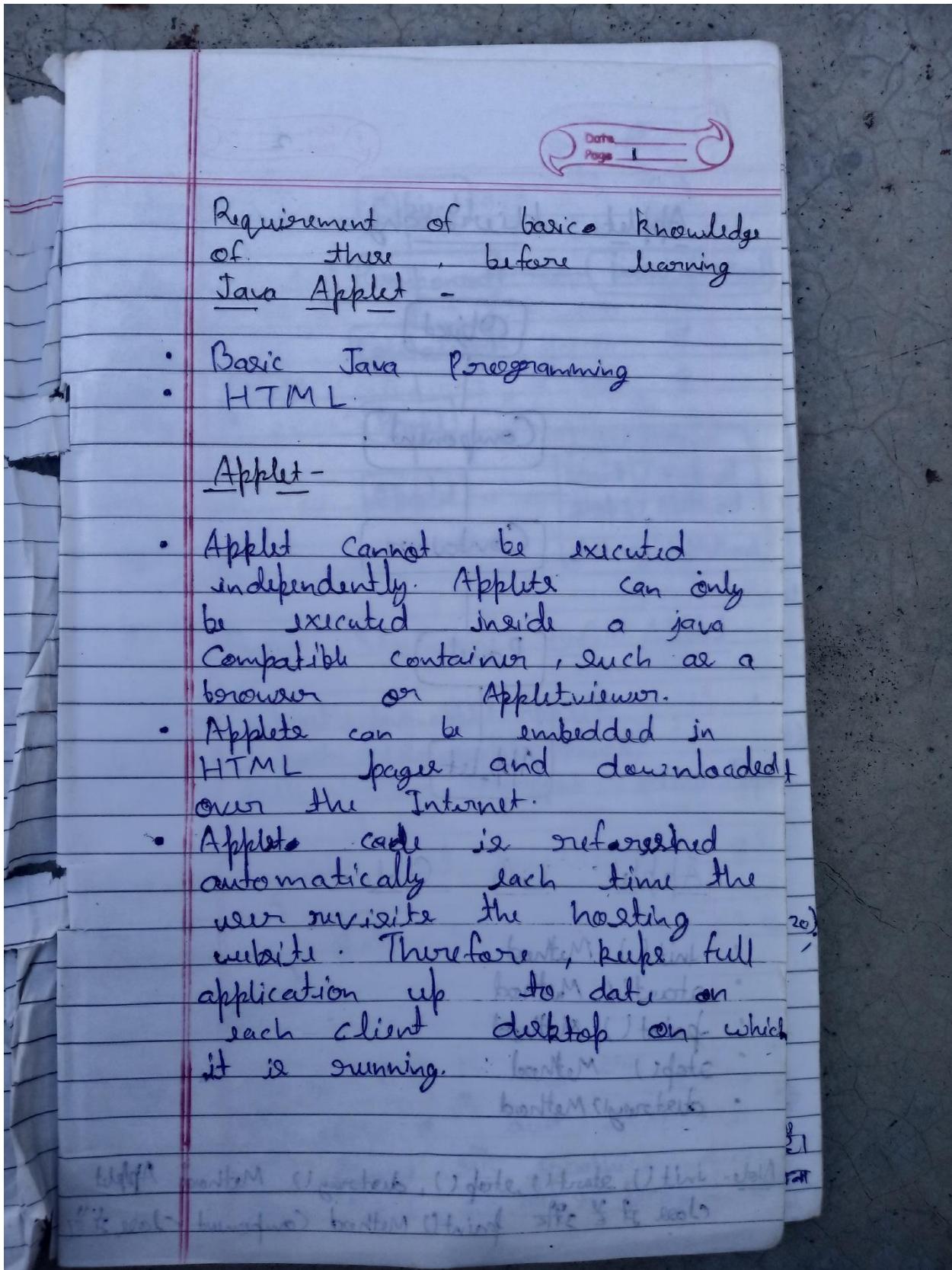
GEEKYSHWOS YOUTUBE CHANNEL LEARNING NOTES

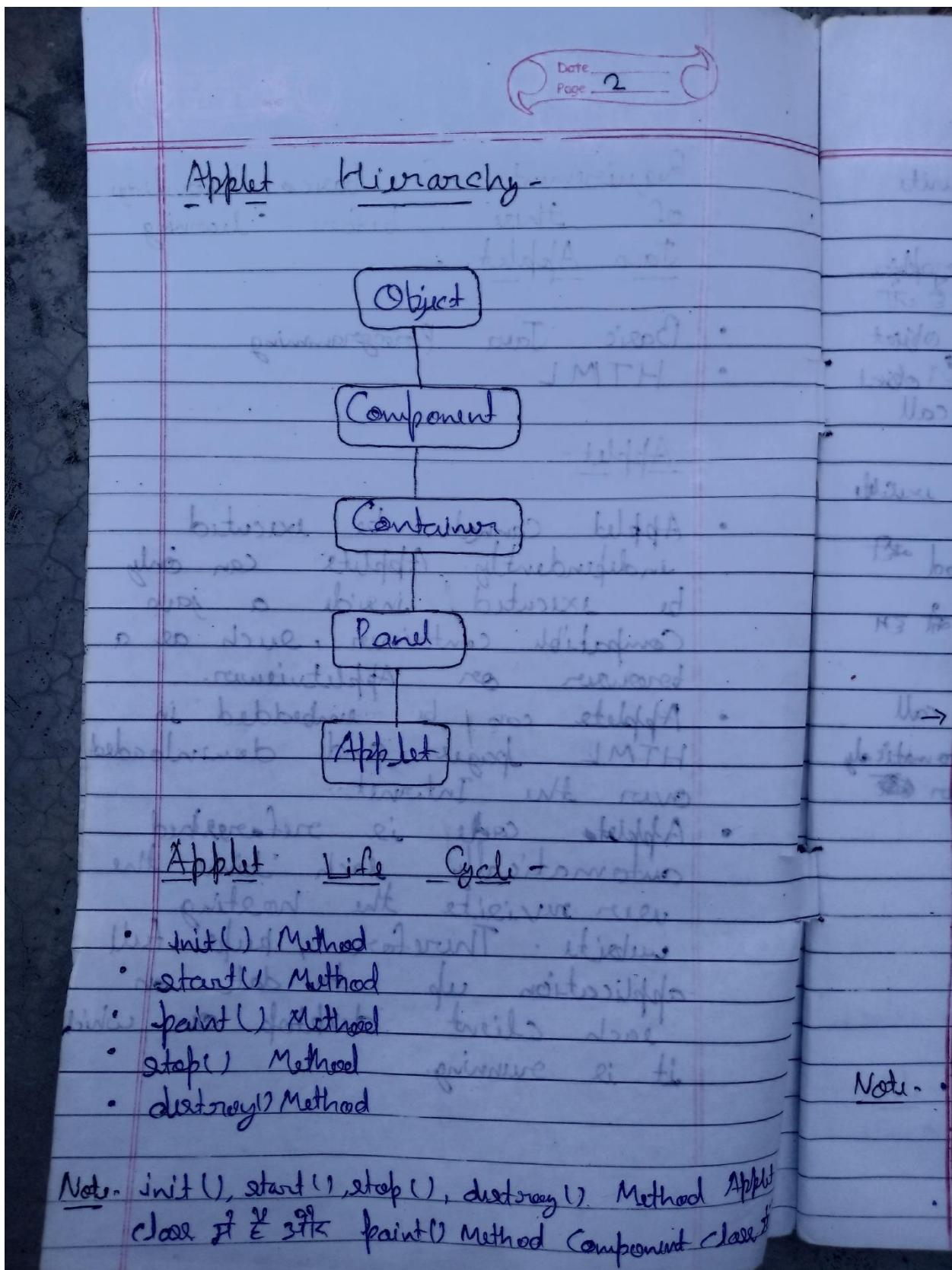
Source Code- [https://github.com/satyam-seth-learnings/java\\_applet\\_learning/tree/master/Geekyshows](https://github.com/satyam-seth-learnings/java_applet_learning/tree/master/Geekyshows)

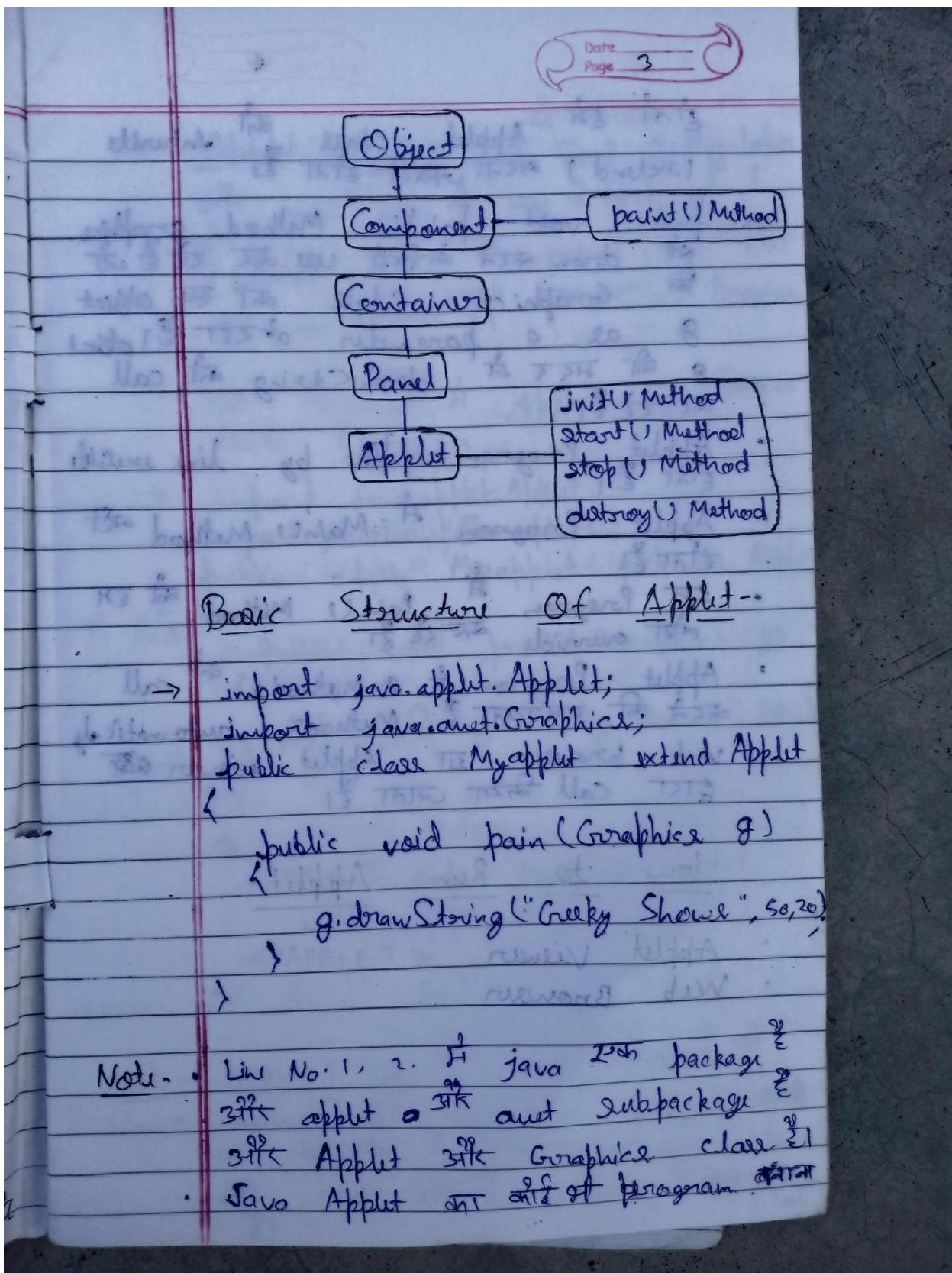
Playlist Link- [https://youtube.com/playlist?list=PLbGui\\_ZYuhignGrO7DPr3kpZZ91yw4IEk](https://youtube.com/playlist?list=PLbGui_ZYuhignGrO7DPr3kpZZ91yw4IEk)

SATYAM SETH

03-10-2021







Date \_\_\_\_\_  
Page 4

इन्होंने इसे Applet class को inheritance  
extend करना पसंदीदा होता है।

- public void paint() Method graphics की draw करने के लिए use कर रहे हैं जो Graphics Class का सक object भी as a parameter of paint() object की मदद से drawString को call कर रहे हैं।
- Applet Program line by line explain.
- Applet Program में Main() Method होता है।
- इस Program में paint() Method की हम नहीं override कर सकते हैं।
- Applet Program में @ Methods की call करने की आवश्यकता है। Methods automatically web browser और Applet viewer द्वारा call किया जाता है।

How to Run Applet -

- Applet Viewer
- Web Browser

Notes -

1. Appletviewer.exe file is required.  
2. Appletviewer has two file types file.  
3. And extended file type file.  
4. Import to the Java applet code.

Date: \_\_\_\_\_  
Page 5

Applet Viewer के लिए developer द्वारा दी जाती है। और real user को user के लिए program की HTML के साथ embed करता है। इसके बाद user web browser की Program को run करता है।

इस comment में Applet tag लिखता है।

```

→ import java.applet.Applet;
import java.awt.Graphics;
public class Myapplet extends Applet
{
    public void paint(Graphics g)
    {
        g.drawString("Geeky Shows", 50, 50);
    }
}

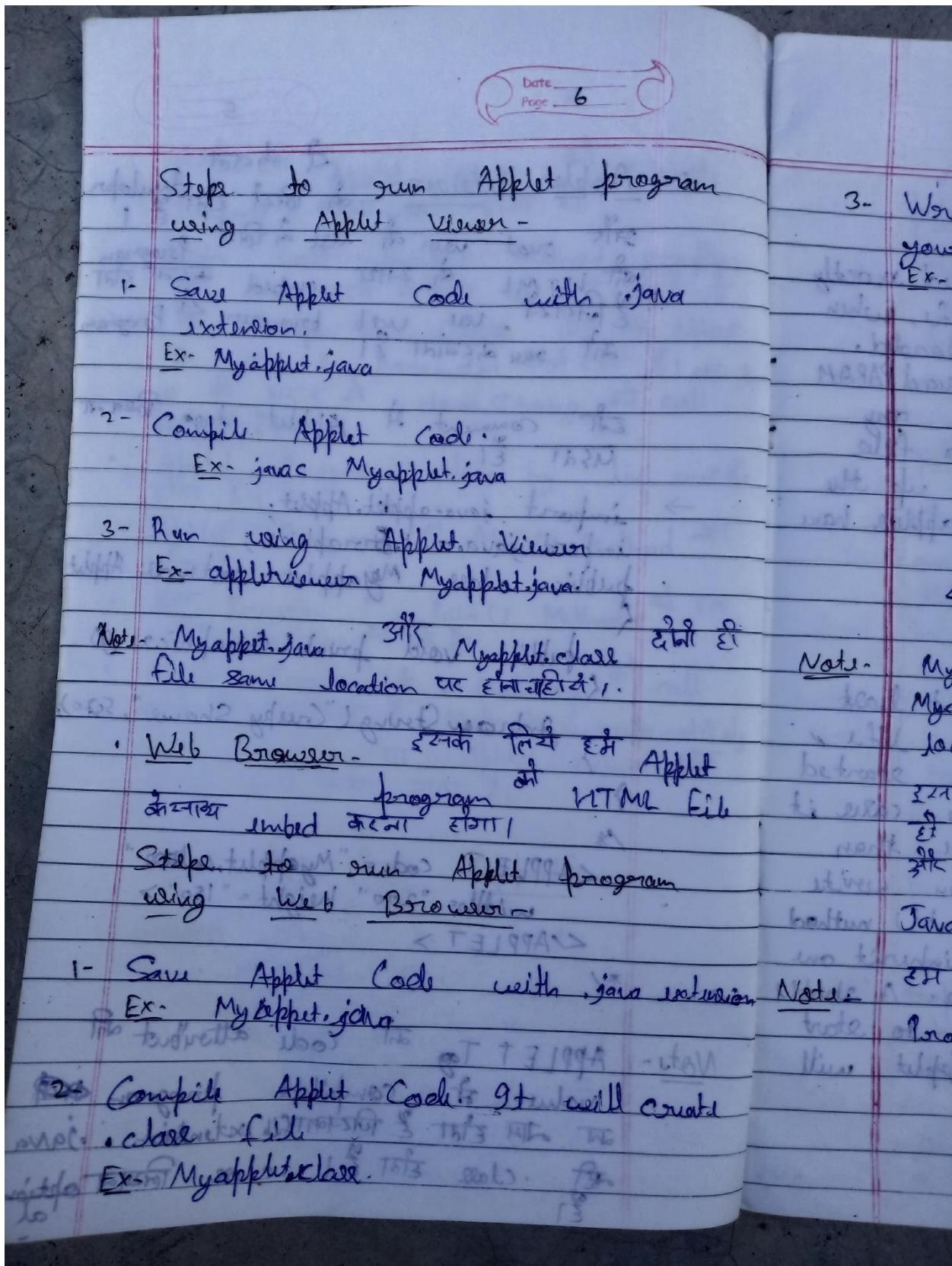
```

```

<APPLET code="Myapplet.class"
         width="200" height="150">
</APPLET>

```

Note - APPLET Tag की code attribute की value के compiled program का नाम होता है जिसका file extension .java होती है। ..class लिया गया option है।



Date \_\_\_\_\_  
Page 7

3- Write HTML Code and embed your applet ..

Ex- <HTML>  
 <HEAD>  
 <TITLE> Welcome </TITLE>  
 </HEAD>  
 <BODY>  
 <APPLET code="Myapplet.class"  
 width="200" height="150">  
 </APPLET>  
 </BODY>  
 </HTML>

Note- Myapplet.java , Myapplet.class  
 Myapplet.html file नीं होते हैं तो इसका location आपका होता है।

जब लोगों को Internet Explorer  
 द्वारा applet Program को Run करना होता है।  
 यह जो भी Web Browser आव  
 Java Applet को support नहीं करता है।

Note- यह नहीं होती कि यह IDE से यह Applet  
 Program को run कर सकते हैं।

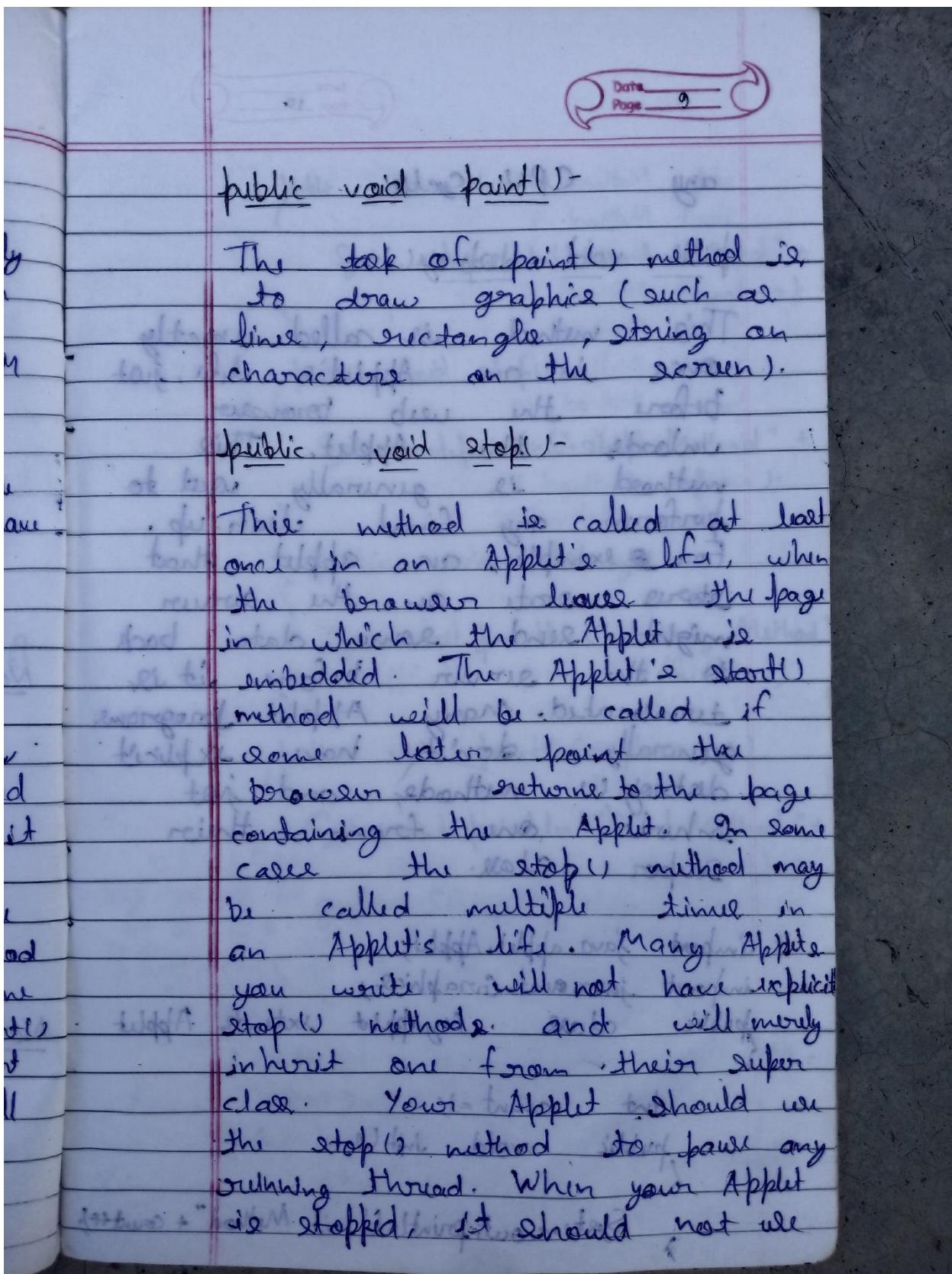
Date \_\_\_\_\_  
Page 8

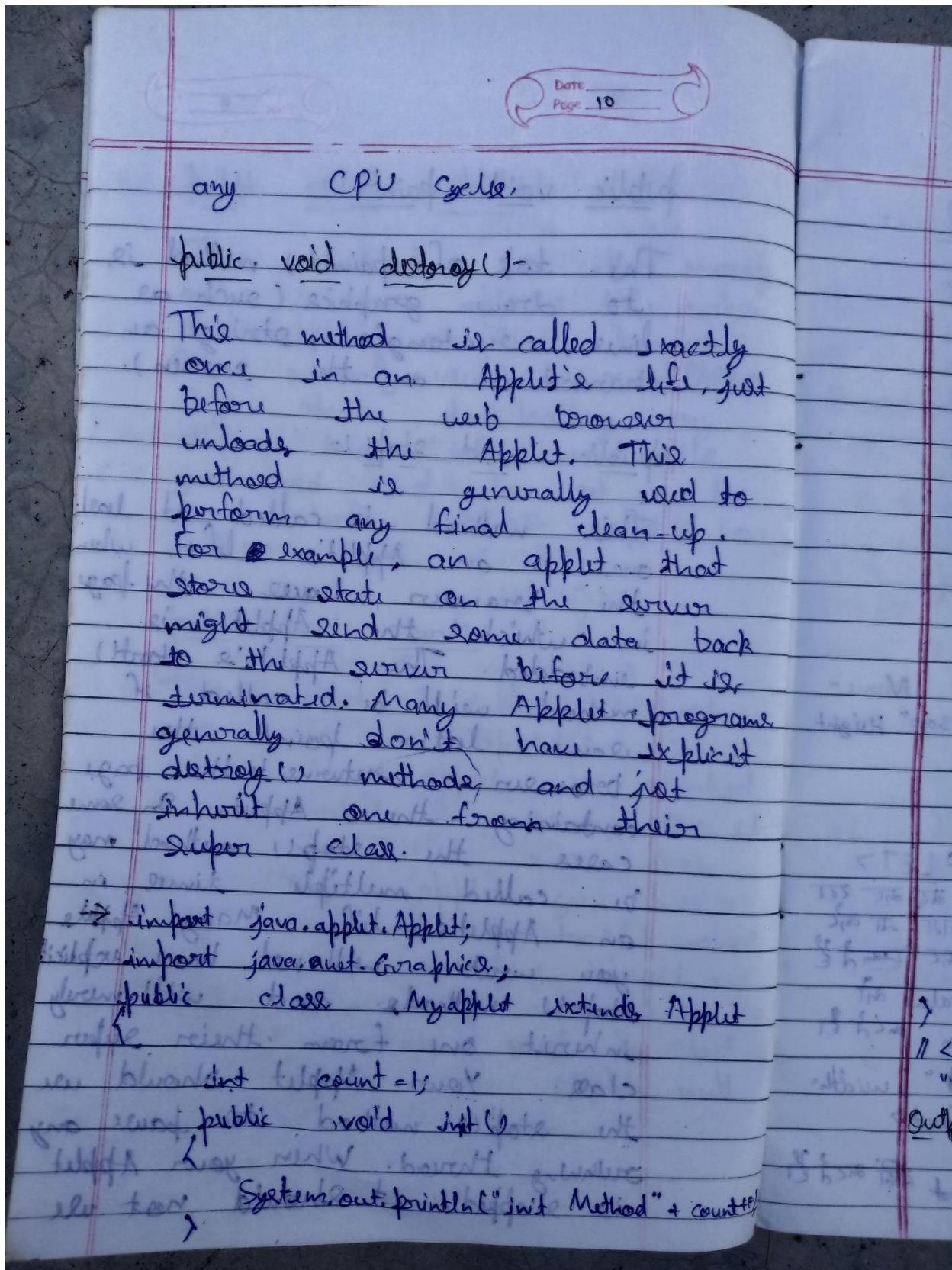
public void init() -

This method is called exactly once in an applet's life, when the applet is first loaded. It's normally used to read PARAM tags, start downloading any other image or media file you need, and to set up the user interface. Most applets have init() methods.

public void start() -

This method is called at least once in an applet's life, when the applet is started or restarted. In some case it may be called more than once. Many applets you write will not explicit start() method and will merely inherit one from their super class. A start() method is often used to start any threads the Applet will need while it runs.





Date \_\_\_\_\_  
Page 11

```
public void start() {
    System.out.println("Start Method" + count++);
}

public void stop() {
    System.out.println("Stop Method" + count++);
}

public void destroy() {
    System.out.println("Destroy Method" + count++);
}

public void paint(Graphics g) {
    System.out.println("Paint Method" + count++);
    g.drawString("Welcome to GeekyShows", 50, 20);
}

// <APPLET code="Myapplet.class" width="200" height="150" ></APPLET>
```

Output-

|                  |   |                                  |
|------------------|---|----------------------------------|
| init Method 1    | ↓ | Start Method 2<br>paint Method 3 |
| start Method 2   |   |                                  |
| destroy Method 1 |   |                                  |

Date 12  
Page 12

|                   |          |
|-------------------|----------|
| stop Method 4     | minimize |
| start Method 5    | maximize |
| paint Method 6    |          |
| paint Method 7    |          |
| paint Method 8    | Drag     |
| paint Method 9    |          |
| paint Method 10   |          |
| paint Method 11   |          |
| stop Method 12    | close    |
| destroy Method 13 |          |

Naming Applets -

Ex- <APPLET code = "MyApplet.class" Name = "My FIRST Applet" width = "300" height = "200" > </APPLET>

Object Tag - HTML <APPLET>

जैसे <APPLET> tag को बदलकर यहाँ लिए जाए तो Applet tag का समानांतर हो जाएगा।

Object tag को यहाँ बदल दिया जाएगा। classid attribute की value को Applet program का नाम से assign करें।

Ex- <Object classid = "MyApplet" width = "300" height = "200" > </object>

Note - इस विषय browser support वाला करना है।

Date  
Page 13

## PARAM Tag:

Parameters are passed to Applet in Name and Value attributes pairs in PARAM tags between the opening and closing Applet tags.

```

→ import java.applet.*;
import javax.awt.*;
public class Myapplet extends Applet
{
    public void paint(Graphics g)
    {
        String str= this.getParameter("msg");
        g.drawString(str, 100, 80);
    }
}
//<Applet code="Myapplet.class" width="200"
height="150"></Applet>

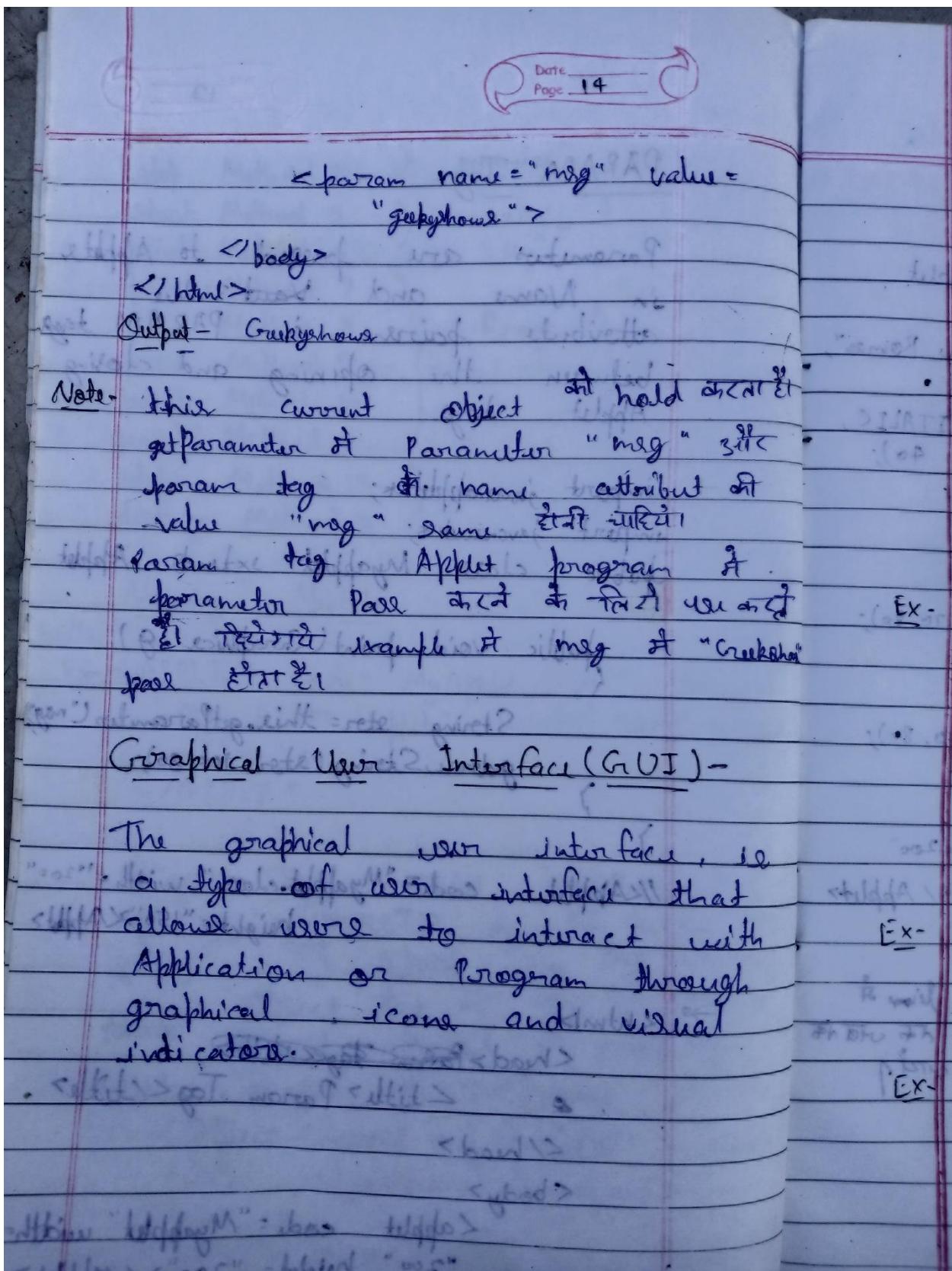
```

→ <html>

```

<head>Param Tag</head>
<body>
    <title>Param Tag</title>
    <applet code="Myapplet" width=
            "300" height="200"></applet>

```



Date \_\_\_\_\_  
Page 15

### Java Applet - Font

font constructor  
 use `Font` class  
 font style as integer  
 value return `Font` object  
 name of supert class `Font`

- `public Font(Font name, Font style, Font size)`

Font name - "Times New Roman"  
 Font style - Font.ITALIC / Font.BOLD / Font.PLAIN  
 Font Size - 20 (integer value)

Ex - `Font obj = new Font("Times New Roman", Font.BOLD, 20);`

- `public voidsetFont(Font obj)`

Set the current font, style and size specified by the Font Object reference obj.

Ex - `setFont(obj)`

Both in one line

Ex - `setFont(new Font("Times New Roman", Font.BOLD, 20));`

