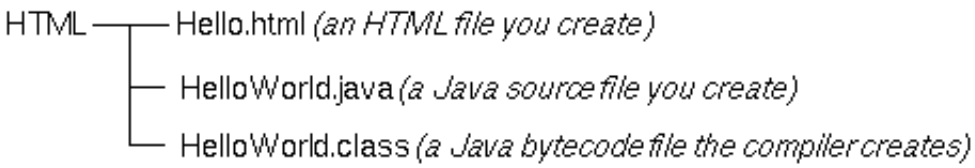
The "Hello World" Applet

By following the steps on this page, you can create and use an applet. When you've followed all the steps, your directory (folder) structure should look something like this:



Create a directory

Create a directory to hold your HTML pages, if you don't already have one.

Important: Do **NOT** invoke `hotjava` [or any other applet viewer?] from the **HTML** directory if you might want to reload the applet. Because of the way the class loader works, an applet can't be reloaded (for example, after you make changes to its code) when you invoke the applet viewer from the directory that contains the applet's compiled code.

Create a Java source file

Create a file named `HelloWorld.java` in the **HTML** directory with the Java code shown here:

```
import java.awt.Graphics;
public class HelloWorld extends java.applet.Applet {
    public void init() {
        resize(150,25);
    }
    public void paint(Graphics g) {
        g.drawString("Hello world!", 50, 25);
    }
}
```

Compile the source file

Compile the file using the Java compiler.

If compilation succeeds, the compiler creates a file named `HelloWorld.class`. If

compilation fails, make sure you typed in and named the program exactly as shown above.

Create an HTML file that includes the applet

Create a file named `Hello.html` in your HTML directory containing the following text:

```
<HTML>
<HEAD>
<TITLE> A Simple Program </TITLE>
</HEAD>
<BODY>

Here is the output of my program:
<APPLET CODE="HelloWorld.class" WIDTH=150 HEIGHT=25>
</APPLET>
</BODY>
</HTML>
```

Load the HTML file

Load the new HTML file into HotJava by entering its URL in the `Document URL` field near the top of the HotJava window. For example:

```
file:/home/kwalrath/HTML/Hello.html
```

Once you've successfully completed these steps, you should see the following in the HotJava page that comes up:

Here is the output of my program:

Now what?

Now you can either:

- Go to the next lesson, The "run:" Protocol Handler, which steps you through writing a *protocol handler*.
- Learn more about writing applets by going to the *Writing Applets* trail.

HelloWorld.java

```
/*
 * Copyright (c) 1994 Sun Microsystems, Inc. All Rights Reserved.
 *
 * Permission to use, copy, modify, and distribute this software
 * and its documentation for NON-COMMERCIAL purposes and without
 * fee is hereby granted provided that this copyright notice
 * appears in all copies. Please refer to the file "copyright.html"
 * for further important copyright and licensing information.
 *
 * SUN MAKES NO REPRESENTATIONS OR WARRANTIES ABOUT THE SUITABILITY OF
 * THE SOFTWARE, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED
 * TO THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A
 * PARTICULAR PURPOSE, OR NON-INFRINGEMENT. SUN SHALL NOT BE LIABLE FOR
 * ANY DAMAGES SUFFERED BY LICENSEE AS A RESULT OF USING, MODIFYING OR
 * DISTRIBUTING THIS SOFTWARE OR ITS DERIVATIVES.
 */
import java.awt.Graphics;
public class HelloWorld extends java.applet.Applet {
    public void init() {
        resize(150,25);
    }
    public void paint(Graphics g) {
        g.drawString("Hello world!", 50, 25);
    }
}
```

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Platform–Specific Details: Compiling a Java Source File

UNIX:

```
javac HelloWorld.java
```

DOS shell (Windows 95/NT):

```
javac HelloWorld.java
```

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Platform–Specific Details: Creating a Directory

UNIX:

```
mkdir ~/HTML
cd ~/HTML
```

DOS shell (Windows 95/NT):

```
mkdir c:\HTML
cd c:\HTML
```

Note: If you want to publish pages (making them available to others), ask your system administrator:

- what directory name you should use (instead of "HTML")
- where it should appear in the directory hierarchy
- what "http:" URL others can use to get access to the directory

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