

Converting a Java applet to an application.

1. Build a Java **JApplet** (or **Applet**) in Eclipse or NetBeans. (Let's assume you name the class **AppletToApplication**).
2. Change the name of your applet's **init()** method to be the same as the name of your class (in this case: **AppletToApplication**). This is now the constructor method for the class.
3. Delete the word **void** in the header of your new **AppletToApplication** constructor, since a constructor has no return type.
4. Alter the class header so that it **extends Frame** rather than **Applet** (or **JApplet**).
5. Create a new method called **main**. The header for this method will be:

```
public static void main (String[] args)
```

This method should create a **Frame** object as an instance of the class. So, if your class is named **AppletToApplication**, the **main** method should look like the following (where the size will be your original applet size):

```
public static void main(String[] args)  
{  
AppletToApplication f = new AppletToApplication ();  
f.setSize(300,200);  
f.setVisible(true);  
f.setLayout(new FlowLayout());  
}
```

6. Delete the **import** for the class **Applet**, since it is now redundant.
7. Add window methods (e.g., **windowClosing** to handle the event which is the user clicking on the close window button, and others). This also involves adding **implements WindowListener** and **this.addWindowListener(this);** to the new constructor method you created in Step #2 above - in order to register the event handler.

```
public void windowClosing(WindowEvent e)  
{  
dispose();  
System.exit(0);  
}  
public void windowOpened(WindowEvent e)  
{ }  
public void windowIconified(WindowEvent e)
```

```
{ }  
public void windowClosed(WindowEvent e)  
{ }  
public void windowDeiconified(WindowEvent e)  
{ }  
public void windowActivated(WindowEvent e)  
{ }  
public void windowDeactivated(WindowEvent e)  
{ }
```

8. Make sure that the program does not use any of the methods that are special to the Applet class – methods including **getAudioClip** , **getCodeBase** , **getDocumentBase** , and **getImage** .