Three files are needed in order to run an applet: a `.java` file, a `.class` file, and a `.html` file. Write an applet called `HelloWorld` which simply displays the text "Hello, World" somewhere on the screen.

1   **Write the contents of `HelloWorld.java` below.** Don't forget to **import** the appropriate libraries.

```
import java.awt.*;
import java.applet.*;

public class HelloWorld extends Applet {
    public void paint(Graphics g) {
        g.drawString("Hello, World", 50, 50);
    }
}
```

—— or ——

```
import java.awt.*;
import java.applet.*;

public class HelloWorld extends Applet {
    public void init() {
        this.add(new Label("Hello, World"));
    }
}
```

2   **Write the contents of `index.html` below.** This only needs to be one line.

```
<applet code="HelloWorld.class" height=200 width=200></applet>
```

3   **When we run this applet in the browser, does it execute on the server or the client machine?**

The client machine.