

```

import Calc;
import text;
import java.awt.*;
import java.applet.Applet;
import java.awt.event.*;

//////////////////////////////////////
//                                     //
//   The following program draws the picture by getting the //
//   coordinates for the lines from the Calc class and draws them //
//   using drawLine command. It also writes the name of the file using //
//   by getting the character array from the text class and drawing it //
//   using the drawRect command //
//                                     //
//           WRITTEN BY: //
//           ALAIN DADAIAN //
//                                     //
//////////////////////////////////////

public class Pr1 extends Applet implements ActionListener
{
    String filename;
    text myText = new text(filename);
    int x = 25, y = 25;
    public TextField getname;
    private Label inputLabel;
    Graphics g;

//-----
// Initializes the applet by creating a textfield and setting the
// background to white.
//-----
    public void init()
    {
        setBackground(Color.white);

        inputLabel = new Label("Enter Filename:");

        getname = new TextField(10);
        getname.addActionListener(this);

        add (inputLabel);
        add (getname);

        try
        {
            myText.getText();
        }
        catch(Exception e) {}

    }

//-----
// Clears the picture.
//-----
    public void clear()
    {
        g = getGraphics();
        g.drawRect(0, 0, 800, 600);
        repaint();
    }

//-----
// Gets the filename from the user and draws the picture accordingly.
//-----
    public void actionPerformed(ActionEvent e) //paint (Graphics g)
    {
        filename = getname.getText();

        clear();

        x = 0;
        repaint();
    }

//-----
// Draws the picture and the filename accordingly.

```

```

//-----
public void paint (Graphics g)
{
    g.setColor(Color.black);

    Calc myCalc = new Calc();

    try
    {
        myCalc.info(filename);
    }
    catch(Exception e){}

    for (int i = 0; i < myCalc.times(); i++)
    {
        g.drawLine(myCalc.x1[i], myCalc.y1[i], myCalc.x2[i], myCalc.y2[i]);
    }

    String temp = ".";

    int k = 0, counter1 = 0, counter2 = 0;

    while ( filename.charAt(counter2) != '.' )
    {
        for (char c = 'a'; c != filename.charAt(counter2); c++)
            counter1++;

        k = counter1;
        counter1 = 0;

        for (int j = 0; j <= 13; j++)
            for (int i = 0; i <= 10; i++)
                if (myText.character[k][j][i] == 1)
                    g.drawRect(x+i, y+j, 1, 1);

        counter2++;
        x += 16;
    }
}

//-----
} // End of class Pr1

////////////////////////////////////

```