



APPLETS

Applets

- Applets are small applications that are accessed on an Internet server, transported over the net, automatically installed and run as a part of a web document.
- . After an applet arrives on the client, it has limited access to the resources so there is no risk of viruses

Java Applets

- Built using one of general definitions of applets
 - `Applet` class
 - `JApplet` class
- Java applets are usually graphical
 - Draw graphics in a defined screen area
 - Enable user interaction with GUI elements



Restrictions to Applets

- Cannot read or write to local disk files
- Cannot access client codes in c
- Can run only in the server in which it is loaded
- Cannot get private information about the user in which system its executing

- Applets interact with user through graphical interface and not through console based I/O classes. The graphical support is provided by **AWT(Abstract Window Toolkit)**. So the applets you create must import `Java.io.awt` package
- Every applet you create must be a **subclass of Applet class**. So all the applets must import `java.applet` package
- Execution of applet **doesn't begin with the main() method**
- The output of applet's window is not performed by `println()` method but by a method called **`drawString()`**

Applet –Life Cycle

- When an applet begins, the AWT calls the following methods in this sequence
 - init()
 - start()
 - paint()
- When an applet is terminated the following sequence of method calls takes place
 - stop()
 - destroy()