

## Exercise: HelloWorld Applet And Application

This exercise should achieve three things:

1. Allow you to familiarise yourself with the tools that you will be using on this course—the Java Development Kit, the editor etc.
2. Ensure that you understand the ‘flavour’ of Java
3. Allow you to develop a simple combination applet and application

### 1. Create The Java Source Code

Create a text file called HelloWorld.java, containing the following Java code:

```
import java.awt.*;
import java.applet.*;

public class HelloWorld extends Applet
{
    private static String greeting = "Hello, World!";

    // the application starts here
    public static void main (String [] args)
    {
        System.out.println (greeting);
    }

    // the applet context calls this
    public void paint (Graphics g)
    {
        g.drawString (greeting, 50, 50);
    }
}
```

### 2. Compile The Java Source

The Sun JDK provides a series of DOS commands, so this has to be done from a DOS console window:

```
C:> javac HelloWorld.java
C:>
```

If you see any errors, 1) ensure that the PATH environment variable is set correctly and 2) check the source code to ensure that it **exactly** matches what is given above.

### 3. Run The Application

```
C:> java HelloWorld
C>
```

### 4. Create The HTML Document Containing The Applet

Create a text file called HelloWorld.html, containing:

```
<HTML>
<HEAD>
<TITLE>HelloWorld Applet</TITLE>
</HEAD>
<BODY>
<HR>
<APPLET CODE=HelloWorld WIDTH = 200 HEIGHT = 200>
</APPLET>
<HR>
</BODY>
</HTML>
```

### 5. Invoke The Applet

```
C:> appletviewer HelloWorld.html
```

You can also use any Java-enabled World-Wide Web browser to view the HelloWorld.html file. You should see similar results.