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Call Javascript from a Java applet

TAG(S): [JAVASCRIPT INTERACTION](#)

## Using the javascript: protocol

A Javascript function is called from Java by using the showDocument method. A URL is needed with "javascript:" as the protocol.

[Java applet]

```
import java.applet.*;
import java.net.*;

public class InJava4 extends Applet{
    public void init(){
        String msg = "Hello from Java (using javascript alert)";
        try {
            getAppletContext().showDocument
                (new URL("javascript:doAlert(\"" + msg + "\")"));
        }
        catch (MalformedURLException me) { }
    }
}
```

[Javascript and HTML]

```
<HTML><HEAD></HEAD><BODY>
<SCRIPT>
function doAlert(s) {
    alert(s);
}

</SCRIPT>
<APPLET CODE="InJava4.class"
        NAME="myApplet" MAYSCRIPT
        HEIGHT=10 WIDTH=10>
</APPLET>
</BODY>
</HTML>
```

Try it [here](#)

## Using the netscape.javascript.JSObject package

[Official documentation for JSObject](#)

How to compile when using the netscape.javascript.JSObject package ?

For Java 1.4.2 and later: add *plugin.jar* to your classpath. It can be found in the lib directory of your JRE installation, e.g.  
 C:\Program Files\Java\jre1.5.0\lib\plugin.jar

For Java 1.4.0/1.4.1: use *jaws.jar* (same directory).

In the following example, you type in the TextField a Javascript function and press the button to execute the function. For example, try `alert('Hello from JAVA')`. Or you can execute function defined on the same page as the Applet. The Applet must contains the

*MAYSCRIPT* parameter to be able to use *JSObject*.

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
import netscape.javascript.*;

public class InJava5 extends Applet implements ActionListener {
    Button b;
    TextField t;

    public void init() {
        t = new TextField(20);
        add(t);
        b = new Button("execute Javascript");
        add(b);
        b.addActionListener(this);
    }

    public void actionPerformed(ActionEvent ae) {
        if (ae.getSource() == b) {
            JSObject win = (JSObject) JSObject.getWindow(this);
            win.eval(t.getText());
        }
    }
}
```

Try it [here](#)

Another way is to use the Reflection API. That way you don't need to modify your CLASSPATH for compilation or even import the *netscape.javascript* package.

```
// posted by C Werner on the realhowto list
import java.lang.reflect.*;
...
// Somewhere in the applet class ...
...
String jscmd = "window.close()"; /* JavaScript command */
String jsresult = null;
boolean success = false;
try {
    Method getw = null, eval = null;
    Object jswin = null;
    Class c =
        Class.forName("netscape.javascript.JSObject"); /* does it in IE too */
    Method ms[] = c.getMethods();
    for (int i = 0; i < ms.length; i++) {
        if (ms[i].getName().compareTo("getWindow") == 0)
            getw = ms[i];
        else if (ms[i].getName().compareTo("eval") == 0)
            eval = ms[i];
    }
}
Object a[] = new Object[1];
a[0] = this; /* this is the applet */
jswin = getw.invoke(c, a); /* this yields the JSObject */
a[0] = jscmd;
Object result = eval.invoke(jswin, a);
if (result instanceof String)
    jsresult = (String) result;
else
```

```
    jsresult = result.toString();
    success = true;
}

catch (InvocationTargetException ite) {
    jsresult = "" + ite.getTargetException();
}
catch (Exception e) {
    jsresult = "" + e;
}

if (success)
    System.out.println("eval succeeded, result is " + jsresult);
else
    System.out.println("eval failed with error " + jsresult);
```

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