Kamnoetvidya Science Academy

Object Oriented Programming Using Java

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Graphics Using Java Applets

Procedure

1. Open Netbeans IDE
2. Create a new project using File -> New Project
3. Click "Java" in Categories and "Java Class Library" in Projects.
4. Give a name for the project and then click "Finish"
5. In the Projects pane, right click on the project created and select New -> Applet
6. Give a class name and click finish. The class name given is to be remembered while creating class in the applet.

   Java applet has a structure as given below

   ```
   import java.awt.*;
   import java.applet.Applet;

   public class <<classname>> extends Applet
   {

    public void paint(Graphics g)
   {
      //<<graphics code goes here>>

           }
   }
   ```

   In the place of <<classname>> replace with the name given to the class while creating the applet.

   g is the graphics object created for the applet.

   //<<graphics code goes here>> will contain the code for the graphics.
   Following lines are written for various purposes.

   ```
   g.setFont(new Font("Sans-serif",Font.BOLD,24));
   ```

   sets the font and its size.

   ```
   g.setColor(new Color(255, 10, 0));
   ```

sets the color of the font.

    g.drawString("Hello From Venus, a Mars Colony!", 40, 25);

used to display a text starting from the given location

    g.drawLine(50, 50, 100, 100);

used to draw line

    g.drawOval(100, 100, 100, 100);

For drawing an oval. It can be oval or circle depending on the coordinates supplied

    g.drawRect(200, 200, 400, 400);

For drawing a rectangle. It can be square or rectangle depending on the coordinates supplied

Right Click on the Java file and click run file to see the applet's output.

Classwork: Create an applet with the graphics given below. Apart from lines, rectangles and ovals, explore other graphics options available with java applets by exploring the web.

Graphics by <<Your Name>>