

Applets

Applet are small program ^{that} are used to create dynamic web page on the web browser. with the help of html tag `<Applet>`. It can perform variety of task such as to solve calculations, display graphics & animation, play sounds etc.

All applets are subclass of `Applet`. So all applets must import `java.applet` package.

java must also import `java.awt` package

Applet usually donot have `main()` method.

Applet are not standelone program.

There are two ways in which one can run applet

- ① web browser (java compatible i.e. Netscape)
- ② Applet viewer

Type of Applet

Local

Remote

↓
which is stored in our local computer

which is not stored on our computer

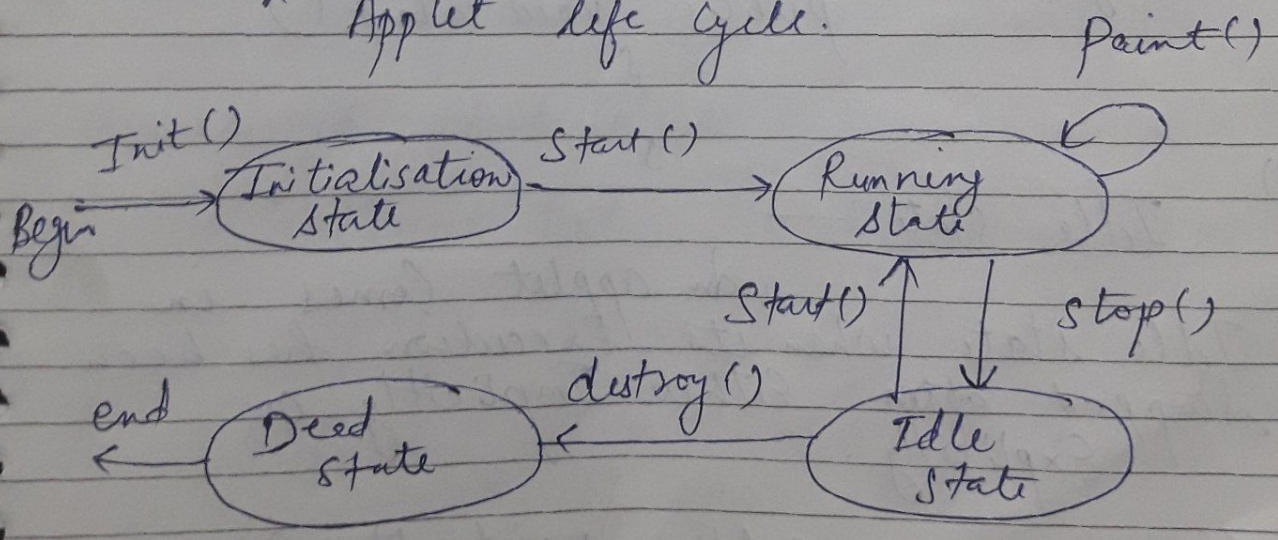
Applet Architecture :

The architecture of an applet is different from normal Console Based programs.

① Applets are Event driven. The Event driven architecture represent the design of an applet. An applet wait until an event occurs. The AWT notify the applet about an event by calling an event handler. This event handler has been provided by the applet. Once it is done the applet take action & return control to AWT.

Eg. When user press a key while the applet window has the focus. it generate a key press event.

* Applet life cycle *



(iv) dead state :-

An applet is in dead state when it has been removed from the memory.

Syntax :- `public void destroy ()`
`{`
`}`

(v) Display state :-

Java applet also possess paint method. This method help in drawing, writing of the applet.

Syntax `public void paint (Graphics g)`
`{`
`}`

* Applet Tag *

< Applet CODEBASE="codebase URL" CODE="applet file"
 ALT="alternate text" NAME="applet Instance Name"
 WIDTH="pixels" HEIGHT="pixels" ALIGN="alignments"

* CODEBASE = it is optional. It specifies URL of applet code.

* CODE : it is required that give name of the file containing .class file.

- (iii) ALT :- it is optional used to display text in case of Non java browser.
- (iv) Name :- it is optional. It is used to specify name for applet
- (v) Width & Height :- it give width & height of the applet display area
- (vi) Align :- it is optional.

or

passing parameter to Applets.

↓

We can supply user defined parameter to an applet using `<PARAM>`

Each `<param>` tag has a name attribute such as `fontname` & a value attribute such as `Comic`.

param.html

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E.g.

```
<HTML>
  <applet code = "param.class"
    width = 400 height = 200 >
    <param name = "author" value = "Bharat" >
  </applet >
</HTML>
```

Code for param.java

```
import java.applet.*;
import java.awt.*;
public class param extends Applet
{
    String str = null;
    public void init ()
    {
        str = getParameter ("author");
    }
    public void paint (Graphic g)
    {
        g.drawString (str, 120, 120);
    }
}
```

