

# 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.