```
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

//////////////////////////////////////////////////////////////////////
```