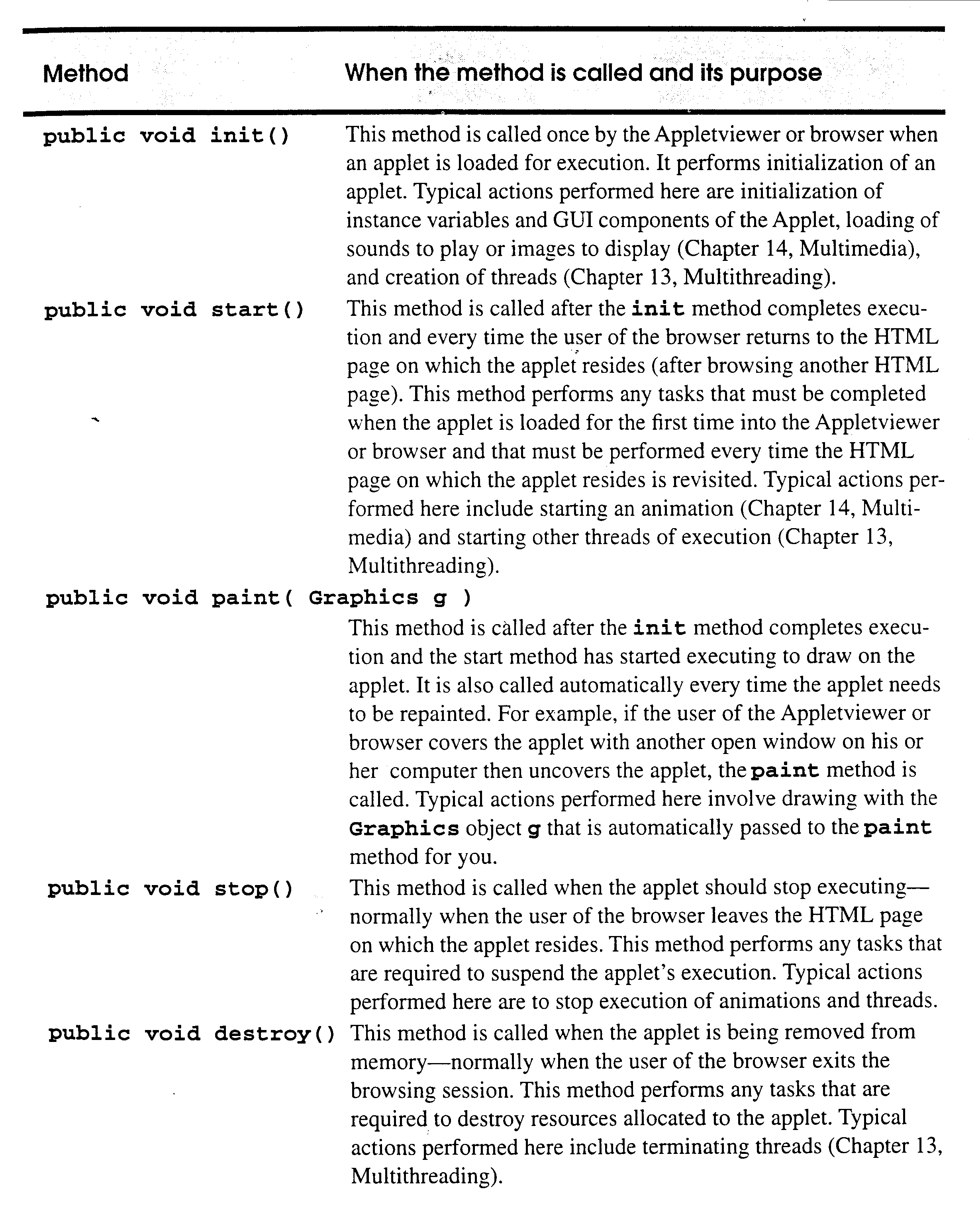
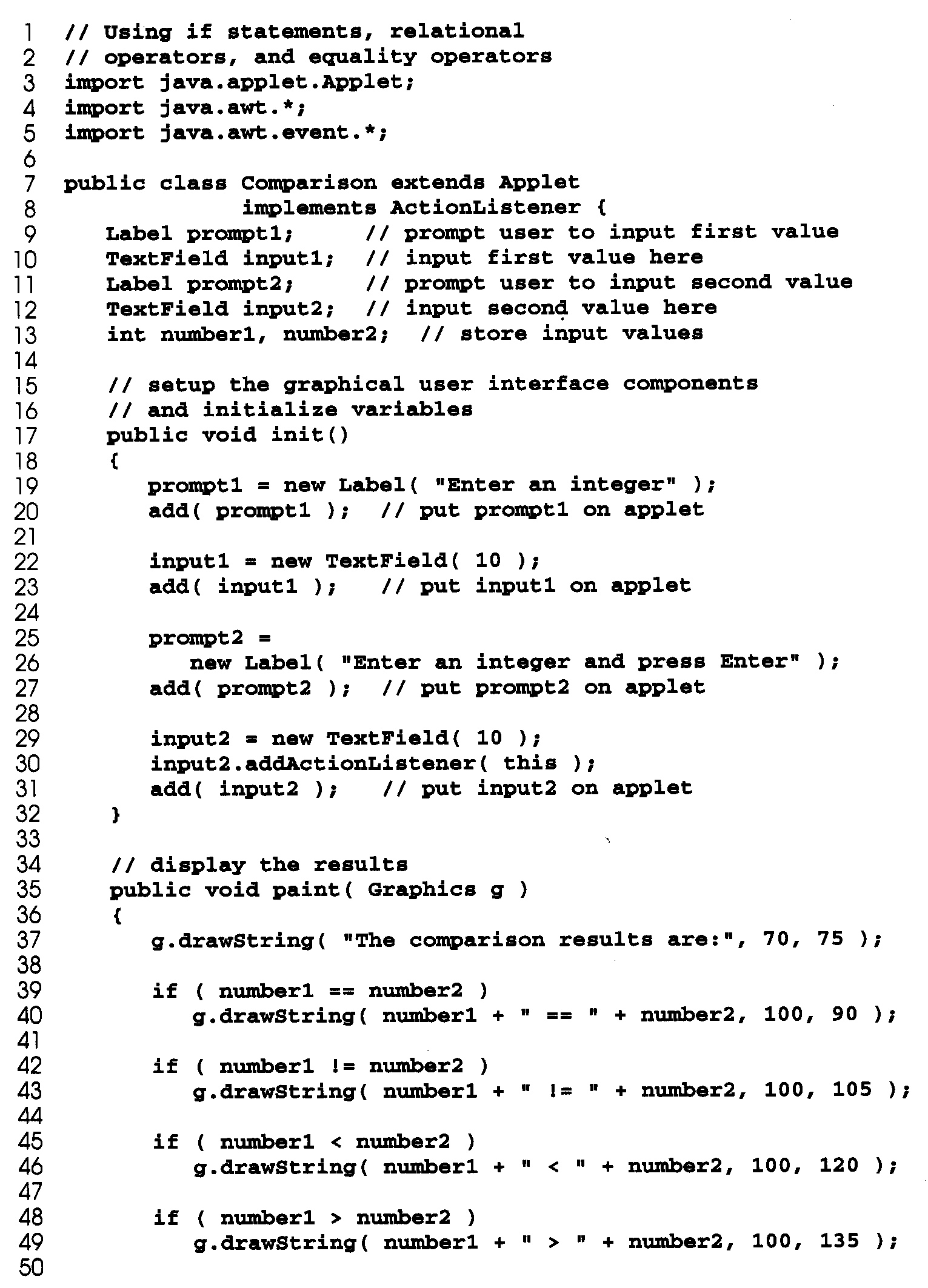
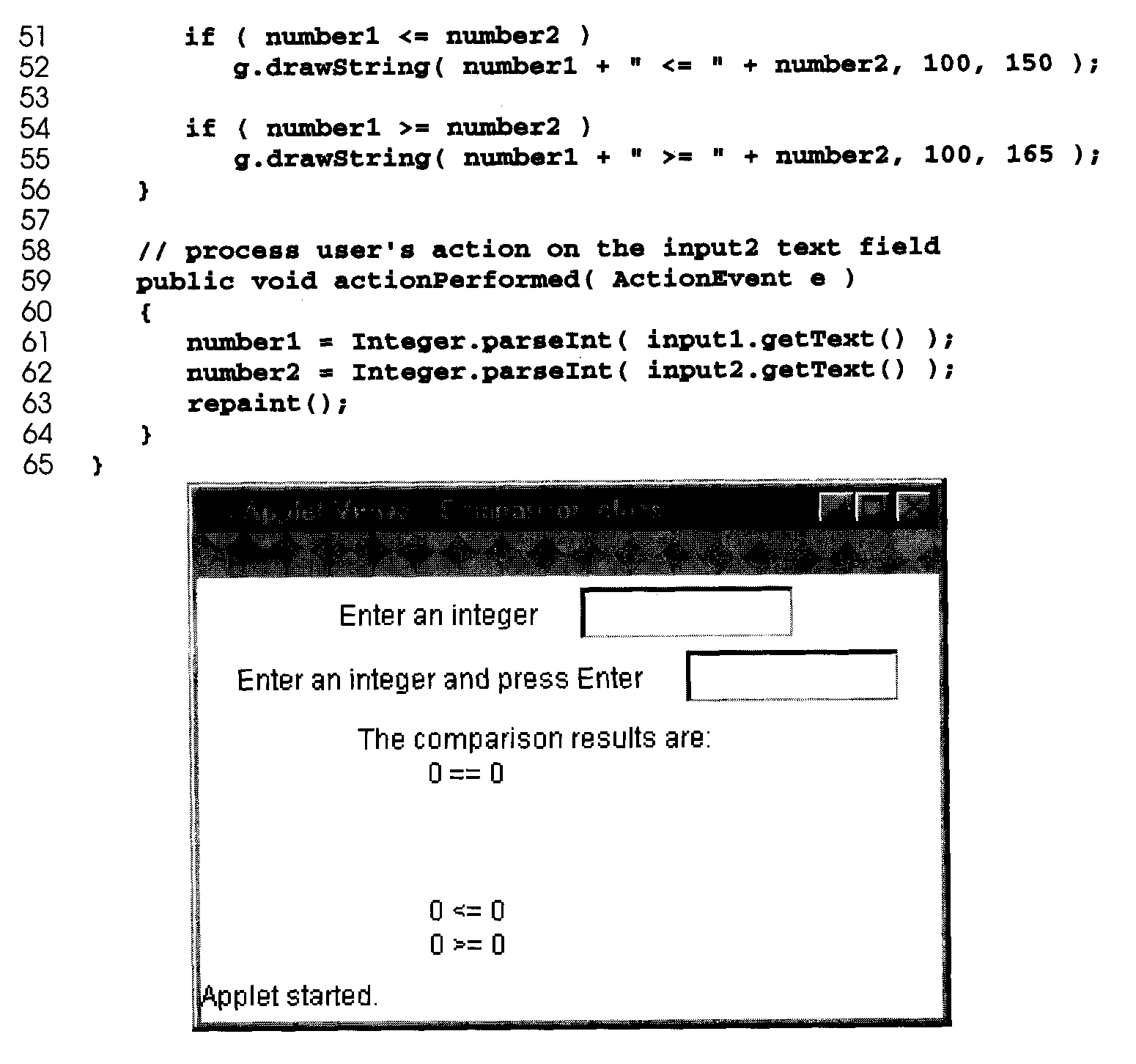
**Week 3**

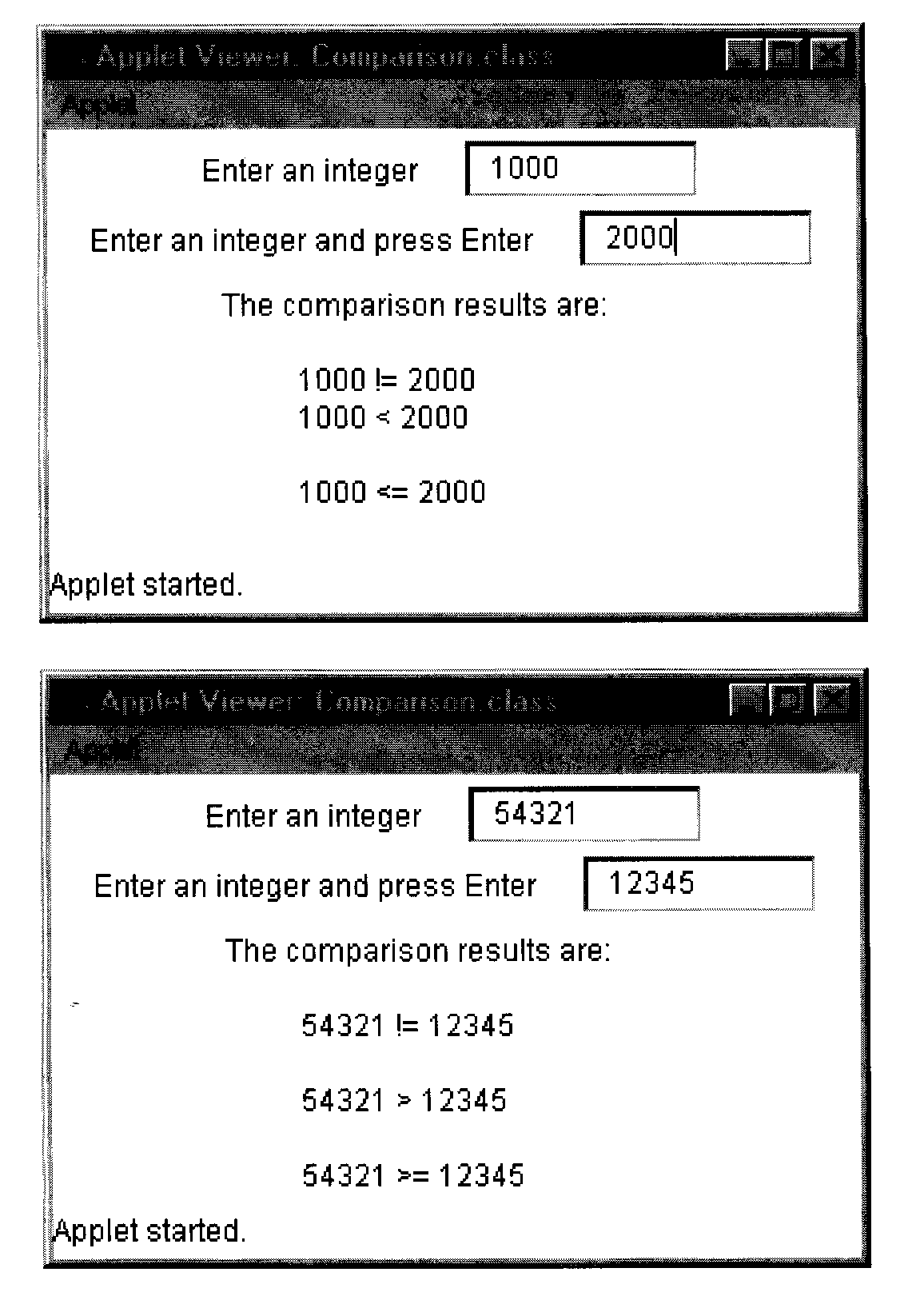
**Simple Applets**

* **Applets are designed to run in your web browser.**
* **They are downloaded as a result of your browser seeing an applet tag in your html page.**
* **There are a series of routines (we call them methods in Java) that are known by the browser. These methods are called automatically according to the following rules:**



**Here is an applet program, along with the output it produces. We will spend the rest of the period discussing how this program works.** 





**This program solves the identical problem using Swing components**

**package comparisonswing;**

**/\* <p>Title: ComparisonSwing </p>**

**\* <p>Description: Compares 2 numbers</p>**

**\* <p>Copyright: Copyright Coach (c) 2003</p>**

**\* <p>Company: Coach's Corporation</p>**

**\* @author Coach**

**\*/**

**import java.awt.\*;**

**import java.awt.event.\*;**

**import javax.swing.\*;**

**public class ComparisonSwing extends JApplet implements ActionListener{**

**JLabel prompt1;**

**JTextField input1;**

**JLabel prompt2;**

**JTextField input2;**

**int number1, number2;**

**JTextArea resultField;**

**// setup the graphical user interface components and initialize variables**

**public void init()**

**{**

**Container container = getContentPane();**

**container.setLayout(new FlowLayout());**

**prompt1 = new JLabel("Enter an integer");**

**container.add(prompt1);**

**input1 = new JTextField(10);**

**container.add(input1);**

**prompt2 = new JLabel("Enter an integer and press Enter");**

**container.add(prompt2);**

**input2 = new JTextField(10);**

**input2.addActionListener(this);**

**container.add(input2);**

**resultField = new JTextArea();**

**container.add(resultField);**

**}**

**// process user's action on the input2 text field**

**public void actionPerformed(ActionEvent e)**

**{**

**number1 = Integer.parseInt( input1.getText() );**

**number2 = Integer.parseInt( input2.getText() );**

**resultField.setText("The comparison results are:" + "\n");**

**if (number1 == number2)**

**resultField.append(number1 + " == " + number2 + "\n");**

**if (number1 != number2)**

**resultField.append(number1 + " != " + number2 + "\n");**

**if (number1 < number2)**

**resultField.append(number1 + " < " + number2 + "\n");**

**if (number1 > number2)**

**resultField.append(number1 + " > " + number2 + "\n");**

**if (number1 <= number2)**

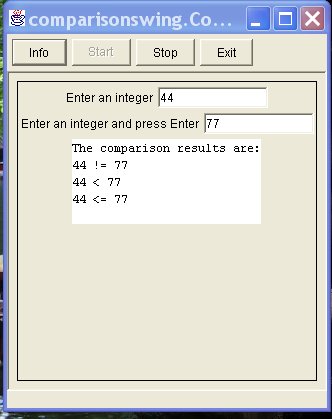
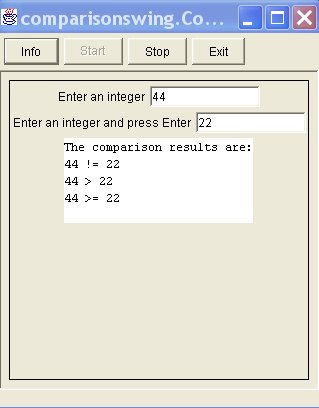
**resultField.append(number1 + " <= " + number2 + "\n");**

**if (number1 >= number2)**

**resultField.append(number1 + " >= " + number2 + "\n");**

**}**

**}**

****

Your 4th Assignment:

You may use either interactive techniques (as demonstrated by the two examples above, to solve the following problem. Technique one uses TextFields, with a paint routine. Technique two uses swing components, with no paint routine.

