Practical 30   :

Code :

```
import java.applet.Applet;
import java.awt.Color;
import java.awt.Graphics;
public class Back extends Applet{
public void paint(Graphics g) {
setBackground(Color.red);
}
}
```
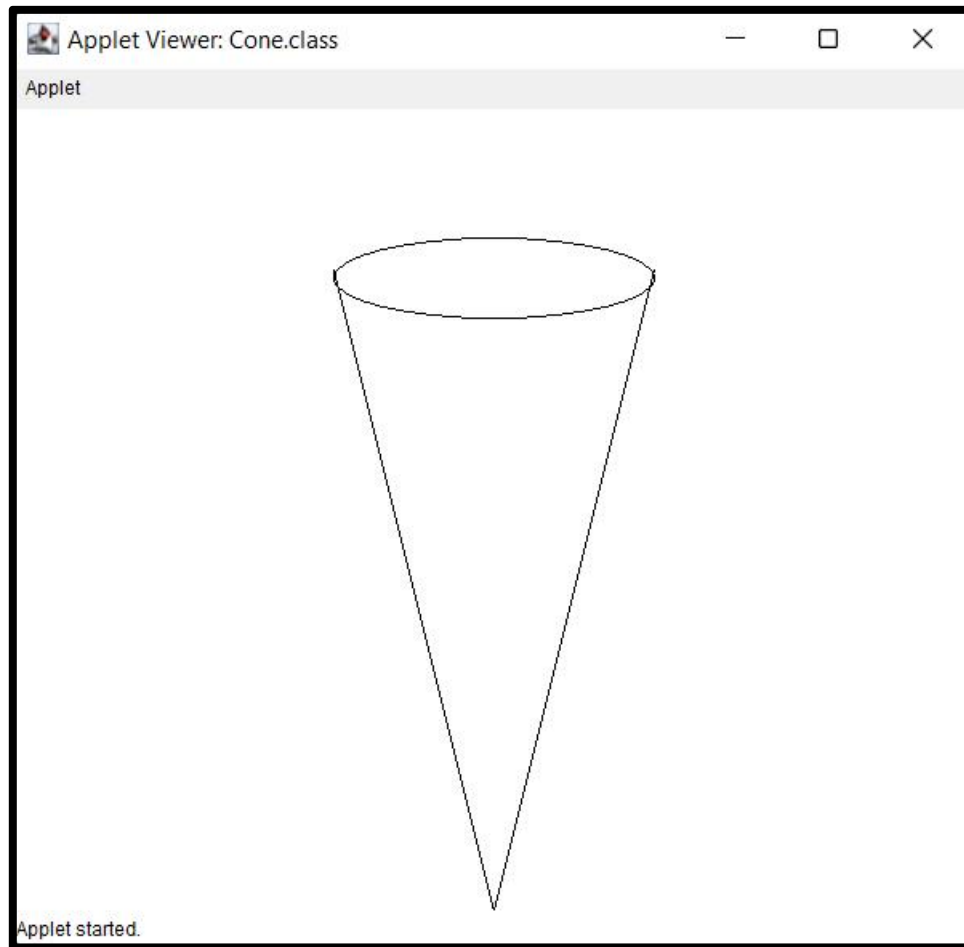
Output :

Code :

```java
import java.applet.*;
import java.awt.*;

public class Cone extends Applet{
    public void paint(Graphics g){
    g.drawOval(200,80,200,50);
    g.drawLine(200,100,300,500);
    g.drawLine(400,100,300,500);
    }
}
```
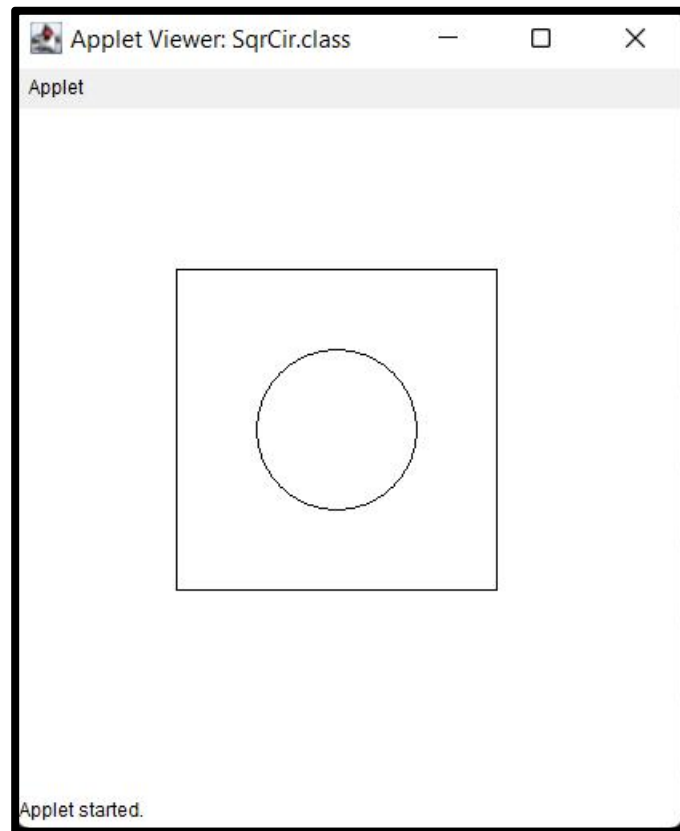
Output :

Applet Viewer: Cone.class

Applet

Applet started.

Code :

```java
import java.applet.*;

import java.awt.*;


public class SqrCir extends Applet{

    public void paint(Graphics g){

        g.drawOval(150, 150, 100, 100);

        g.drawRect(100,100,200,200);

    }

}
```

Output :

Code :

```
import java.applet.*;

import java.awt.*;

public class Cube extends Applet{

    public void paint(Graphics g){

        g.drawRect(500,400,100,100);

        g.drawRect(550,450,100,100);

        g.drawLine(500,400,550,450);

        g.drawLine(500,500,550,550);

        g.drawLine(600,400,650,450);

        g.drawLine(650,550,600,500);

    }
```

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}

Output :