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1. A Java JApplet, JFrame, etc is like an Alice world because it is where everything is displayed. 2. The paint method is where you can control how your JApplet will appear 3. The init method is where you can specify things like size of JApplet, etc 4. To add text to the JApplet we use the drawString method of the Graphics class. 5.

**Alice in Action with Java**

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