

Chapter 16

Applets

Lesson page 16-1. Applets

Activity 16-1-1 Using applications and applets

Question 1. An application is a stand-alone Java program whose execution is begun by calling **static** method **main** of some class.

Question 2. An applet is a Java program that can be added to a web page and run using a Java-enabled browser like Netscape or Internet Explorer.

Activity 16-1-2 A first applet

Question 3. This is a bit of a trick question. Class **Apple** has inherited method **init** from class **Applet**, and that method gets called first. Method **paint** in class **Apple** is then called.

Question 4. The underlined words are: **main**; **init**.

Activity 16-1-3 The structure of an applet

Question 5. Method **paint** must be overridden.

Question 6. The methods that are called by the browser:

init: called when an applet is first visited.

paint: called whenever the applet (or part of it) needs to be redrawn.

stop: called whenever a web page containing an applet is exited or paused.

start: called whenever a web page containing an applet becomes active.

destroy: called just before the applet is terminated.

Question 7. The items that would be imported:

Applet: `java.awt.*` and `java.awt.applet.*`.

JApplet: `java.awt.*`, `javax.swing.*`, and `java.awt.applet.*`.

Lesson page 16-2. HTML and applet commands

Activity 16-2-1 An overview of HTML

- Question 1.** HTML stands for: HyperText Markup Language.
- Question 2.** Every HTML page begins with: `<html>`.
- Question 3.** The `<title>` goes in the head.
- Question 4.** It denotes the space character.
- Question 5.** The two tags without `<\...>` counterparts: `
` and `<hr>`.

The filled-in table is:

<code><head ></code>	header info	<code><h1></code>	largest section header
<code><title></code>	window title	<code><h2></code>	next largest header
<code><body ></code>	web page content	<code><h6></code>	smallest header
<code><p></code>	paragraph	<code></code>	font size change
<code><center></code>	center	<code></code>	font size one larger
<code>
</code>	line break	<code></code>	font size one smaller
<code><hr></code>	horizontal rule	<code></code>	font color red
<code></code>	bold	<code></code>	absolute link
<code><i></code>	italics	<code></code>	relative link
<code></code>	emphasis	<code></code>	target definition
<code><u></code>	underline	<code></code>	image link

Activity 16-2-2 The applet command

- Question 6.** `<applet code="Frooble.class" codebase="Java Classes" width=400 height=200>`
- Question 7.** The word `jar` stands for: Java Archive.
- Question 8.** `<applet code="Frooble.class" archive="Frooble.jar" width=400 height=200>`
- Question 9.** An applet viewer is a small application whose only purpose is to execute applets.

Lesson page 16-3. Example of applets

Activity 16-3-1 Applet: drawing a clock

Activity 16-3-2 Applet: summing two double values