

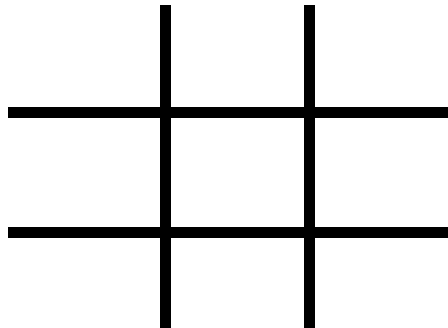
# Applets and Graphics

1. Make an applet that draws a large circle at a preset location. Hint: draw circles with the drawOval method. So, your class will look like this (plus the two import statements):

```
public class DrawOvalApplet extends Applet {  
    public void paint(Graphics g) {  
        g.drawOval(...);  
    }  
}
```

Use Eclipse or the online API to figure out what arguments drawOval needs. Recall that the online API is at <http://java.sun.com/javase/6/docs/api/>. You can start testing by right-clicking in the code in Eclipse and doing “Run As --> Java Applet”. Once this works, then copy one of the HTML files from my applets project and changing the CLASS attribute to be DrawOvalApplet.class and the WIDTH and HEIGHT to be whatever you want. Then, drag the HTML file onto Firefox or Internet Explorer to try the applet in a real browser.

2. Make an applet that draws an empty tic-tac-toe board. I.e. something that looks like



3. Go to <http://www.bisonium.com/blog/images/Gates-Jugend.jpg> or go to <http://images.google.com/> and search for “Bill Gates”. Grab one of the images by right-clicking on it and choosing “Save Picture As”. Make an applet that draws the image. You almost certainly want to start by copying JavaMan1.java and JavaMan1.html from my applets project to your new project, then adapting both files as needed. Remember also that you can rename a class by R-clicking on it and doing Refactor --> Rename.
4. Have your Bill Gates applet play some music. See the notes or read the API on getAudioClip. Note that you need to change “import java.applet.Applet” to “import java.applet.\*” when you use AudioClip. Also, Java is pretty limited in the types of sound files it can play with this simple API (it has a fancier one that can play all sorts of stuff), so you might want to go to my solution set and grab laughter.au as your first test case. You almost certainly want to start by copying your class from the previous problem (when you Paste it, you can choose a new class name). Also copy the HTML file from the previous problem. Adapt both as necessary.
5. Draw a mustache or some other graffiti on Bill. Again, start by copying/pasting the Java class and HTML file from the previous problem.
6. Read a parameter from the HTML that says whether or not you should draw the graffiti on Bill.