Java Lab1

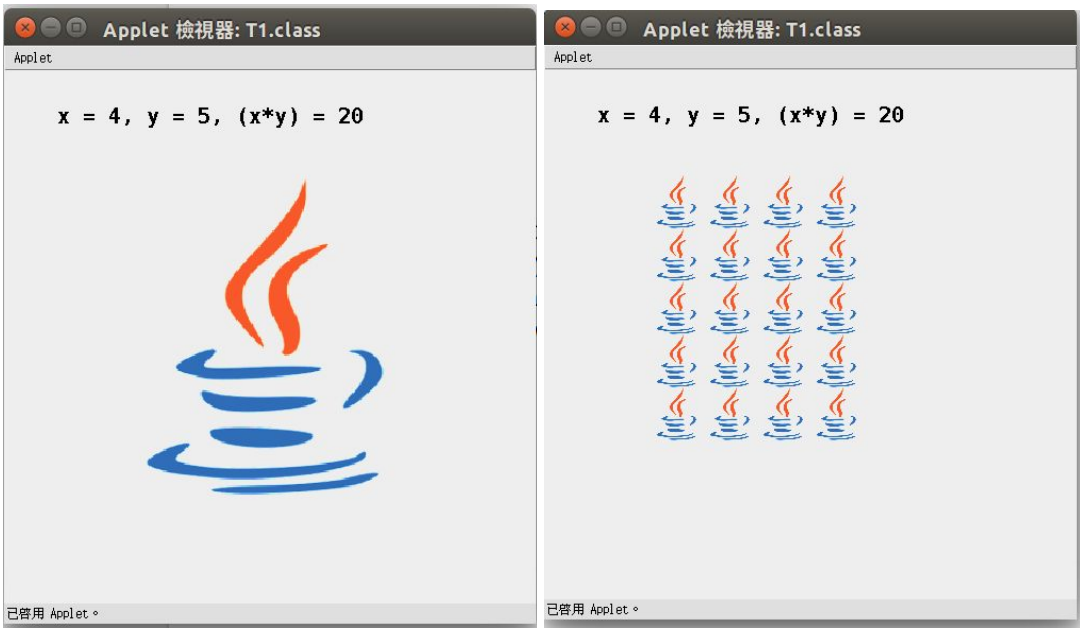
2018-03-22 (Thu)

Basic:

Write an Applet program inputs two integers x & y from the user by Input-Dialog.
Using drawString() to show the message below in JApplet.
*“ x = ??? , y = ??? , (x * y) = ??? ”*
Draw an image (java logo) on the applet, and the image should be loaded from the file. You should write it on the java code, not HTML.
Size of applet: width = 500, height = 500

Advanced:

Draw x*y images on the screen, x images per row, y rows totally.



Tips:

```
import javax.swing.*;
import java.awt.Graphics;
import java.awt.*;
import java.net.URL;
import javax.imageio.ImageIO;

JOptionPane.showInputDialog(...);
Integer.parseInt(...);

URL my_url = new URL (getDocumentBase(), “xxx.png”);
Image my_image = ImageIO.read(my_url);

g.setFont(new Font("Courier", 1, 20));
g.drawString(“.....”, x, y);
g.drawImage(img, x, y, width, height, this);
```

How to run:

> javac Test1.java

- Compile Test1.java to Test1.class

> appletviewer Test1.html

- Run applet program