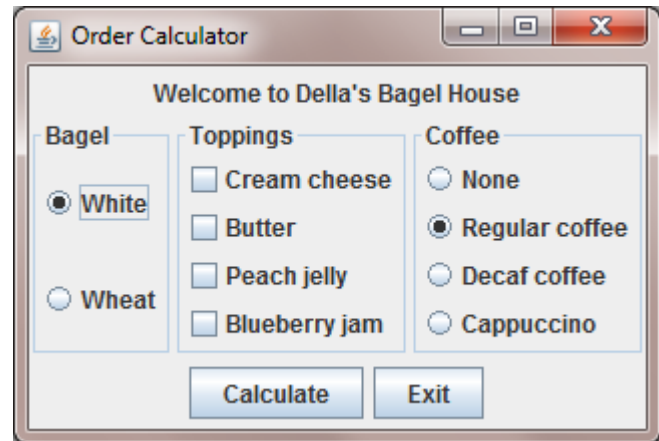


Lab 17: Return to Della's Bagel House: Making an Applet

In a previous lab, you created a GUI application to calculate a bagel order using the following java classes.

- **Bagel.java**
The driver program to launch the GUI
- **OrderCalculator.java** (the GUI class)
A class that will extend JFrame. It will include any panels that you need inside the JFrame. Use border layout. Action listeners must be added to the calculate and exit buttons.



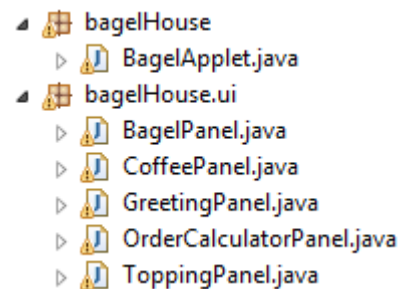
Panel classes

- **GreetingPanel.java** – the "Welcome" panel
- **BagelPanel.java** – the Bagel panel (White or Wheat)
- **Topping Panel.java** – the Toppings panel (Cream cheese, butter...)
- **CoffeePanel.java** – the Coffee panel (Decaf, regular...)

To convert this client-based program into a Java applet, you must do the following:

1. Copy the panel classes as is to a new project
2. Create a new BagelApplet class

```
public class BagelApplet extends JApplet {  
    @Override  
    public void init() {  
        JPanel panel = new OrderCalculatorPanel();  
        this.add(panel);  
    }  
}
```



3. Applets won't use JFrames, so OrderCalculator must now become a JPanel. Also, applets use the method init(), instead of the console-based main() that we are used to.
4. Modify the OrderCalculatorGUI class to become a panel. There are certain actions you needed when OrderCalcualtor was a JFrame that you will no longer need. However, most of your code should stay intact.
5. Organize the applet into its own package, and the Panels into a "subdirectory" package as shown above.

6. You can now run the Applet in Eclipse.
Notice that it runs in an applet window.
7. Highlight the classes that are part of your applet, then right click and select Export...

You will export these classes as an executable, deployable jar file.

You can store the jar file in a special directory that you name "dist" (for distribution).

8. Create an HTML file that will embed your applet.

