//applet program

import java.awt.\*;

import java.applet.\*;

public class HelloApplet extends Applet

{

public void paint(Graphics g)

{

g.drawString("It's Simplest Applet Program",10,100);

}

}

//html file

<html>

<applet code=HelloApplet.class width=400 height=100>

</applet>

</html>

