

Applets – Parameter Passing



By

Dr M. Senthilkumar
Assistant Professor

Department of Computer Science

Government Arts and Science College, Avinashi - 641654

Displaying Numerical Values

- ✓ Convert the Numerical Values into Strings using `valueOf()`
- ✓ Use `drawString()` method of Graphics class

Displaying Numerical Values - Example

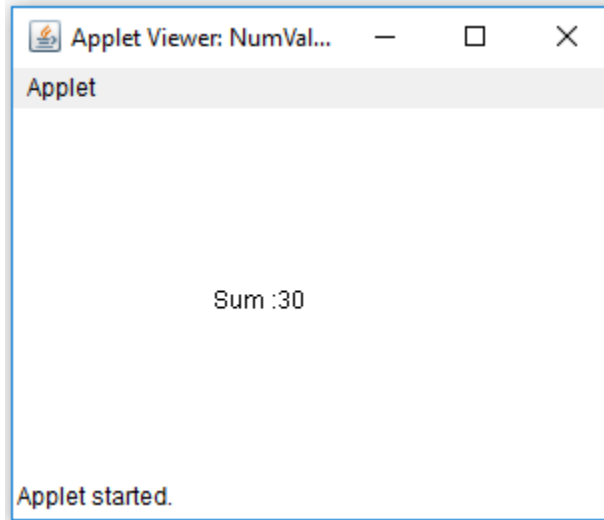
```
import java.awt.*;
import java.applet.*;
public class NumValues extends Applet
{
    public void paint(Graphics g)
    {
        int value1 = 10;
        int value2 = 20;
        int sum = value1 + value2;
        String s = "Sum :" + String.valueOf(sum);
        g.drawString(s, 100,100);
    }
}
```

```
<html>
<applet
    code =
        NumValues.class
    width = 300
    height = 300>
</applet>
</html>
```

Displaying Numerical Values - Example

```
F:\jdk1.8.0_111\jdk1.8.0_111\bin>javac NumValues.java
```

```
F:\jdk1.8.0_111\jdk1.8.0_111\bin>appletviewer NumValues.html
```



Applets - Parameter Passing

- ✓ Applets work in graphical environment
- ✓ Applets treats inputs as text strings
- ✓ Create an area of the Screen for User input
 - ✓ This can be done using TextField Class of applet package
- ✓ Retrieve the values from fields and Convert them if needed

Applets - Parameter Passing

```
import java.awt.*;
import java.applet.*;
public class UserIn extends Applet
{
    TextFiled text1, text2;
    public void init( )
    {
        text1 = new TextFiled(8);
        text2 = new TextFiled(8);
        add(text1);
        add(text2);
        text1.setText("0");
        text2.setText("0");    }
```

```
public void paint(Graphics g)
{
    int x = 0, y = 0; z = 0;
    String s1, s2, s;
    g.drawString("Input Numbers", 10, 50);
    try
    {
        s1 = text1.getText( );
        x = Integer.parseInt(s1);
        s2 = text2.getText( );
        y = Integer.parseInt(s2);
    }
```

Applets - Parameter Passing

```
        catch(Exception e) {                }  
        z = x + y;  
        s = String.valueOf(z);  
        g.drawString("Sum = ", 10, 75);  
        g.drawString(s, 100, 75);  
    }
```

```
<html>  
<applet  
    code = UserIn.class  
    width = 300  
    height = 300>  
</applet>  
</html>
```

```
public Boolean action(Event event, Object object)  
{  
    repaint( );  
    return true;  
}  
}
```

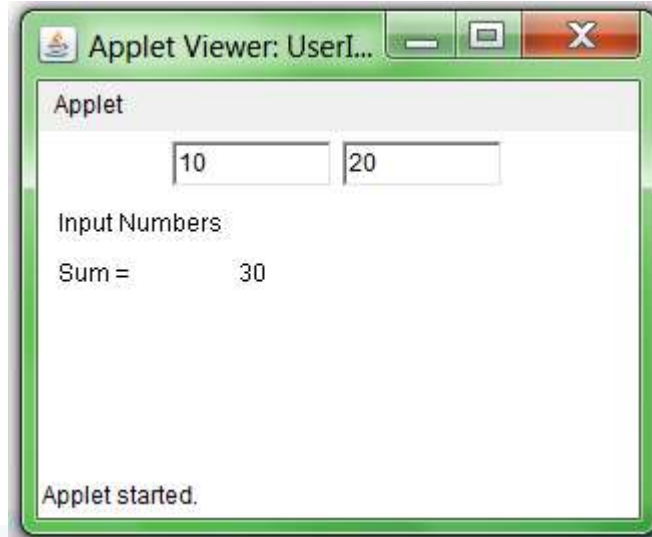
Applets - Parameter Passing - Output

```
D:\jdk1.8.0_111\jdk1.8.0_111\bin>javac UserIn.java
```

Note: UserIn.java uses or overrides a deprecated API.

Note: Recompile with -Xlint:deprecation for details.

```
D:\jdk1.8.0_111\jdk1.8.0_111\bin>appletviewer UserIn.html
```



References

- ✓ Programming with Java – A Primer - E. Balagurusamy, 3rd Edition, TMH

Thank You