

# Applets

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## Applets

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- Applets are written in Java and run in a web browser or Applet viewer (Sun)
- Introduced in 1995
- Provide interactivity that HTML does not allow
- Executed in a sandbox
  - Sandbox runs code in a safe place where it can't interact with the rest of the system

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## Defining the Applet: init()

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- The init() method replaces the constructor
- Use the init() method to initialize all instance variables
- init() will run automatically when the applet is first loaded
- init() will run before the paint() is called

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## Defining the Applet: paint()

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- The paint() method is called on each graphical object, telling the object to render itself on the canvas
- The canvas itself is a graphics object
- NEVER directly call paint()
- Use repaint() to update an object

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## Objects You Can Draw

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- Rectangles
- Point2D - a point in space
- Line2D - a line between 2 points
- Ellipse2D - a rectangle bounded box for an ellipse
- Drawing Text:
  - Font object defines the value of a font
  - setFont() changes the font that has been picked
  - drawString() paints a String at a given x,y

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## References

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- Jason Schwarz's Lecture 27 slides:  
<http://courses.ncsu.edu/csc116/>

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