

Applet using drawstring(), drawRect() and drawOval()

```
import java.awt.*;
import java.applet.*;
public class objectdraw extends Applet
{
    public void paint(Graphics g)
    {
        g.drawString("Hello World",20,20);
        g.drawRect(40,40,30,50);
        g.drawOval(150,150,40,50);
    }
}
```