

# Applet Basics

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## Agenda

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## Introduction

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- An applet is a Java program that runs in a Web browser.
- An applet can be a fully functional Java application.
- important differences between an applet and a standalone Java application:
  - An applet is a Java class that extends the `Java.applet.Applet` class.
  - applet class will not define `main()`.
  - Applets are designed to be embedded within an HTML page
- When a user views an HTML page that contains an applet, the code for the applet is downloaded to the user's machine then executed on his local machine

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- A JVM is required to view an applet. The JVM can be either a plug-in of the Web browser or a separate runtime environment.
- The JVM on the user's machine creates an instance of the applet class and invokes various methods during the applet's lifetime
- Applets have strict security rules that are enforced by the Web browser. The security of an applet is often referred to as sandbox security (like a child playing in a sandbox).
- Other classes that the applet needs can be downloaded in a single Java Archive (JAR) file.

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# Life Cycle of an Applet

- Four methods in the Applet class give you the applet framework :
- **init:** This method is intended for whatever initialization is needed for your applet. It is called after the param tags inside the applet tag have been processed.
- **start:** This method is automatically called after the browser calls the init method. It is also called whenever the user returns to the page containing the applet after having gone off to other pages.
- **stop:** This method is automatically called when the user moves off the page on which the applet sits. It can, therefore, be called repeatedly in the same applet.

- **destroy:** This method is only called when the browser shuts down normally. Because applets are meant to live on an HTML page, you should not normally leave resources behind after a user leaves the page that contains the applet.
- **paint:** Invoked immediately after the start() method, and also any time the applet needs to repaint itself in the browser. The paint() method is actually inherited from the java.awt.

# My first applet

- A "Hello, World" Applet
- The following is a simple applet named HelloWorldApplet.java

```
import java.applet.*;
import java.awt.*;
public class HelloWorldApplet extends Applet
{
    public void paint (Graphics g)
    {
        g.drawString ("Hello World", 25, 50);
    }
}
```

- java.applet.Applet.
- java.awt.Graphics.
- Without those import statements, the Java compiler would not recognize the classes Applet and Graphics, which the applet class refers to.

# Invoking an Applet

- An applet may be invoked by embedding directives in an HTML file and viewing the file through an applet viewer or Java-enabled browser
- The <applet> tag is the basis for embedding an applet in an HTML file. Below is an example that invokes the "Hello, World" applet

```
<html>
<title>The Hello, World Applet</title>
<hr>
<applet code="HelloWorldApplet.class" width="320" height="120">
If your browser was Java-enabled, a "Hello, World"
message would appear here.
</applet>
<hr>
</html>
```

## Notes

- The code attribute of the <applet> tag is required. It specifies the Applet class to run. Width and height are also required to specify the initial size of the panel in which an applet runs.
- The applet directive must be closed with a </applet> tag.
- If an applet takes parameters, values may be passed for the parameters by adding <param> tags between <applet> and </applet>.
- The browser ignores text and other tags between the applet tags.
- Non-Java-enabled browsers do not process <applet> and </applet>.

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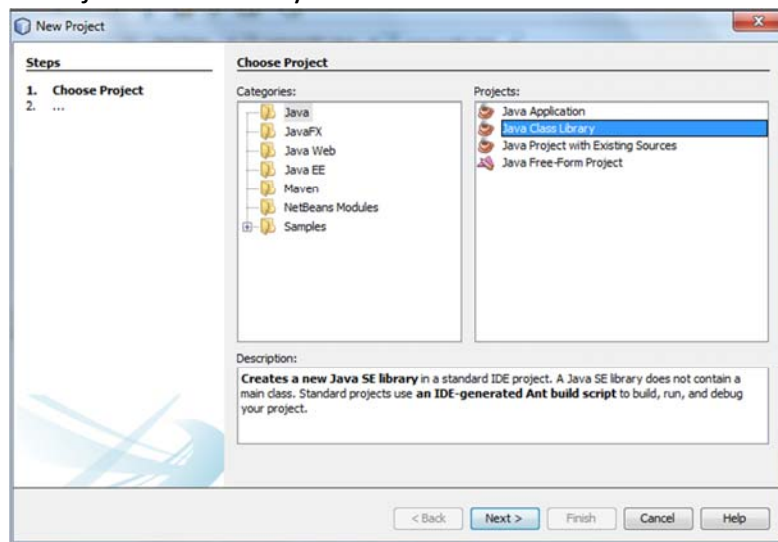
- Therefore, anything that appears between the tags, not related to the applet, is visible in non-Java-enabled browsers.
- The viewer or browser looks for the compiled Java code at the location of the document.
- To specify otherwise, use the codebase attribute of the <applet> tag as shown:

```
<applet codebase="http://amroad.com/applets"  
code="HelloWorldApplet.class" width="320" height="120">
```

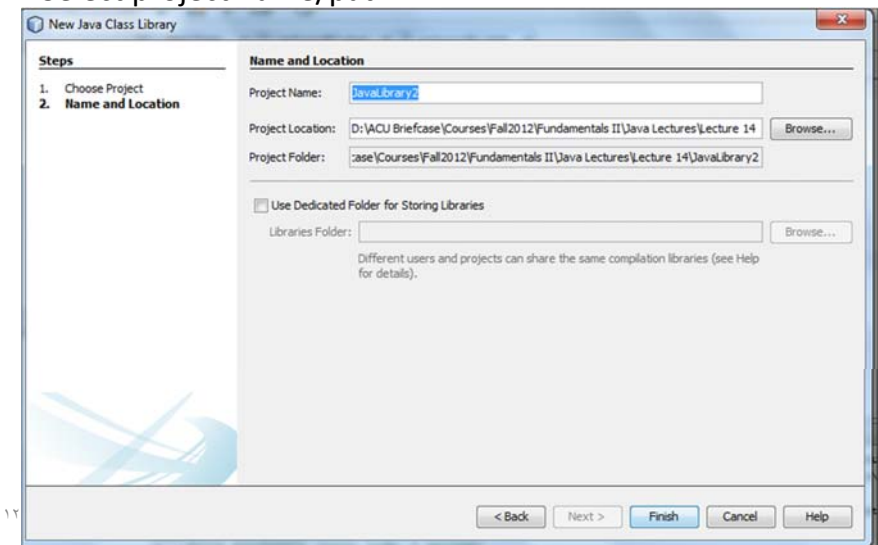
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## Build a website using netbeans

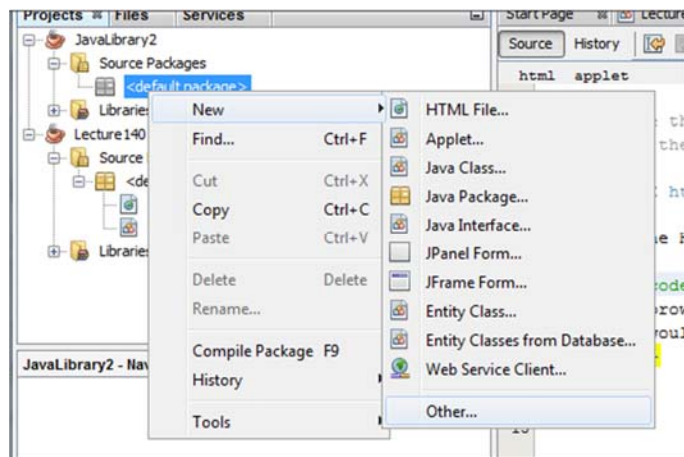
- Select java class library



- Select project name/path



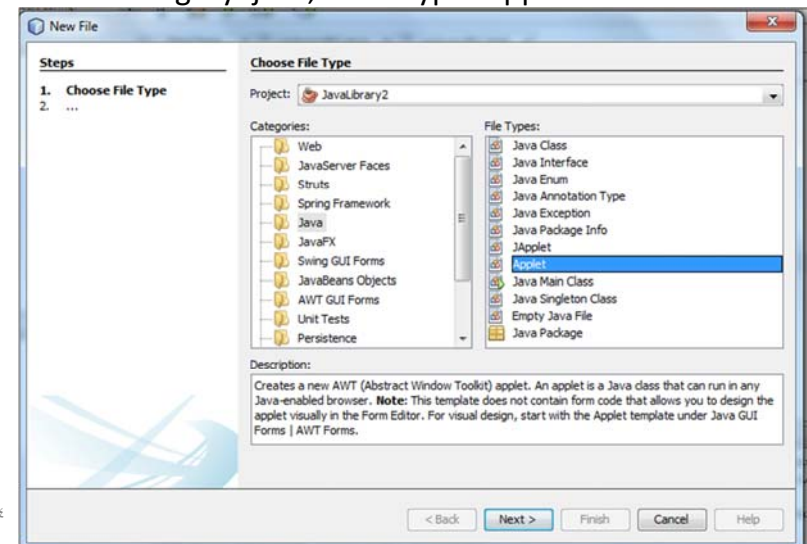
- Add new file to project. Select other



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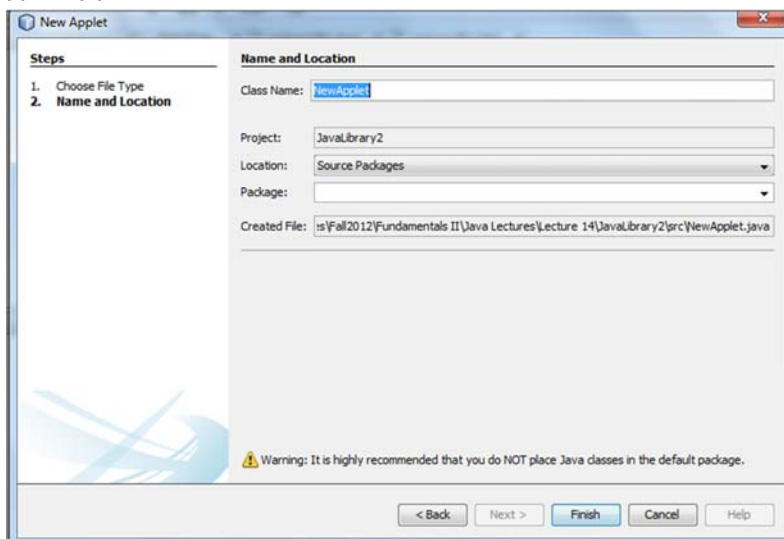
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- Select category: java, & file type: Applet



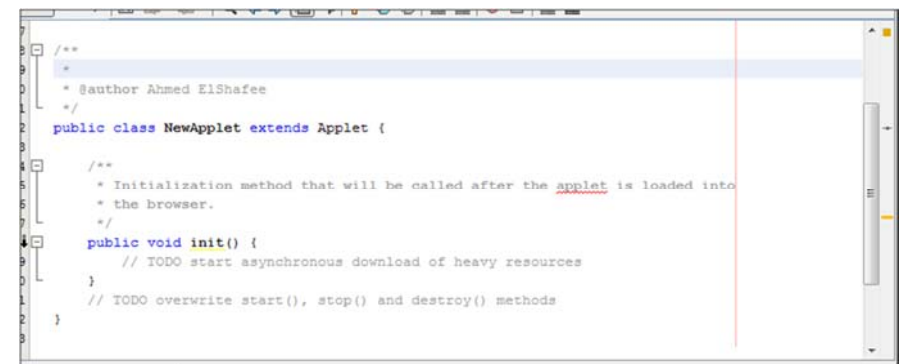
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- Type applet name



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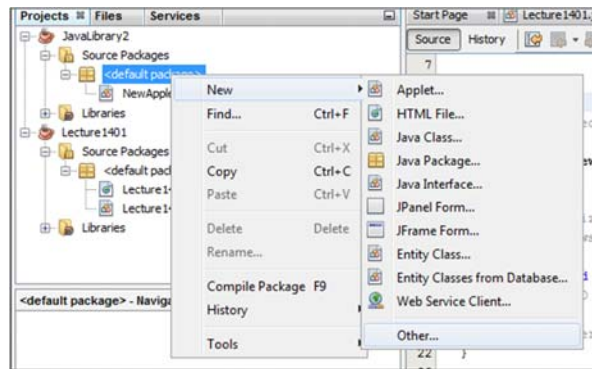
- Add applet code



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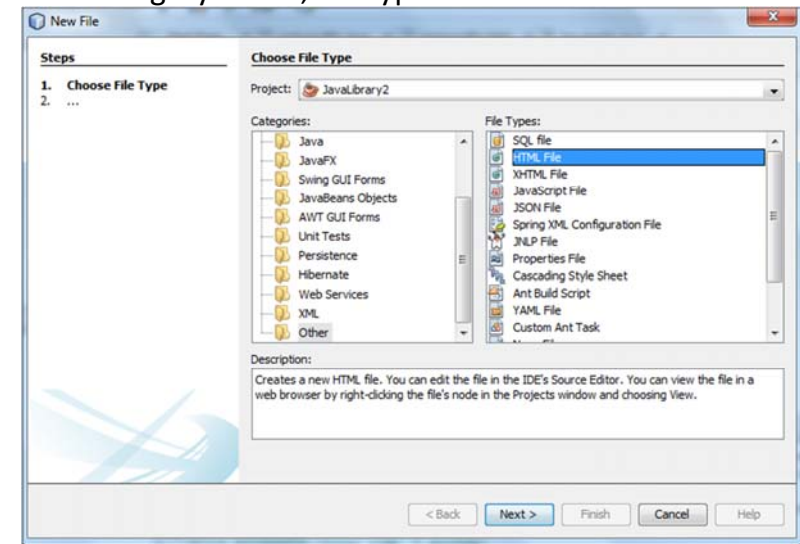
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- Add html file to your project. Select new/other



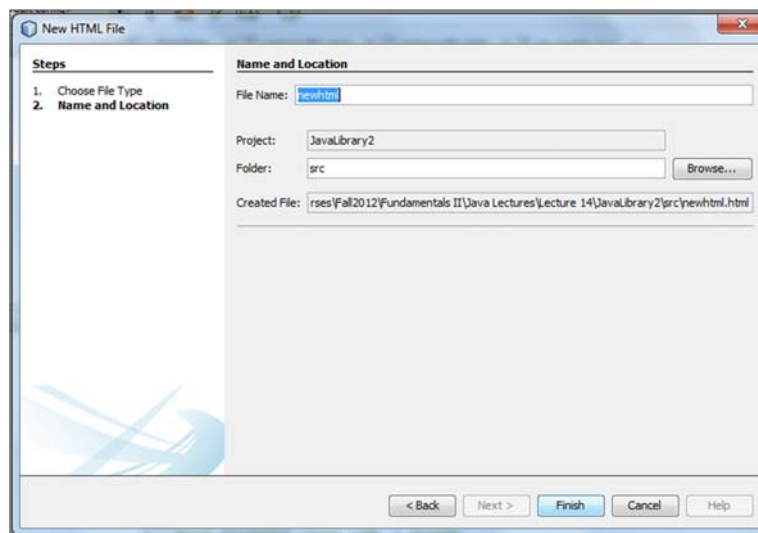
17

- Select category: other, file type: html



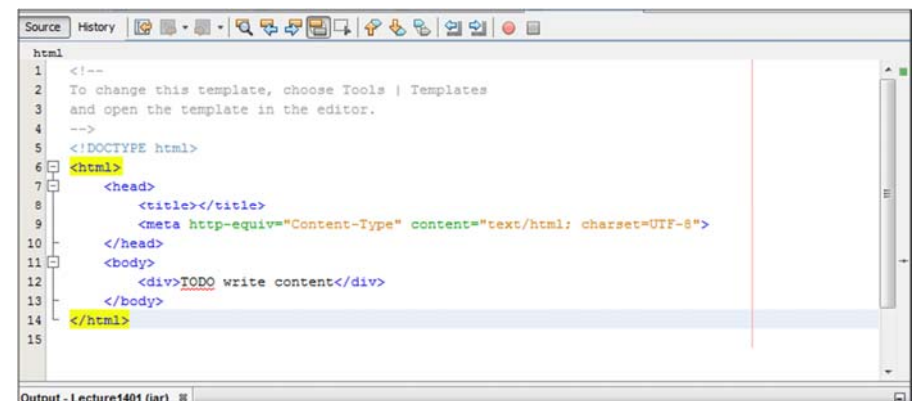
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- Type file name and location



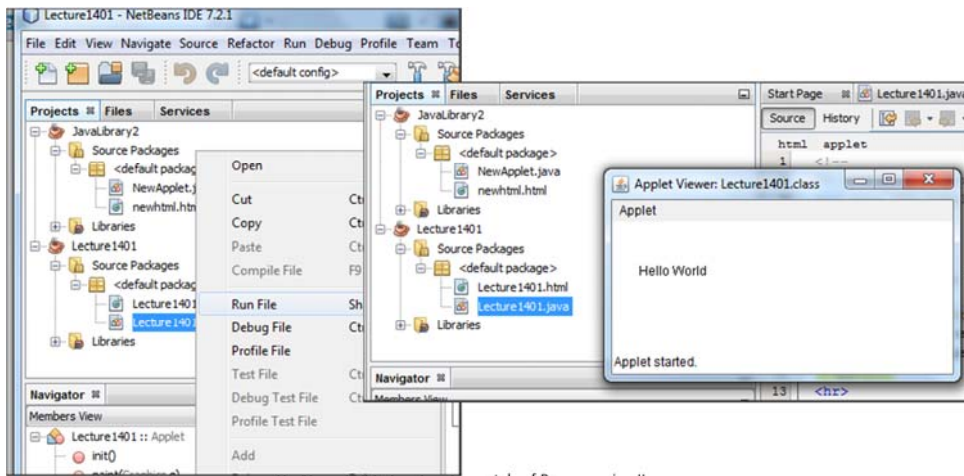
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- Type code



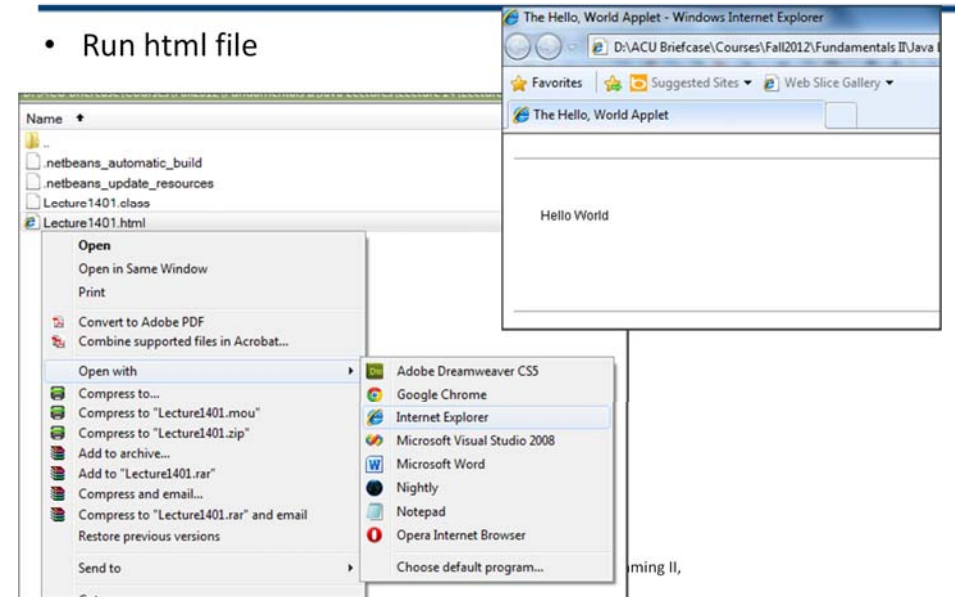
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- Run applet



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- Run html file



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## Lecture1301

- Check lab manual

## Getting Applet Parameters

- Applet gets its parameters in the `init()` method. It may also get its parameters in the `paint()` method.
- However, getting the values and saving the settings once at the start of the applet, instead of at every refresh, is convenient and efficient.

```
import java.applet.*;
import java.awt.*;
public class CheckerApplet extends Applet
{
    int squareSize = 50; // initialized to default size
    public void init () {}
    private void parseSquareSize (String param) {}
    private Color parseColor (String param) {}
    public void paint (Graphics g) {}
}
```

```

public void init ()
{
    String squareSizeParam = getParameter ("squareSize");
    parseSquareSize (squareSizeParam);
    String colorParam = getParameter ("color");
    Color fg = parseColor (colorParam);
    setBackground (Color.black);
    setForeground (fg);
}
private void parseSquareSize (String param)
{
    if (param == null) return;
    try {
        squareSize = Integer.parseInt (param);
    }
    catch (Exception e) {
        // Let default value remain
    }
}

```

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- The applet calls parseSquareSize() to parse the squareSize parameter. parseSquareSize() calls the library method Integer.parseInt(), which parses a string and returns an integer. Integer.parseInt() throws an exception whenever its argument is invalid.
- The applet calls parseColor() to parse the color parameter into a Color value

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## Specifying Applet Parameters

```

<html>
<title>Checkerboard Applet</title>
<hr>
<applet code="CheckerApplet.class" width="480" height="320">
<param name="color" value="blue">
<param name="squaresize" value="30">
</applet>
<hr>
</html>

```

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# Application Conversion to Applets

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- It is easy to convert a graphical Java application (that is, an application that uses the AWT and that you can start with the java program launcher) into an applet that you can embed in a web page
- **steps for converting an application to an applet**
  - Make an HTML page with the appropriate tag to load the applet code.
  - Supply a subclass of the JApplet class. Make this class public. Otherwise, the applet cannot be loaded.
  - Eliminate the main method in the application. Do not construct a frame window for the application.
  - Your application will be displayed inside the browser.

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- Move any initialization code from the frame window constructor to the init method of the applet.
- You don't need to explicitly construct the applet object. the browser instantiates it for you and calls the init method.
- Remove the call to setSize; for applets, sizing is done with the width and height parameters in the HTML file.
- Remove the call to setDefaultCloseOperation. An applet cannot be closed; it terminates when the browser exits.
- If the application calls setTitle, eliminate the call to the method. Applets cannot have title bars. (You can, of course, title the web page itself, using the HTML title tag.)
- Don't call setVisible(true). The applet is displayed automatically.

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# Lecture1303

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## Event Handling

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- Applets inherit a group of event-handling methods from the Container class. The Container class defines several methods, such as processKeyEvent and processMouseEvent, for handling particular types of events, and then one catch-all method called processEvent.
- Inorder to react an event, an applet must override the appropriate event-specific method

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```

import java.awt.event.MouseListener;
import java.awt.event.MouseEvent;
import java.applet.Applet;
import java.awt.Graphics;
String evt;
public void init() {
    addMouseListener(this);
    printEvt("initializing the applet ");
}
public void start() {
    printEvt("starting the applet ");
}
public void stop() {
    printEvt("stopping the applet ");
}
public void destroy() {
    printEvt("unloading the applet");
}
}

```

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```

void printEvt(String word) {
    evt=word;
    repaint();
}
public void paint(Graphics g) {
g.drawRect(0, 0,
            getWidth() - 1,
            getHeight() - 1);
g.drawString(evt, 10, 20);
}
public void mouseEntered(MouseEvent event) {
    printEvt("mouse entered");
}
public void mouseExited(MouseEvent event) {
    printEvt("mouse exit");
}
public void mouseClicked(MouseEvent event) {
    printEvt("mouse clicked! ");
}
}

```

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- Html file

```

<html>
<title>Event Handling</title>
<hr>
<applet code="ExampleEventHandling.class"
width="300" height="300">
</applet>
<hr>
</html>

```

## Lecture1304

- Check lab manual

# Displaying Images

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- An applet can display images of the format GIF, JPEG, BMP, and others. To display an image within the applet, you use the `drawImage()` method found in the `java.awt.Graphics` class.

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```
import java.applet.*;
import java.awt.*;
import java.net.*;
public class NewApplet extends Applet {
    private Image image;
    private AppletContext context;
    public void init() {
        context = this.getAppletContext();
        String imageURL = this.getParameter("image");
        if (imageURL == null) {
            imageURL = "java.jpg";
        }
    }
}
```

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# Lecture1305

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```
try {
    URL url = new URL(this.getDocumentBase(), imageURL);
    image = context.getImage(url);
} catch (MalformedURLException e) {
    e.printStackTrace();
}
// Display in browser status bar
context.showStatus("Could not load image!");
}

public void paint(Graphics g) {
    context.showStatus("Displaying image");
    g.drawImage(image, 0, 0, 200, 84, null);
    g.drawString("www.javalicense.com", 35, 100);
}
}
```

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# Playing Audio

- An applet can play an audio file represented by the AudioClip interface in the java.applet package. The
- AudioClip interface has three methods, including:
  - **public void play():** Plays the audio clip one time, from the beginning.
  - **public void loop():** Causes the audio clip to replay continually.
  - **public void stop():** Stops playing the audio clip.

```
import java.applet.*;
import java.awt.*;
import java.net.*;
public class NewApplet extends Applet {
    private AudioClip clip;
    private AppletContext context;
    public void init() {
        context = this.getAppletContext();
        String audioURL = this.getParameter("audio");
        if (audioURL == null) {
            audioURL = "default.au";
        }
        try {
            URL url = new URL(this.getDocumentBase(), audioURL);
            clip = context.getAudioClip(url);
        } catch (MalformedURLException e) {
            e.printStackTrace();
            context.showStatus("Could not load audio file!");
        }
    }
}
```

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```
public void start() {
    if (clip != null) {
        clip.loop();
    }
}

public void stop() {
    if (clip != null) {
        clip.stop();
    }
}
}
```

```
<html>
<title>The ImageDemo applet</title>
<hr>
<applet code="ImageDemo.class" width="0" height="0">
<param name="audio" value="test.wav">
</applet>
<hr>
</html>
```

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# Lecture1306

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