



Developing with  
JavaScript Technologies

Communing with Java

## Exercise: Java and JavaScript

This exercise will give you a very simple example of how a browser can interact with a Java applet via JavaScript.

### The Java Class

Enter the following Java code into a file called **Commune.java**:

```
import java.awt.*;

public class Commune extends java.applet.Applet
{
    public void red ()
    {
        setBackground (Color.red);
        repaint ();
    }

    public void blue ()
    {
        setBackground (Color.blue);
        repaint ();
    }
}
```

### Compile The Applet

Use the command:

```
(:> javac Commune.java
(:>
```

### The HTML File

You should create this file with the name **Commune.html**:

```
<HTML>
<HEAD>
<TITLE>
Communing with JavaScript
</TITLE>

<SCRIPT LANGUAGE="JavaScript">
function red ()
{
    document.Commune.red ()
}

function blue ()
```

```
{
  document.Commune.blue ()
}
</SCRIPT>
</HEAD>

<APPLET
  CODE = "Commune.class" NAME = "Commune"
  WIDTH = 200 HEIGHT = 200 MAYSCRIPT>
</APPLET>

<FORM>
<INPUT TYPE = "button" VALUE = "Red" onclick = "red()">
<INPUT TYPE = "button" VALUE = "Blue" onclick = "blue()">
</FORM>
</HTML>
```

### Run The Applet Within A Browser

This applet should run within either Internet Explorer or Netscape, as long as they are recent versions that 'understand' Java. Try clicking on the buttons to see what happens...