88. Java applet for Print Hello.

Code:

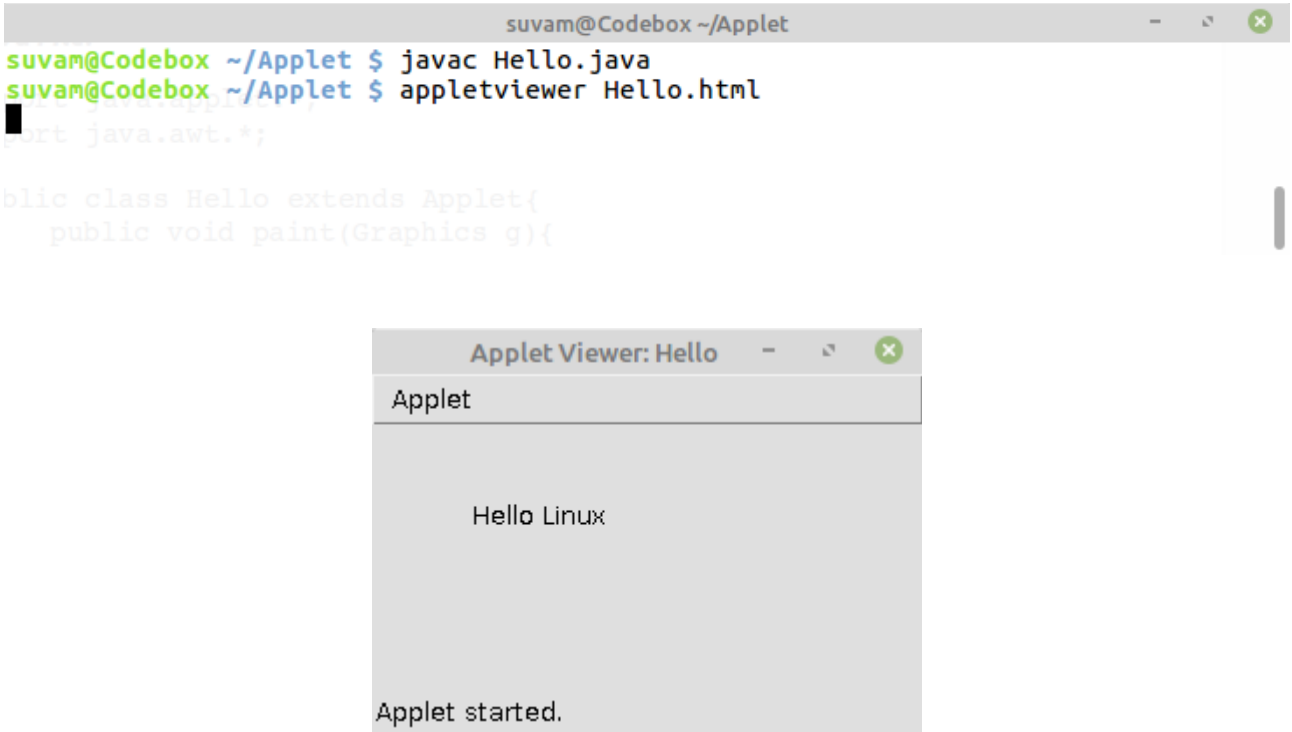
Java File:

```
import java.applet.*;
import java.awt.*;
public class Hello extends Applet{
     public void paint(Graphics g){
          g.drawString("Hello Linux",50,50);
     }
}
```

HTML File:

```
<html>
<applet code="Hello" width=300 height=50></applet>
</html>
```

Output:



89. Banner using Java applet.

Code:

Java File:

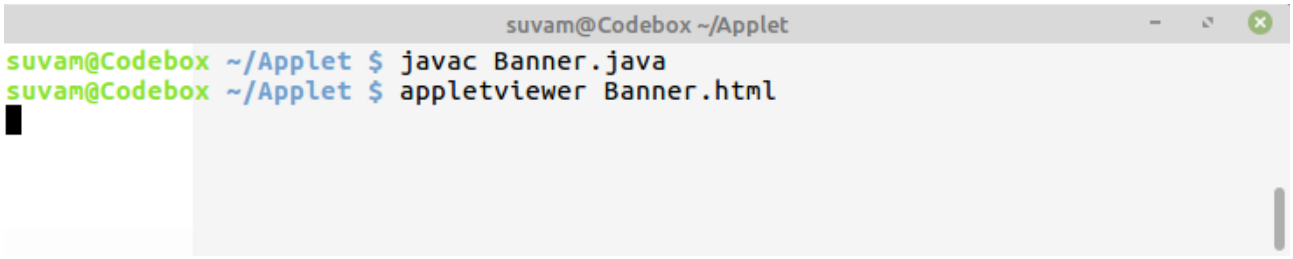
```
import java.awt.*;
import java.applet.*;
public class Banner extends Applet implements Runnable{
  String str = "This is a simple Banner developed by CSE Dept
";
  Thread t ;
  public void init() {
  setBackground(Color.white);
  setForeground(Color.yellow);
  }
 public void start() {
 t = new Thread(this);
   t.start();
  }
  public void run () {
  char ch;
  for( ; ; ) {
  try {
  repaint();
  Thread.sleep(500);
  ch = str.charAt(0);
  str = str.substring(1, str.length());
  str = str + ch;
  } catch(InterruptedException e) {}
  }
  }
  public void paint(Graphics g) {
  g.drawRect(10,10,300,150);// starting (X axis, Y Axis upto
size(X,Y))
  g.setColor(Color.blue);
  g.fillRect(10,10,300,150);
  g.setColor(Color.red);
  g.drawString(str, 15, 75);
  }
}
```

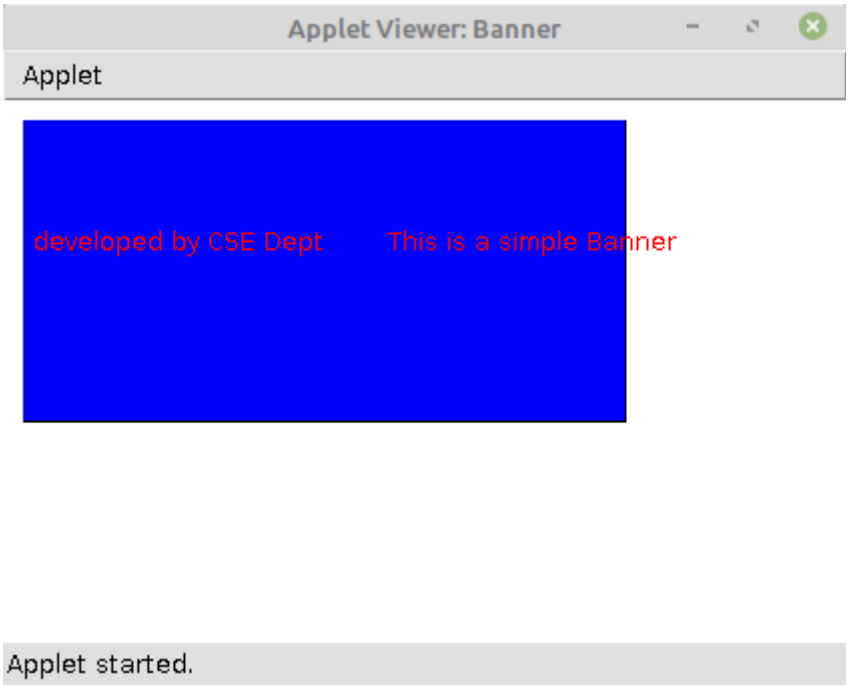
HTML File:

```
<HTML>
<HEAD>
</HEAD>
<BODY>
```

```
<APPLET CODE="Banner" WIDTH="800" HEIGHT="500">
</APPLET>
</BODY>
</HTML>
```

Output:





90. I/O and repaint in Applet

Code:

Java File:

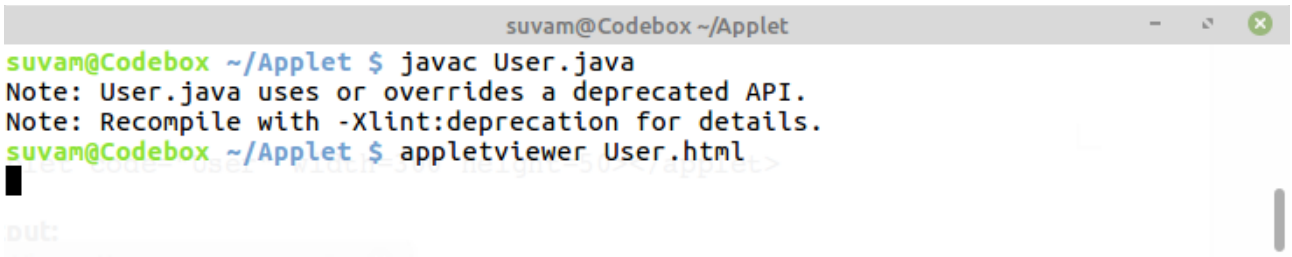
```
import java.awt.*;
import java.applet.*;
public class User extends Applet
{
      TextField text1, text2;
```

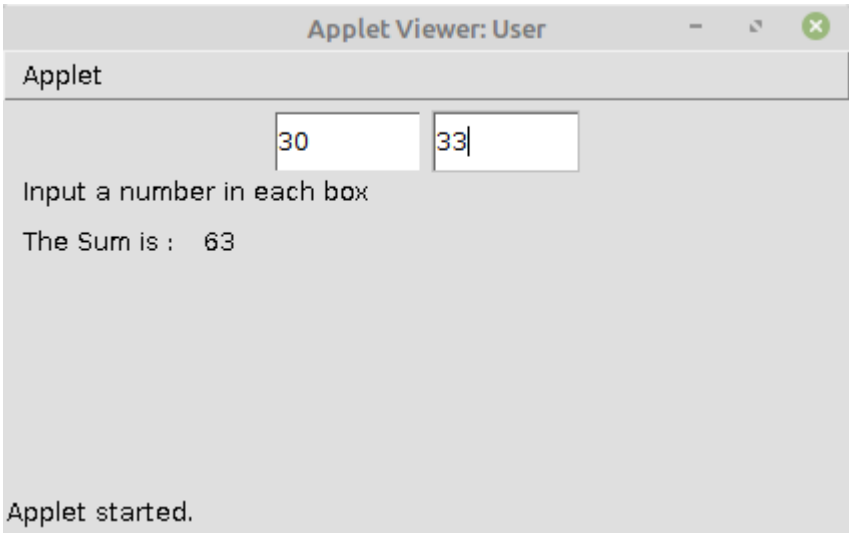
```
    public void init()
    {
         text1 = new TextField(8);
         text2 = new TextField(8);
         add(text1);
         add(text2);
         text1.setText("");
         text2.setText("");
    }
    public void paint(Graphics g)
    {
        int x=0,y=0,z=0;
        String s1,s2,s;
        g.drawString("Input a number in each box  ",10,50);
        try
        {
               s1 = text1.getText();
               x = Integer.parseInt(s1);
               s2 = text2.getText();
               y = Integer.parseInt(s2);
         }
        catch(Exception e) {}
         z = x + y;
         s =  String.valueOf(z);
         g.drawString("The Sum is : ",10,75);
         g.drawString(s,100,75);
    }
    public boolean action(Event event, Object obj)
    {
          repaint();
          return true;
    }
}
```

HTML File:

```
<applet code="User" width=300 height=50></applet>
```

Output:





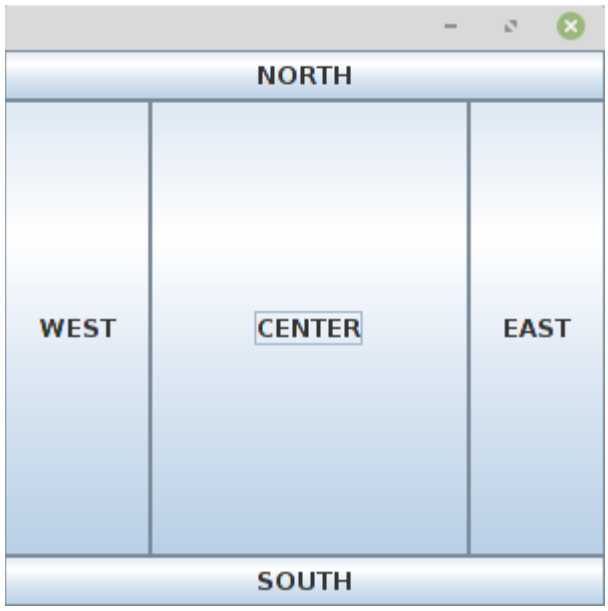
91. Example of BorderLayout class.

Code:

```
import java.awt.*;
import javax.swing.*;
public class Border{
     JFrame f;
     Border(){
     f=new JFrame();
     JButton b1=new JButton("NORTH");
     JButton b2=new JButton("SOUTH");
     JButton b3=new JButton("EAST");
     JButton b4=new JButton("WEST");
     JButton b5=new Jbutton("CENTER");
     f.add(b1,BorderLayout.NORTH);
     f.add(b2,BorderLayout.SOUTH);
     f.add(b3,BorderLayout.EAST);
     f.add(b4,BorderLayout.WEST);
     f.add(b5,BorderLayout.CENTER);
     f.setSize(300,300);
     f.setVisible(true);
     }
     public static void main(String[] args) {
     new Border();
     }
}
```

Output:

```
suvam@Codebox ~/Applet
suvam@Codebox ~/Applet $ javac Border.java
suvam@Codebox ~/Applet $ java Border
```



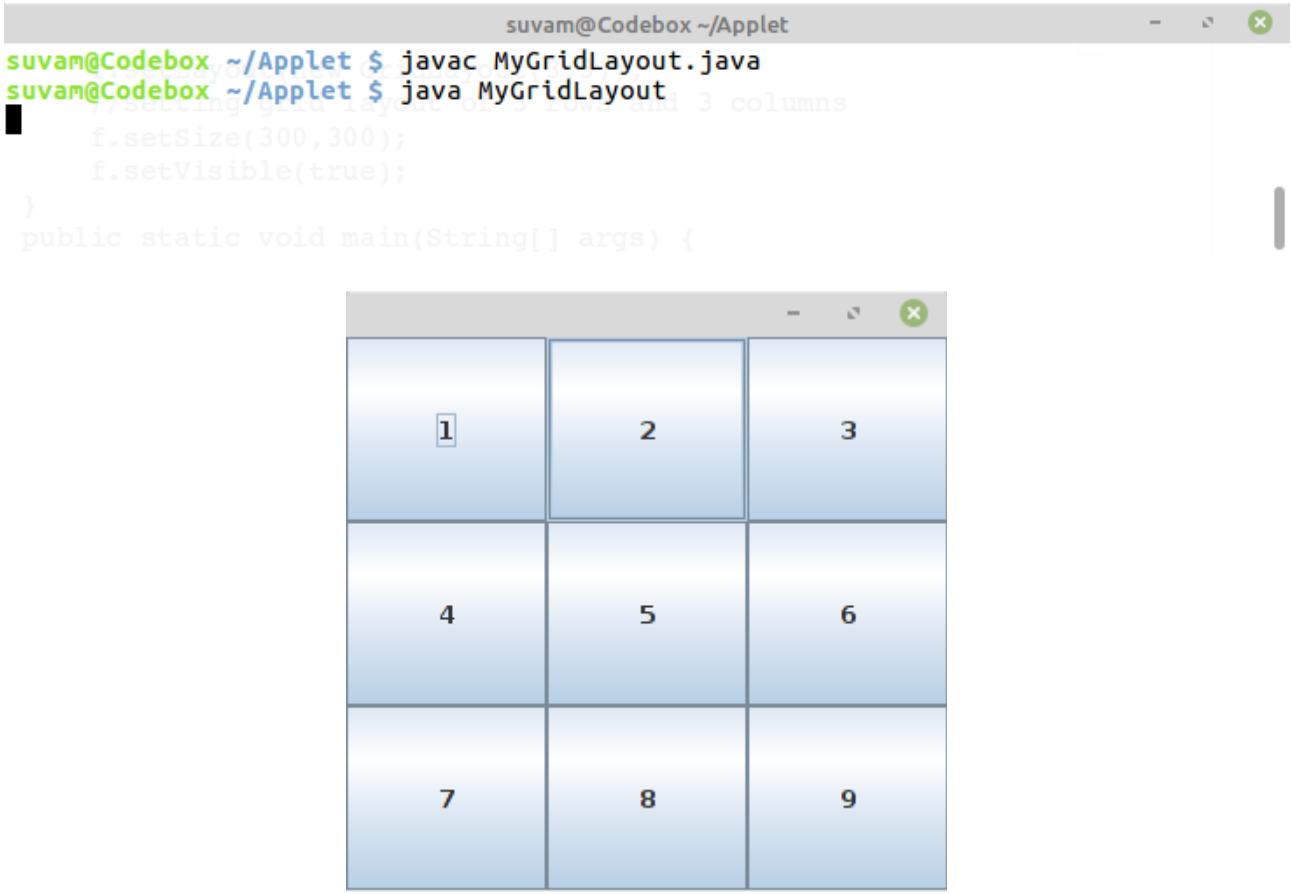
92. Example of GridLayout class.

Code:

```
import java.awt.*;
import javax.swing.*;
public class MyGridLayout{
     JFrame f;
    MyGridLayout(){
        f=new JFrame();
        JButton b1=new JButton("1");
        JButton b2=new JButton("2");
```

```
        JButton b3=new JButton("3");
        JButton b4=new JButton("4");
        JButton b5=new JButton("5");
        JButton b6=new JButton("6");
        JButton b7=new JButton("7");
        JButton b8=new JButton("8");
        JButton b9=new JButton("9");
        f.add(b1);f.add(b2);f.add(b3);f.add(b4);f.add(b5);
        f.add(b6);f.add(b7);f.add(b8);f.add(b9);
        f.setLayout(new GridLayout(3,3));
        //setting grid layout of 3 rows and 3 columns
        f.setSize(300,300);
        f.setVisible(true);
    }
    public static void main(String[] args) {
        new MyGridLayout();
    }
}
```

Output:



93. Example of FlowLayout class.

Code:

```
import java.awt.*;
import javax.swing.*;
public class MyFlowLayout{
     JFrame f;
     MyFlowLayout(){
         f=new JFrame();
         JButton b1=new JButton("1");
         JButton b2=new JButton("2");
         JButton b3=new JButton("3");
         JButton b4=new JButton("4");
         JButton b5=new JButton("5");
         f.add(b1);f.add(b2);f.add(b3);f.add(b4);f.add(b5);
         f.setLayout(new FlowLayout(FlowLayout.RIGHT));
         //setting flow layout of right alignment
         f.setSize(300,300);
         f.setVisible(true);
     }
     public static void main(String[] args) {
         new MyFlowLayout();
     }
}
```

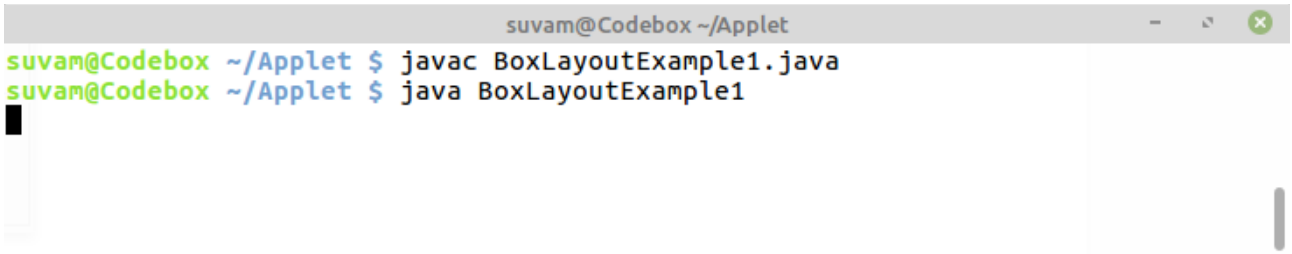
Output:

94. Example of BoxLayout class with Y-AXIS.

Code:

```
import java.awt.*;
import javax.swing.*;
public class BoxLayoutExample1 extends Frame{
     Button buttons[];
     public BoxLayoutExample1 (){
          buttons = new Button [5];
          for (int i = 0;i<5;i++) {
          buttons[i] = new Button ("Button " + (i + 1));
               add (buttons[i]);
         }
    setLayout (new BoxLayout (this, BoxLayout.Y_AXIS));
    setSize(400,400);
    setVisible(true);
    }
    public static void main(String args[]){
     BoxLayoutExample1 b=new BoxLayoutExample1();
    }
}
```

Output:



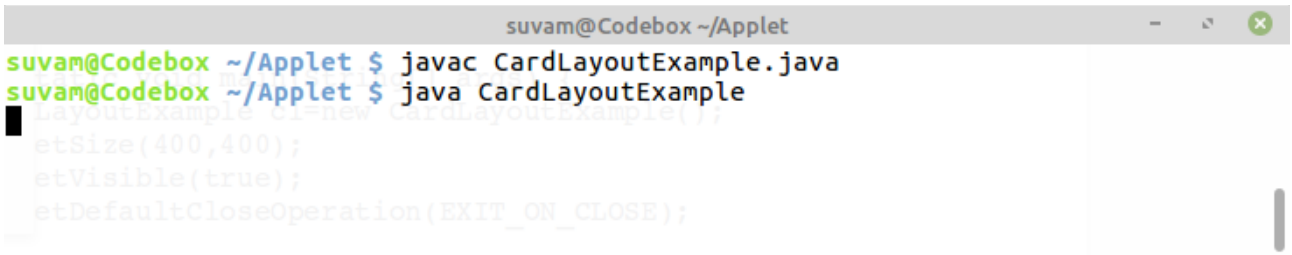
95. Example of CardLayout class.

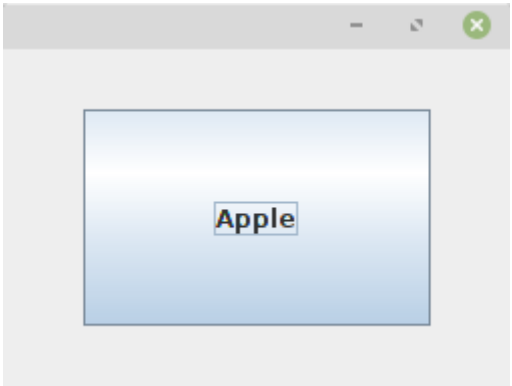
Code:

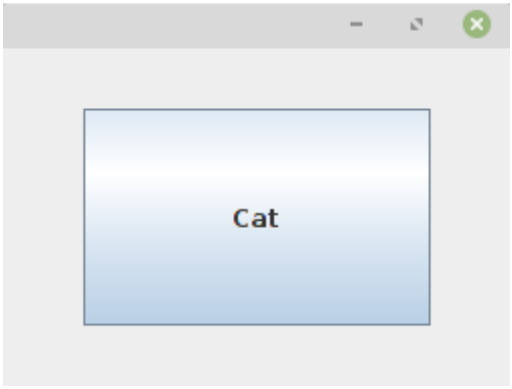
```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class CardLayoutExample extends JFrame implements
ActionListener{
     CardLayout card;
     JButton b1,b2,b3;
     Container c;
    CardLayoutExample(){
     c=getContentPane();
        card=new CardLayout(40,30);
          //create CardLayout object with 40 hor space and 30 ver
space
        c.setLayout(card);

        b1=new JButton("Apple");
        b2=new JButton("Boy");
        b3=new JButton("Cat");
```

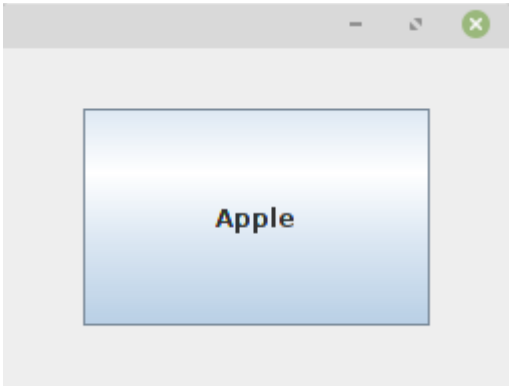
```
        b1.addActionListener(this);
        b2.addActionListener(this);
        b3.addActionListener(this);

        c.add("a",b1);c.add("b",b2);c.add("c",b3);

    }
    public void actionPerformed(ActionEvent e) {
     card.next(c);
    }

    public static void main(String[] args) {
        CardLayoutExample cl=new CardLayoutExample();
        cl.setSize(400,400);
        cl.setVisible(true);
        cl.setDefaultCloseOperation(EXIT_ON_CLOSE);
    }
}
```

Output:









96. Program to create a Login Form using the container Applet Which contain Two labels called username and password, OK button and Two text fields.

Code:

Java File:

```
import java.awt.*;
public class Applet_Demo extends java.applet.Applet{
  Label l1,l2;
  Button b1;
  TextField t1,t2;
  public void init(){
    setLayout(null);
    l1=new Label("User Name" );
    l2=new Label("Pass Word");
    b1=new Button("OK");
    t1=new TextField(" ");
    t2=new TextField(" ");
    l1.setBounds(100,150,80,20);
    t1.setBounds(220,150,80,20);
    l2.setBounds(100,200,80,20);
    t2.setBounds(220,200,80,20);
    b1.setBounds(180,260,80,20);
    add(l1);  add(l1);  add(t1);  add(l2);  add(t2);  add(b1);
  }

  public void paint(Graphics g){
    g.drawString("Login Form" ,180,100);
    setBackground(Color.cyan);
    setForeground(Color.red);
```

```
    }
}
```

HTML File:

```
<applet code="Applet_Demo" height=500 width=500></applet>
```

Output: