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Applets and Java Web Start: Solutions

Observe due measure, for right timing is in all things the most important factor.

—Hesiod

Painting is only a bridge linking the painter's mind with that of the viewer.

-Eugene Delacroix

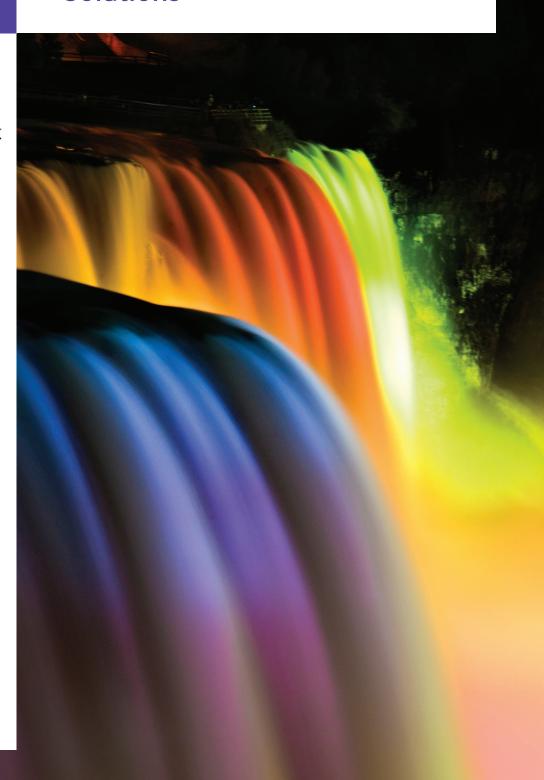
The direction in which education starts a man will determine his future in life.

—Plato

Objectives

In this chapter you'll learn:

- What applets are and how they're used in web pages.
- To observe some of Java's exciting capabilities through the JDK's demonstration applets.
- To write simple applets.
- To write a simple HyperText Markup Language (HTML) document to load an applet into an applet container and execute the applet.
- Applet life-cycle methods.
- About the sandbox security model for running downloaded code safely.
- What Java Web Start is and how to use it to download, install and run applets outside of the web browser.



Self-Review Exercise

4 3 7	
	S: init, start, paint.
b)	The method is invoked for an applet each time a browser's user leaves an XHTML page on which the applet resides.
ΑN	S: stop.
c)	Every applet should extend class
AN	S: JApplet (or Applet).
d)	The or a browser can be used to execute a Java applet.
AN	S: appletviewer.
e)	The method is called each time the user of a browser revisits the XHTML
	page on which an applet resides.
ΑN	S: start.
.)	To load an applet into a browser, you must first define a(n) file.
	S: XHTML.
g)	Method is called once when an applet begins execution.
٩N	S: init.
1)	Method is invoked to draw on an applet.
ΑN	S: paint.
.)	Method is invoked for an applet when the browser removes it from memory.
	S: destroy.
j)	The and XHTML tags specify that an applet should be loaded into
	an applet container and executed.
ΑN	S: <applet>, </applet> .
k)	is a framework for running downloaded programs outside the browser.
	S: Java Web Start.
l)	A(n) document provides the information that Java Web Start needs to down-
	load and run a program.
	S: Java Network Launch Protocol (JNLP).
	The enables you to manage the Java Web Start programs on your system.

Exercises

NOTE: Solutions to the programming exercises are located in the ch23solutions folder. Each exercise has its own folder named ex23_## where ## is a two-digit number representing the exercise number. For example, exercise 23.10's solution is located in the folder ex23_10.