

- 1 Consider the code below. Then, answer the proceeding questions.

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

public class HelloWorld extends Applet {
    public void start() {
        Graphics g = this.getGraphics();
        g.drawString("Hello, World.", 20, 20);
    }
}
```

What will be displayed in the browser when the applet is first rendered?

The text: "Hello, World."

What will be displayed in the browser after the window is minimized and then maximized?

Nothing, the text will have disappeared.

- 2 Consider the code below. Then, answer the proceeding questions.

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

public class HiFriend extends Applet {
    String str1 = "Hi, friend.";
    String str2 = "Hi, there.";
    boolean b = true;

    public void paint(Graphics g) {
        if(b) g.drawString(str1, 20, 20);
        else g.drawString(str2, 20, 20);
        b = !b;
    }
}
```

What will be displayed in the browser when the applet is first rendered?

The text: "Hi, friend."

What will be displayed in the browser after the window is minimized and then maximized?

The text: "Hi, there."

What will be displayed if we minimize and maximize another time?

The text: "Hi, friend."

3 Consider the following HTML file. Then, answer the proceeding question.

```
<applet code="Greeting.class" height=200 width=200>
  <param name="greeting" value="Hello, World.">
</applet>
```

Write an applet that could correspond to this HTML file. It should read in the parameter shown above and display it on the applet. Do this without using a `paint()` method. **Hint:** you will want to use the `Label` class.

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

public class Greeting extends Applet {
    public void init() {
        String s = this.getParameter("greeting");
        this.add(new Label(s));
    }
}
```