

Internet Programming Series

WRITING  
**JAVA**™  
APPLETS

- ◆ Master the art of creating distributed Internet programs
- ◆ Create your own powerful agent-server applications
- ◆ Use the Java source code and programming tools to create portable Java applets



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# WRITING JAVA<sup>TM</sup> APPLETS

*Applets have the Web world all shook up! Java applets are already animating Web pages all over the world, but animations aren't all that Java can do. From forms to games, Java applets embedded in your Web pages give you unprecedented two-way communication with your visitors.*

Learn the hottest techniques for creating Java applets you can use today!

John Rodley is a Java consultant and frequent contributor to magazines such as *Doctor Dobb's Journal* and *C/C++ User's Journal*. He has been working with Java since its first alpha version, and has programmed for 15 years with "every language known to man." He is president of Sand Hills Software in Scituate, Massachusetts.

*Writing Java Applets* is the book that gives you the most in-depth, *practical* techniques for creating applets that sizzle! You'll learn how to create everything from a simple Web-page animation to a sophisticated "agent" applet that can go out and search the Net! In this book, you'll:

- Walk step-by-step through the process of applet development
- Find crisp coverage of the basics of Java programming
- Learn how to turn the Web inside out with a Java-based agent system controlled by a Java applet
- Discover how to add animation and special effects to your Java applets
- Create applets that work around the security limitations placed on them by Java
- Load images, applets, and classes across the Net
- Write threaded network communication applets
- See how browsers control applets, and how you can make the most efficient use of each browser's environment

In *Writing Java Applets*, you'll learn the best of proven applet programming techniques. Combining the power of C++ with state-of-the-art extensions, Java is familiar to C++ programmers, yet is easier to learn and much safer for novices. *Writing Java Applets* introduces you to the Java language and takes you step by step through the creation and use of Java applets. Along the way you'll get a peek beyond applets into a world where independent Java classes traverse the Net by themselves. Web and Internet programming has never been easier. Join the revolution today!



#### What's on the CD-ROM:

- Complete source and project files for all the example programs in the book
- Way-cool applets to show you what's possible with Java
- "Battle of the Java Sea," a fully-developed "shoot 'em up" game in a Java applet that shows you how to create animated explosions, use the mouse to guide game objects, and do high-speed network communication

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**JAVA**  
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John Rodley

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# The Java Revolution

*Java is cool, but why? Take a look at the key features, and judge for yourself.*

In its short existence, Java has generated more excitement and more wild speculation than all the other programming languages put together. Some of that is simple hype, a result of the fact that the software industry is now a very big business, but much of it is quite real. Java is a revolutionary force.

Over the course of this book, we'll develop a large application called the *Agent system*. The Agent system will consist of a small, standalone Java program and a bunch of Java applets. The application will also include a number of smaller Java applets to demonstrate particular features of the language. Through the Agent system, I'll try not only to illustrate Java programming techniques, but also to provide you with a glimpse of the new classes of applets and applications that you can write using Java.

Our Agent system will allow Web users to dispatch a program (called an *agent*) to run on each machine in a network of Internet-connected machines and then return its results via the Web. This agent is a Java class. We'll develop a couple of basic agents to do things like finding files, but the power of the system, like the power of Java, is that by using the base **Agent** class, users can write their own agents to do things limited only by their imagination. The base **Agent** class and the standalone agent server deal entirely with the problem of distributing the agent throughout the network.

The Agent system provides a good introduction to Java programming because it utilizes three varieties of Java classes: applets, standalone applications, and classes

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