

The RectangleUserApplet

Class
Definition

We could have used
`init()` method

```
public class RectangleUserApplet extends java.applet.Applet
{
    public RectangleUserApplet()
    {
        r1 = new Rectangle(30,10);
        r2 = new Rectangle(25,20);
    } // Constructor()

    public void paint( java.awt.Graphics grfx)
    {
        grfx.drawString( "Area r1 = " + r1.calculateArea(),20,40);
        grfx.drawString( "Area r1 = " + r1.calculateArea(),20,40);
    } // end of paint()

    // instance variables
    private Rectangle r1, r2;
} // RectangleUserApplet
```

Object
Creation

Object
declaration

Object
use