## CREATING AN EXECUTABLE APPLET:

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-

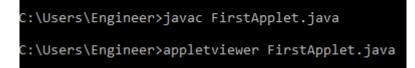
```
APPLET:
import java.applet.Applet;
import java.awt.Graphics;
public class FirstApplet extends Applet {
    public void paint(Graphics g) {
        g.drawString("Welcome in Java Applet.",20,20);
    }
}
```

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
```



OUTPUT:

Applet Welcome in Java Applet.
Welcome in Java Applet.
Applet started.

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 Buble sort.
- 32. Write a Java program String to uppercase and count words startig 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