

The University of Melbourne  
Department of Computer Science and Software Engineering  
**433-254 Software Design**  
Semester 2, 2003

**Tutorial 8**  
Week 9

1. Discuss steps involved in developing and running applets.
2. Describe different stages of in the life of an applet. Distinguish between `init()` and `start()`.
3. Discuss drawing methods of the Graphics class.
4. Discuss how one can draw a Pie Char of Number of Students Registered in the 1st, 2nd, and 3rd year within the department of Computer Science and Software Engineering. Please Access input that are passed through PARAM statements in HTML.

Hint: Each pie can be drawn using `drawArc()` or `fillArc()` method.