

## CREATING AN EXECUTABLE APPLLET:

Executable applet is nothing but the .class file of applet, which is obtained by compiling the source code of the applet. Compiling the applet is exactly the same as compiling Java application programs.

The compiled output file called "FisrtApplet.class" [as shown in below example] should be placed in the same directory as the source file.

 FirstApplet.class      10/11/2017 4:22 PM    CLASS File      1 KB

Execution of Java Applets carried out in two ways.

1. Using browser.
2. Using applet viewer.

1. Using browser: Lets take the example of following applet-

### APPLET:

```
import java.applet.Applet;
import java.awt.Graphics;
public class FirstApplet extends Applet {
    public void paint(Graphics g) {
        g.drawString("Welcome in Java Applet.",20,20);
    }
}
```

Now to execute the above applet, type the following code in a text editor,

## 2. Using applet viewer:

### APPLET:

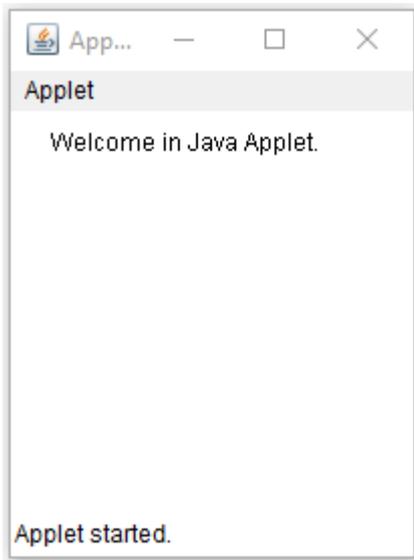
```
import java.applet.Applet;
import java.awt.Graphics;
public class FirstApplet extends Applet {
    public void paint(Graphics g) {
        g.drawString("Welcome in Java Applet.",20,20);
    }
}
```

Now to execute the above applet, type the following command in a cmd,

Command Prompt

```
C:\Users\Engineer>javac FirstApplet.java
C:\Users\Engineer>appletviewer FirstApplet.java
```

### OUTPUT:



**Note:** IDE runs Java applets by default in a applet viewer.

### Related Posts:

1. Can Java have same name variable
2. Types of variables in Java programming
3. JAVA and its Support Systems
4. JAVA environment
5. JAVA program structure
6. Tokens
7. Java statements
8. Java virtual machine
9. C++ Versus JAVA
10. Constants and Variables in Java
11. Data types JAVA
12. Defining a class
13. Constructor in JAVA

14. Array in Java
15. Applet
16. Applets Vs Applications
17. Writing applets
18. Applets life cycle
19. Graphics in Applet
20. Applet image display
21. Applet digital clock
22. Applet mouse event handling
23. JDBC
24. Execute an SQL Statement
25. Process the result
26. CLOSE THE DATABASE CONNECTION
27. File handling
28. Define a class to declare an integer array of size n and accept the elements into the array.
29. Define a class to declare an array of size 20 of the double datatype, accept the elements into the array and perform the following: Calculate and print the sum of all the elements.
30. Java program for String, to uppercase, to equal, length of string
31. Write a Java program for Bubble sort.
32. Write a Java program String to uppercase and count words starting with 'A'
33. How to set path in Java
34. Understanding public static void main (String args[] ) { } in Java
35. Difference between static and non static methods in Java