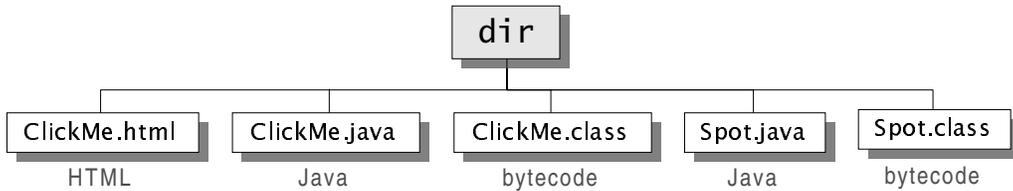


```
<applet code="ClickMe.class"
        width="300" height="150">
</applet>
```

Then load the page into your browser or the appletviewer tool. Figure 38 shows where to put the files for the ClickMe applet.



**Figure 38** A sample directory structure showing where files for the ClickMe applet are stored.

## Objects in the ClickMe Applet

Many objects play a part in this applet. The two most obvious ones are the ones you can see: the applet itself and the spot, which is red on-screen.

The browser creates the applet object when it encounters the applet tag in the HTML code containing the applet. The applet tag provides the name of the class from which to create the applet object. In this case, the class name is ClickMe.

The ClickMe applet in turn creates an object to represent the spot on the screen. Every time you click the mouse in the applet, the applet moves the spot by changing the object's x and y location and repainting itself. The spot does not draw itself; the applet draws the spot, based on information contained within the spot object.

Besides these two obvious objects, other, nonvisible objects play a part in this applet. Three objects represent the three colors used in the applet (black, white, and red); an event object represents the user action of clicking the mouse, and so on.

## Classes in the ClickMe Applet

Because the object that represents the spot on the screen is very simple, let's look at its class, named Spot. It declares three instance variables: size contains the spot's radius, x contains the spot's current horizontal location, and y contains the spot's current vertical location:

```
public class Spot {
    //instance variables
    public int size;
    public int x, y;
```