

THE STANDARD FIREWORKS RAJARATNAM COLLEGE FOR WOMEN (AUTONOMOUS), Sivakasi

(Affiliated to Madural Kamaraj University, Reaccredited with "A" Grade by NAAC, College with Potential for Excellence by UGC & Mentor Institution under UGC PARAMARSH)

NAAC SSR Cycle IV (2015-2020)

2.3 Teaching Learning Process

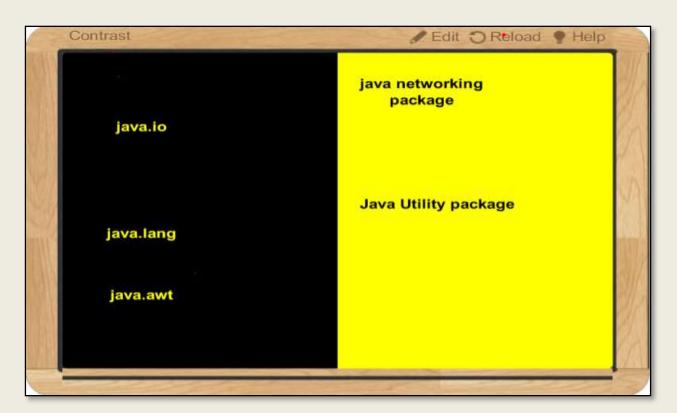
2.3.2 ICT Tools Utilization

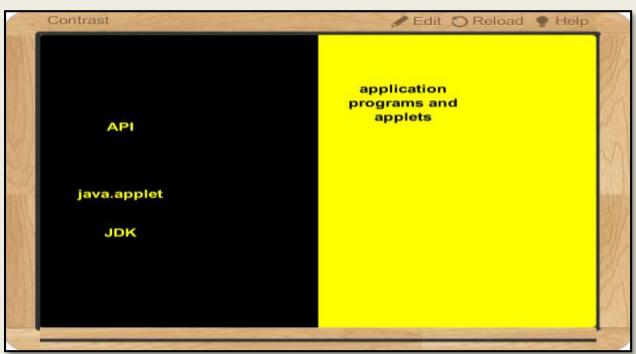
ACTIVITIES CREATED USING OPEN BOARD FOR ONLINE CLASSES

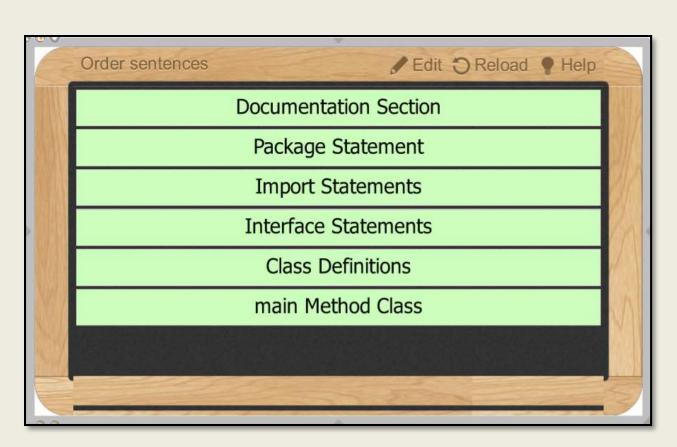


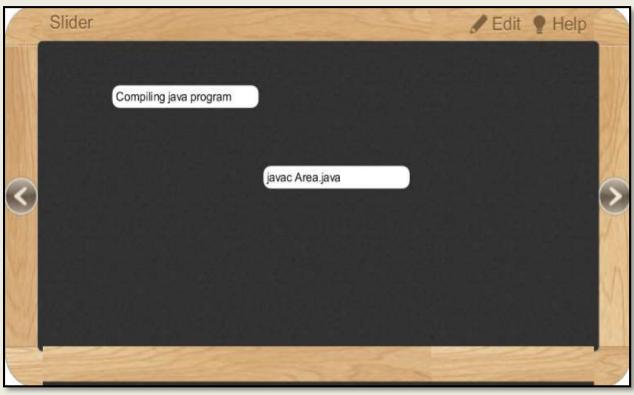
THE STANDARD FIREWORKS RAJARATNAM COLLEGE FOR WOMEN (AUTONOMOUS), SIVAKASI – 626 123.

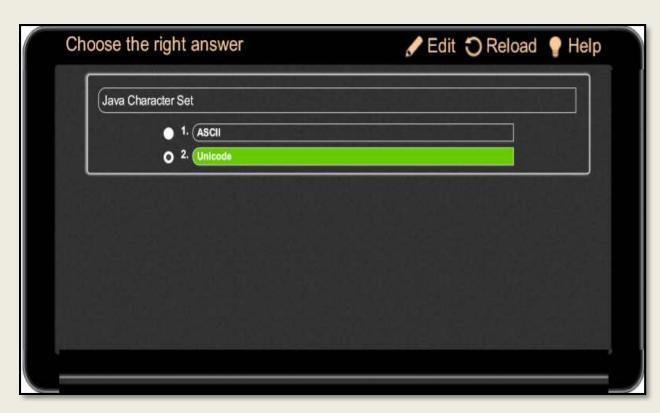
(Affiliated to Madurai Kamaraj University, Re-accredited with A Grade by NAAC, College with Potential for Excellence by UGC and Mentor Institution under UGC PARAMARSH)













```
/*To find the area of the circle*/
class Area
{
    public static void main(String args[])
    {
        int r=2;
        float a;
        System.out.println("Area of the Circle");
        System.out.println(****************************);
        a=3.14159*r*r;
        System.out.println("Area="+a);
    }
}
```

```
APPLET PROGRAMMING

Two types of programs—).) Apply pg ms

2) Appleto

What are Appleto?

Appleto are small journ programs written for web or Internet. They are embedded in Neb pages

Webpages—) static hebpages—, HTML dynamic Webpages—) Appleto
```

Typer of Applets 1) Local 2) Remote Lis written by other written by you in your rystem remote location Diff between Applets and Application Programs

1) No main method

2) cannot run independently

3) cannot read or write to files in local computer

4) cannot communicate with other servers in the network

5) cannot run any program in local computer

6) cannot use native methods

Applet Architecture

- 1) Event obviven
- 2) user initiate actions in applets whereas opplar programs initiate for input

when to use hpplets?

- 1) To display dynamic information
- 2) To display images and animations
- 3) To create a program that can be used by others

Steps to creck Applets i) write applet program and shore it as journ file 2) compile it as . class file 3) Design a HTML Webpage 4) Write <applet) tog

s) Showe it as . html Ale

6) Run . Henl file in Webbrowser

appletviewer facine.

Applet clam - in journ. Applet package . It provides life and behaviour to applet through its methods init(), start() and paint() . It maintains the life cycle of an applet. . When applet is loaded, java automatically calls a series of Applet class methods for starting, hunning and stopping the applet code.

- · paint () method of the Applet clan displays the result of the applet code on the seveen.
- . Ill applets are subclemes of Applet class . . all applets must import journ.applet package. All applets must also import journ.aart, since all applets run in a window, it is necessary to include the support for that window

Scriple Applet:

import journ aut. 4;

import journ applet. 4;

/4 Capplet Code: "MyApplet" width = 800 height=600

Clapplet) */

public class MyApplet extends Applet

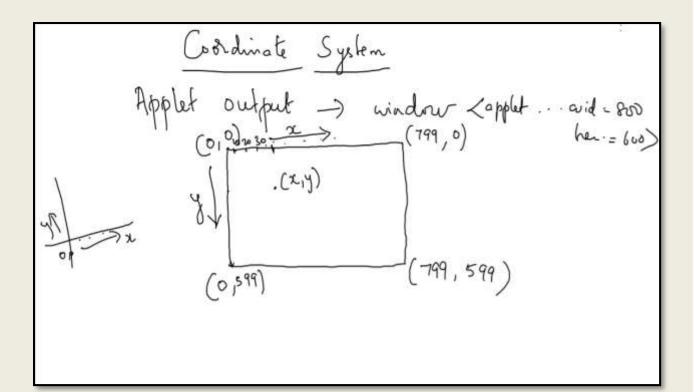
{ public void paint (Graphies g)

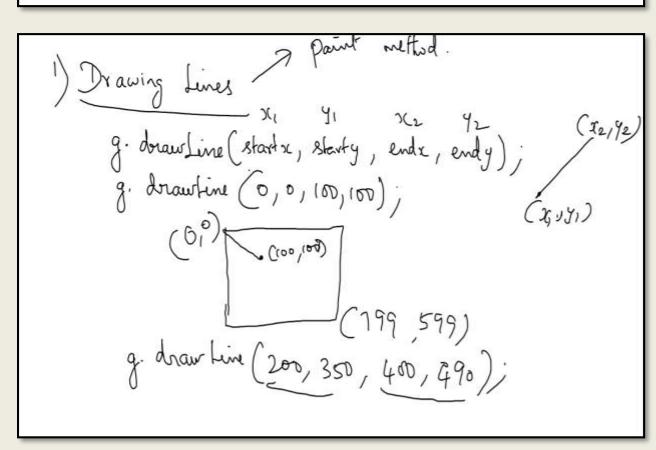
{ g. drawString ("Hello Applet", 50,100);

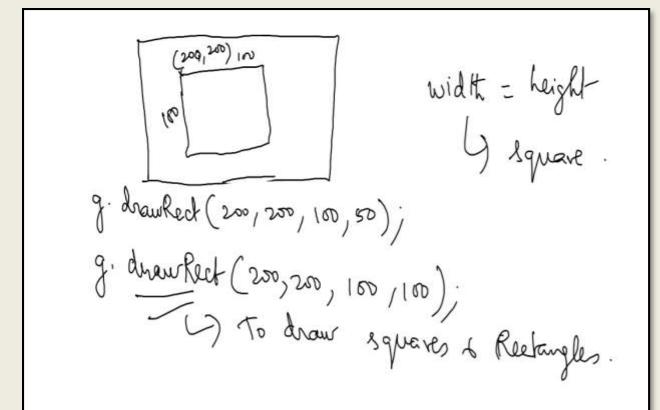
}

MyApplet.java javac MyApplet.java

appletviewer MyApplet.java







public void paint (huephics g)

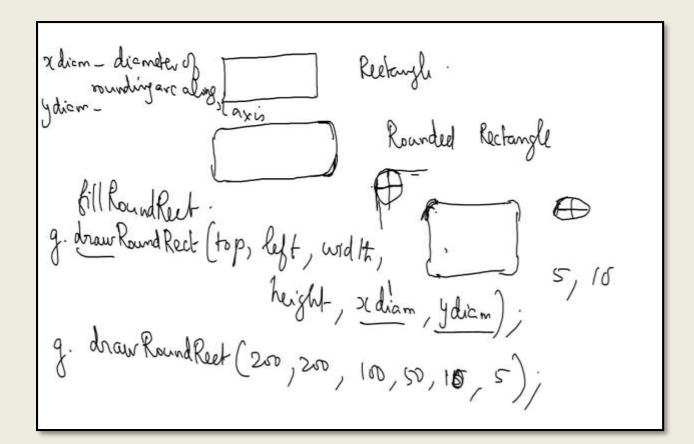
g. setColor (Color. blue);

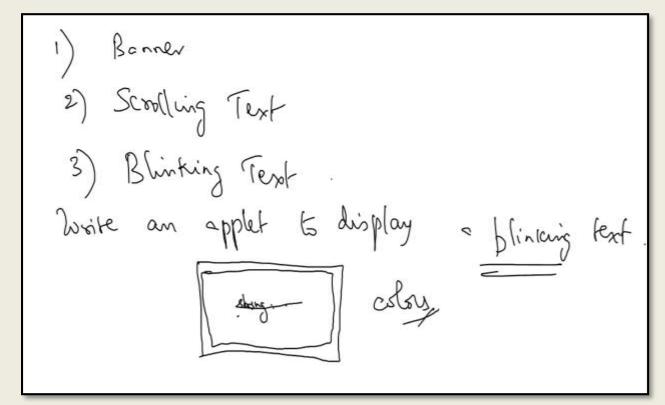
blue: E g. drawitine (50, 50, 100, 150);

g. setColor (Color. red);

g. drawfect (200, 250, 50, 75);

g. fillRed (300, 300, 100, 75);





paint -> cslot!
string

run -> change colol!

() Random Colors.

gluerate cslots vandomly

() Random Class.

joura. util.

import journ. aut. *;
import journ. applet. *;
import journ. util. *;
import journ. lang. *;

/* <applet code: Blink width = 200 Reight = 600)

pullic class Blink extends Applet implements Runnable

Threat t;

Storing s= "Good is have";

Random on F new Rendom();

Cold c;

public void init()

2 set Book...

set fore...

2

public void stert()

2

3



