

Java Graphics in Applet

Topics: JAVA

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In Java, applets are programs that are run within a web browser, and they can use the Graphics class to draw graphics and images within the applet.

Here is an example code snippet that demonstrates how to use the Graphics class in an applet:

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

public class MyGraphicsApplet extends Applet {
   public void paint(Graphics g) {
      // Draw a rectangle
      g.drawRect(50, 50, 100, 50);
      // Draw a filled oval
      g.setColor(Color.blue);
      g.fillOval(75, 75, 50, 25);
      // Draw a string
      g.setColor(Color.red);
      g.drawString("Hello, world!", 60, 40);
   }
}
```

In this example, the applet overrides the paint method to draw graphics within the applet. The Graphics object passed to the paint method is used to draw shapes and images.

In this example, we draw a rectangle using the drawRect method, a filled oval using the fillOval method, and a string using the drawString method. We also set the color of the graphics using the setColor method.

Note that the paint method is called automatically whenever the applet needs to be redrawn, such as when it is first displayed or when the user resizes the browser window.

You can also use other methods of the Graphics class to draw other shapes and images, such as lines, polygons, and images loaded from files. Additionally, you can use the Graphics2D class to draw more complex graphics, such as gradients and textures.

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