

Seminar Abstract

Java™ Applets

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Course Overview:

This course covers the use of the Java language in producing applets, programs that run under the control of a web browser or an Applet Viewer. Lab time is included. The course is not hardware or operating system-specific. This course does not cover the use of the Java Abstract Windows Toolkit (AWT); that is addressed in the course *Programming with Java AWT*.

Course Length: 1 day

Goals:

Provided students meet the prerequisites, at the end of the course they should have a good understanding of the following:

- How an applet differs from an application.
- How to pass parameters from HTML to an applet.
- The display area and the paint method.
- The init, start, stop, and destroy methods.
- How applets can take advantage of threads.

Who Should Attend:

Java Programmers and technical managers who need to know how to use Java for programming on the World Wide Web.

Prerequisites:

This course follows on from the course *Programming in Java*. Attendees are expected to be comfortable with the following concepts and the syntax required to express them in Java:

- Basic Language Elements
- Looping and Testing
- Methods
- References, Strings, and Arrays
- Classes

- Inheritance
- Exception handling
- Input and Output
- Packages
- Interfaces
- Multithreading

Some knowledge of HTML would be useful but is not necessary.

Materials:

- *Java Applets* – This manuscript was written specifically for teaching. It serves as a useful reference once the course has been completed.

Detailed Topics:

The main topics covered are:

- The Basics
- Passing Parameters from HTML
- Display Area and Drawing Attributes
- Class Applet and its Superclasses
- The Graphics Class
- Suspending and Resuming Applets
- Applets with Multiple Threads