

# Java Applet Interview Questions and Answers Pdf

Question: 1

## What is an applet?

Applet is a dynamic and interactive program that runs inside a web page displayed by a java capable browser.

Question: 2

## What is the lifecycle of an applet?

### **The lifecycle of an applet:**

init() method – can be called when an applet is first loaded.

start() method – can be called each time an applet is started.

paint() method – can be called when the applets is minimized or maximized.

stop() method – can be used when the browser moves off the applet's page.

destroy() method – can be called when the browser is finished with the applet.

Question: 3

## What is the difference between applications and applets?

Application must be run on local machine whereas applet needs no explicit installation on local machine.

Application must be run explicitly within a java compatible virtual machine where as applet loads and runs itself automatically in a java enabled browser.

Application starts execution with its main method whereas applet starts execution with its init method.

Application can run with or without graphical user interface whereas applet must run within a graphical user interface.

Question: 4

## How will you communicate between two applets?

By creating URL objects, URLConnection object and getting InputStream, OutputStream Using `getInputStream()`, `getOutputStream()`.

Question: 5

## What is the order of method invocation in an Applet?

`init()`,

`start()`,

`paint()`,

`stop()`,

`destroy()`

Question: 6

## When is update method called?

Whenever we minimize, maximize, restart the applet and explicitly calling the `repaint()` method in the code.

`Repaint()` method will implicitly call the `update()` method.

Question: 7

## How will you initialize an Applet?

By including the initialization code in the `init()` method.

Question: 8

## When do you use codebase in applets?

When the applet class file is not in the same directory, codebase is used.

Question: 9

Why does it take so much time to access an Applet having Swing components the first time?

Because behind every swing component are many Java objects and resources.

This takes time to create them in memory. JDK 1.3 from Sun has some improvements which may lead to faster execution of Swing applications.

Question: 10

How do you set security in applets?

Using `setSecurityManager()` method.