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: `<br>` and `<hr>`.

The filled-in table is:

<table>
<thead>
<tr>
<th><code>&lt;head&gt;</code></th>
<th><code>&lt;title&gt;</code></th>
<th><code>&lt;body&gt;</code></th>
<th><code>&lt;h1&gt;</code></th>
<th><code>&lt;h2&gt;</code></th>
<th><code>&lt;h6&gt;</code></th>
<th>largest section header</th>
<th>next largest header</th>
<th>smallest header</th>
</tr>
</thead>
<tbody>
<tr>
<td>header info</td>
<td>window title</td>
<td>web page content</td>
<td></td>
<td></td>
<td></td>
<td>font size change</td>
<td>font size one larger</td>
<td>font size one smaller</td>
</tr>
<tr>
<td>paragraph</td>
<td>center</td>
<td>line break</td>
<td>line break</td>
<td>font size=12&gt;</td>
<td>font size=+1&gt;</td>
<td>font size=-1&gt;</td>
<td>font color=red&gt;</td>
<td>font color red</td>
</tr>
<tr>
<td>bold</td>
<td>italics</td>
<td>emphasis</td>
<td>underline</td>
<td><code>&lt;a href=&quot;...&quot;&gt;</code></td>
<td><code>a href=&quot;#&quot;&gt;</code></td>
<td><code>a name=&quot;#&quot;&gt;</code></td>
<td><code>&lt;img src=&quot;...&quot;&gt;</code></td>
<td>absolute link</td>
</tr>
</tbody>
</table>

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