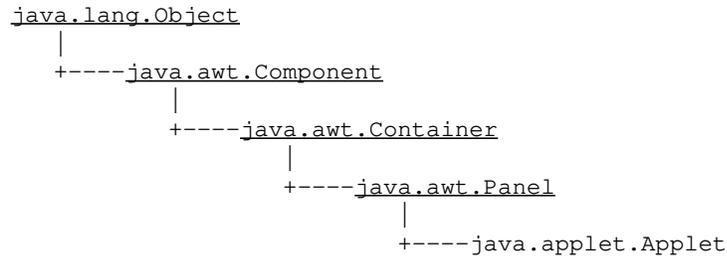


Class `java.applet.Applet`



```
public class Applet
extends Panel
```

Base applet class.

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Author:

Chris Warth, Arthur van Hoff

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o [destroy\(\)](#)

Cleans up whatever resources are being held.

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Gets a handle to the applet context.

o [getAppletInfo\(\)](#)

Return a string containing information about the author, version and copyright of the applet.

o [getAudioClip\(URL\)](#)

Gets an audio clip.

o [getAudioClip\(URL, String\)](#)

Gets an audio clip.

- o **getCodeBase()**
Gets the base URL.
- o **getDocumentBase()**
Gets the document URL.
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- o **getImage(URL, String)**
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- o **showStatus(String)**
Show a status message in the Applet's context.
- o **start()**
Called to start the applet.
- o **stop()**
Called to stop the applet.

Constructors

o Applet

```
public Applet()
```

Methods

o setStub

```
public final void setStub(AppletStub stub)
```

Set the applet stub. This is done by automatically by the system.

o isActive

```
public boolean isActive()
```

Returns true if the applet is active. An applet is marked active just before the start method is called.

See Also:

[start](#)

o **getDocumentBase**

```
public URL getDocumentBase()
```

Gets the document URL. This is the URL of the document in which the applet is embedded.

See Also:

[getCodeBase](#)

o **getCodeBase**

```
public URL getCodeBase()
```

Gets the base URL. This is the URL of the applet itself.

See Also:

[getDocumentBase](#)

o **getParameter**

```
public String getParameter(String name)
```

Gets a parameter of the applet.

o **getAppletContext**

```
public AppletContext getAppletContext()
```

Gets a handle to the applet context. The applet context lets an applet control the applet's environment which is usually the browser or the applet viewer.

o **resize**

```
public void resize(int width,  
                  int height)
```

Request for the applet to be resized.

Overrides:

[resize](#) in class [Component](#)

o **showStatus**

```
public void showStatus(String msg)
```

Show a status message in the Applet's context.

o **getImage**

```
public Image getImage(URL url)
```

Gets an image given a URL. Note that this method always returns an image object immediatly, even if the image does not exist. The actual image data is loaded when it is first needed.

o **getImage**

```
public Image getImage(URL url,  
                     String name)
```

Gets an image relative to a URL. This methods returns immediatly, even if the image does not exist. The actual image data is loaded when it is first needed.

See Also:

getImage

o **getAudioClip**

```
public AudioClip getAudioClip(URL url)
```

Gets an audio clip.

o **getAudioClip**

```
public AudioClip getAudioClip(URL url,  
                               String name)
```

Gets an audio clip.

See Also:

getAudioClip

o **getAppletInfo**

```
public String getAppletInfo()
```

Return a string containing information about the author, version and copyright of the applet.

o **getParameterInfo**

```
public String[][] getParameterInfo()
```

Returns an array of strings describing the parameters that are understood by this applet. The array consists of sets of 3 strings name/type/description. For example:

```
String pinfo[][] = {
    {"fps",      "1-10",      "frames per second"},
    {"repeat",   "boolean",   "repeat image loop"},
    {"imgs",     "url",        "directory in which the images live"}
};
```

o play

```
public void play(URL url)
```

Play an audio clip. Nothing happens if the audio clip could not be found.

o play

```
public void play(URL url,
                String name)
```

Play an audio clip. Nothing happens if the audio clip could not be found.

o init

```
public void init()
```

Initializes the applet. You never need to call this directly, it is called automatically by the system once the applet is created.

See Also:

start, stop, destroy

o start

```
public void start()
```

Called to start the applet. You never need to call this method directly, it is called when the applet's document is visited.

See Also:

init, stop, destroy

o stop

```
public void stop()
```

Called to stop the applet. It is called when the applet's document is no longer on the screen. It is guaranteed to be called before `destroy()` is called. You never need to call this method directly.

See Also:

init, start, destroy

o destroy

```
public void destroy()
```

Cleans up whatever resources are being held. If the applet is active it is first stopped.

See Also:

[init](#), [start](#), [stop](#)

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