//Applet Program

import java.awt.\*;

import java.applet.\*;

public class AppletUserInput extends Applet

{

public void paint(Graphics g)

{

String str;

str=getParameter("Text");

if(str==null)

{

str = "Java";

}

str="Hello"+str;

g.drawString(str,10,100);

}

}

//html file

<html>

<applet code=AppletUserInput.class width=400 height=200>

<param name="Text" value=" Applet">

</applet>

</html>

