

## Ch 14 Applets

These notes cover Ch 14.1-14.4 on Applets.

Applet - a Java program specifically designed to run within a web page  
Hypertext Markup Language (HTML) - very simple web page syntax

Applets can **NOT** - read, write or delete files; run any other programs, execute any OS facilities; retrieve any user system info; make other network connections.

This is why we have Javascript and why it is so much more popular than Java Applets.

### The tiniest intro to HTML

HTML is a series of tags, written like this:

```
<tag_name>  
  content  
</tag_name>
```

A tag with no content can be written: `<tag/>`

Simplest web page syntax:

```
<html>  
<head>  
  <title>My web page</title>  
</head>  
<body>  
  Web page content goes here.  
</body>  
</html>
```

Popular tags:

- `<p>` - paragraph
- `<br>` - break in text, a newline
- `<h1>` - header (the number can be from 1 to 6)
- `<a href="URL">` - hyperlink to web address URL

The `<applet>` tag is used for inserting a Java Applet in your web page.

Example for an applet named Example:

```
<applet code="Example.class" width="300" height="200">  
</applet>
```

## JApplet class

Most common usage is to extend the `JApplet` class.

Then, override `init()` and `paint()` methods.

```
public class myApplet extends JApplet {
    public void init() {
        // init code for myApplet
    }
    public void paint( Graphics g) {
        super.paint( g);    // always!

        // draw/run applet
    }
}
```

In your `JApplet`, use AWT and Swing just similar to a `JFrame`.

### Ch 14.4 Using AWT for Portability

I don't believe this is a significant issue, as the number of archaic Netscape and Internet Explorer browsers out there is tiny. I have an email in to Dr. Muganda to clarify this section.