



Java and JavaScript

This exercise will give you a very simple example of how a browser can interact with a Java applet via JavaScript. It will also show you how JavaScript can address individual objects contained within a document.

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You should ensure that a Java Development Kit is installed on your computer before you undertake this exercise.

Enter the Java Source Code

Enter the following Java code into a file called *Commune.java*:

```
import java.awt.*;
public class Commune extends java.applet.Applet
{
    public void red ()
    {
        setBackground (Color.red);
        repaint ();
    }
    public void blue ()
    {
        setBackground (Color.blue);
        repaint ();
    }
}
```

Compile the Java Source Code

Use this command:

```
C:> javac Commune.java
```

Create the HTML File

You should create this file with the name *Commune.html*:

```
<HTML>
<HEAD>
  <TITLE>Communing with JavaScript</TITLE>
  <SCRIPT LANGUAGE="JavaScript">
    function red ()
    {
      document.Commune.red ()
    }
    function blue ()
    {
      document.Commune.blue ()
    }
  </SCRIPT>
</HEAD>
<BODY>
  <APPLET
    CODE = "Commune.class" NAME = "Commune"
    WIDTH = 200 HEIGHT = 200 MAYSCRIPT>
  </APPLET>
  <FORM>
    <INPUT TYPE = "button" VALUE = "Red" onclick = "red()">
    <INPUT TYPE = "button" VALUE = "Blue" onclick = "blue()">
  </FORM>
</BODY>
</HTML>
```



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Run the Applet Within a Browser

This applet should run within either Internet Explorer or Netscape, as long as they are recent versions that 'understand' Java. Try clicking on the buttons to see what happens...

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