Reading:
1. Deitel & Deitel, Chapter

Objectives:
1. To learn how to create Java Applets.

Concepts:
1. Applet/Application Differences
2. Creating Applets

Reference:
1. Applet/Application Differences

The difference between Java applets and applications lies in how they are run.

Applications are run by using a Java interpreter to load the application’s main class file. Applets, on the other hand, are run on any browser that supports Java.

2. Creating Applets

- Applets do not have a `main()` method that automatically is called to begin the program.
- The `Applet` class is the main class that triggers the execution of the applet.

Ex. 
```java
public class yourApplet extends java.applet.Applet {
    //Your code
}
```

- Initialization occurs when the applet is loaded. Override the `init()` method.
- An applet is started after it is initialized. Override the `start()` method.
- Stopping occurs when a user leaves the page that contains the currently running applet. Override the `stop()` method.
- The destroy method allows the applet to clean up after itself. Override the `destroy()` method.
- Painting is how an applet displays something on the screen. Override the `paint(Graphic g)` method.
- Use the `<APPLET>` tag to embed the applet into the html.
Objectives:

1. Demonstrate knowledge of Applets.

Assignment:
Create a simple applet to display the string “CS 201: Java Programming.”

Solution:

```java
import java.awt.Graphics;
import java.awt.Font;
import java.awt.Color;

public class LabApplet extends java.applet.Applet
{
    Font f = new Font("TimesRoman", Font.BOLD, 36);

    public void paint(Graphics g)
    {
        g.setFont(f);
        g.drawString("CS 201: Java Programming.", 5, 40);
    }
}
```

This applet overrides the `paint()` method. Since this applet just displays text, there is nothing to initialize. So, the `start()`, `stop()`, and `init()` methods are not needed.