

# Applet details, Variables

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## 1 Administrivia

### Announcements

Postlabs due when?

### Assignment

### From Last Time

Lab 2.

### Outline

1. Applet methods.
2. Variables.
3. Exercise.

Coming Up

## 2 Applet Methods

1. `public void init() { ... }` is executed exactly one time when an applet is first created. It is commonly used for setting the colors in the applet and adding the widgets into the applet.
2. `public void paint(Graphics g) { ... }` is executed every time the applet needs to be redrawn on the screen.

## 3 Variables

1. *Local variables* are declared inside a method and can only be used inside that method.
2. *Instance variables* are declared outside of the class methods and can be used in any of the methods.
3. *Class variables* are declared with the keyword `static` and are part of the class rather than part of an object. They are used by:

```
ClassName.variableName
```

## 4 Exercise with Variables