

## WRITING APPLETS:

An applet is a Java program written in a special format to have a graphical user interface, which allows a user to interact with a program by keyboard and mouse, or by performing other familiar actions.

The basic structure of a Java applet:

```
import java.applet.Applet;  
import java.awt.*;  
import java.awt.event.*;  
public class AppletName extends Applet  
{  
}
```

THE IMPORT STATEMENTS:

`import java.applet.Applet;` provides the applet class.

`import java.awt.*;` provides button class, textbox class etc. it is collection of classes for drawing GUI items.

`import java.awt.event.*;` provides ActionEvent, ActionListener etc.

THE CLASS DEFINITION:

```
public class AppletName extends Applet
```

Here class inherited Applet class, because some methods are taken from the class Applet. By using `import java.applet.Applet;` statement, Applet class was imported.

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