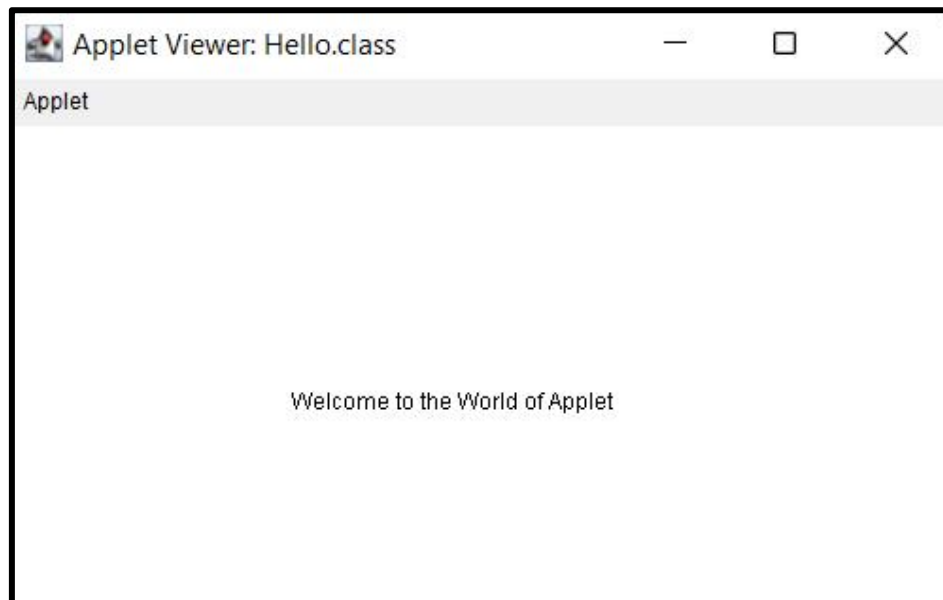


Practical 28 :

Code :

```
import java.applet.*;  
import java.awt.Graphics;  
public class Hello extends Applet{  
  
    public void paint(Graphics g){  
        g.drawString("Welcome to the World of Applet",150,150);  
    }  
}
```

Output :



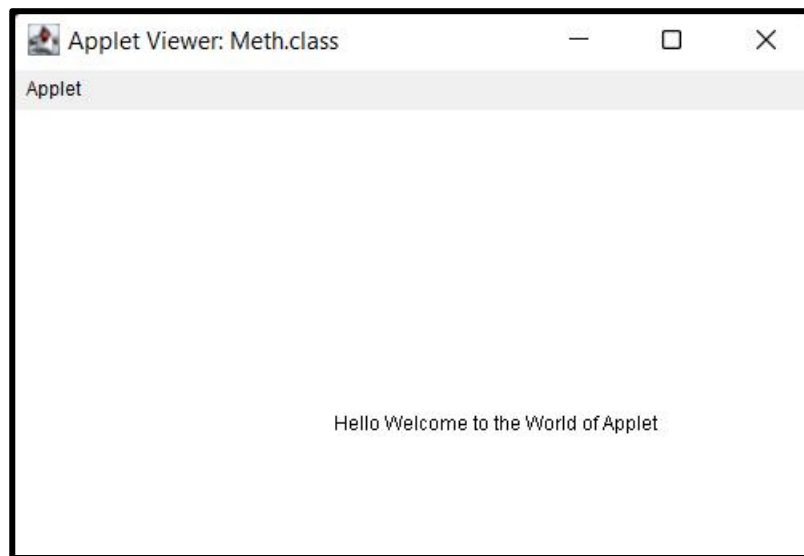
Code :

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

public class Meth extends Applet{

    String str;
    public void init()
    {
        str=getParameter("pname");
        if (str == null)
            str = "Welcome to the World of Applet";
        str = "Hello " + str;
    }
    public void paint(Graphics g)
    {
        g.drawString(str, 200, 200);
    }
}
```

Output :



Code :

```
import java.awt.*;
import java.applet.*;
public class control extends Applet
{
    public void paint(Graphics g)
    {
        for(int i=0; i<=4; i++)
        {
            if((i%2)==0)
                g.drawOval(200, i*(60+10), 50, 50);
            else
                g.fillOval(200, i*(60+10), 50, 50);
        }
    }
}
```

Output :

