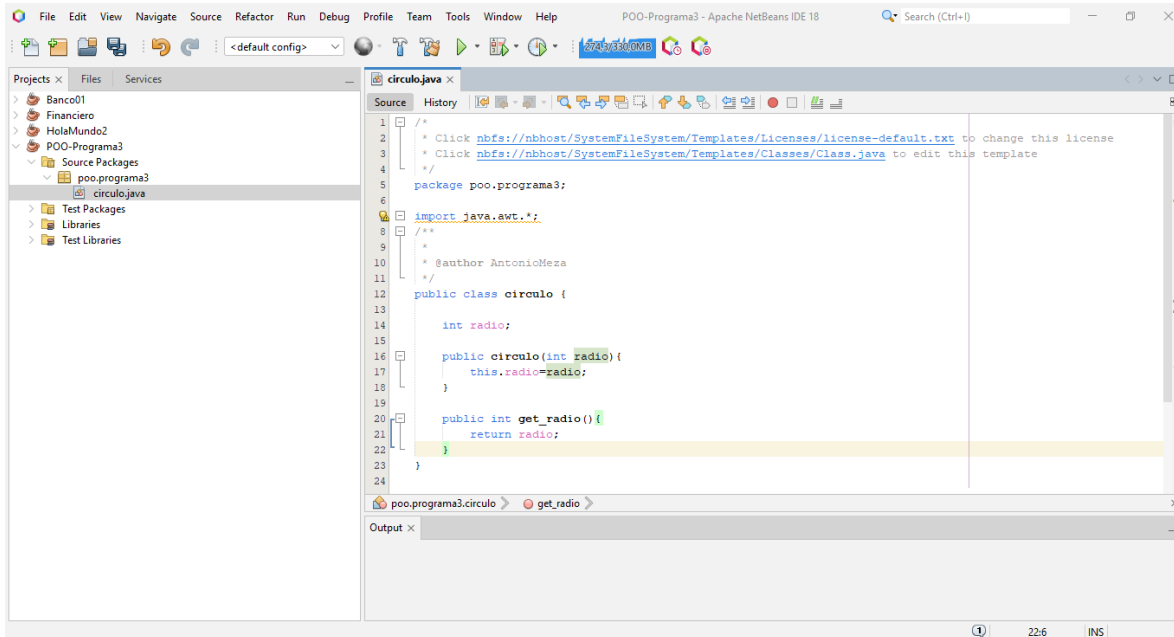


Tarea Semana 3 - Conceptos Básicos

Creamos la Clase Circulo

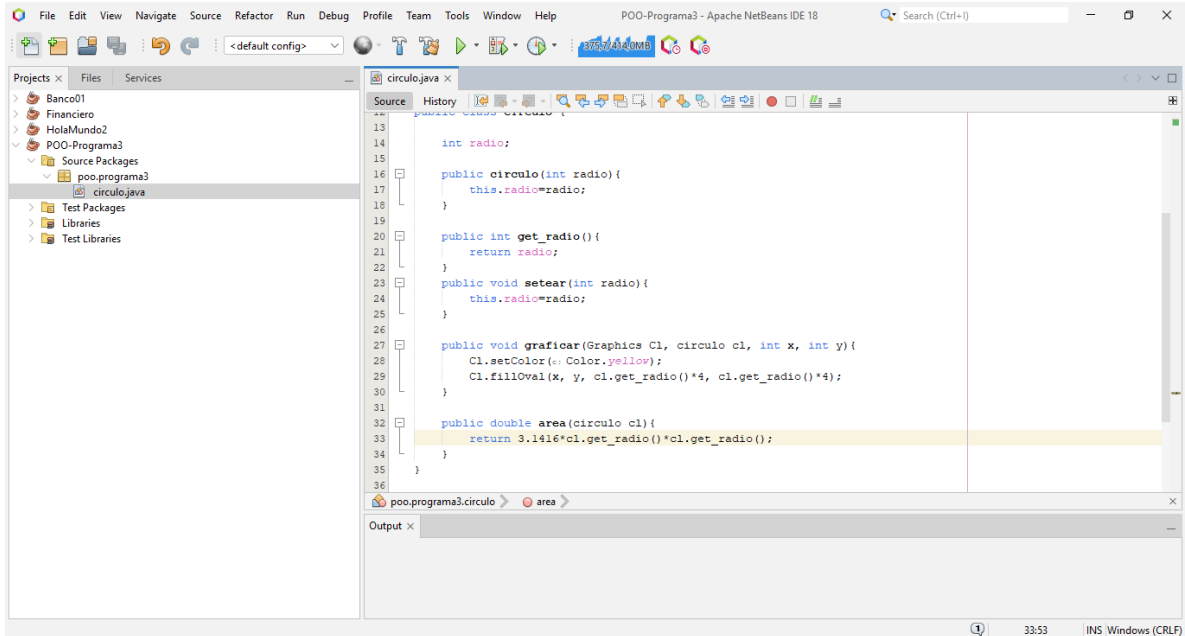


The screenshot shows the NetBeans IDE with the 'circulo.java' file open. The code defines a package 'poo.programa3', imports 'java.awt.*', and creates a 'Circulo' class with a 'radio' attribute. It includes a constructor 'Circulo(int radio)' and a getter method 'get_radio()'.

```
1  /*  
2   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license  
3   * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template  
4   */  
5  package poo.programa3;  
6  
7  import java.awt.*;  
8  
9  /**  
10   * @author AntonioMeza  
11   */  
12  public class circulo {  
13  
14      int radio;  
15  
16      public circulo(int radio) {  
17          this.radio=radio;  
18      }  
19  
20      public int get_radio() {  
21          return radio;  
22      }  
23  }  
24
```

Creamos las funciones

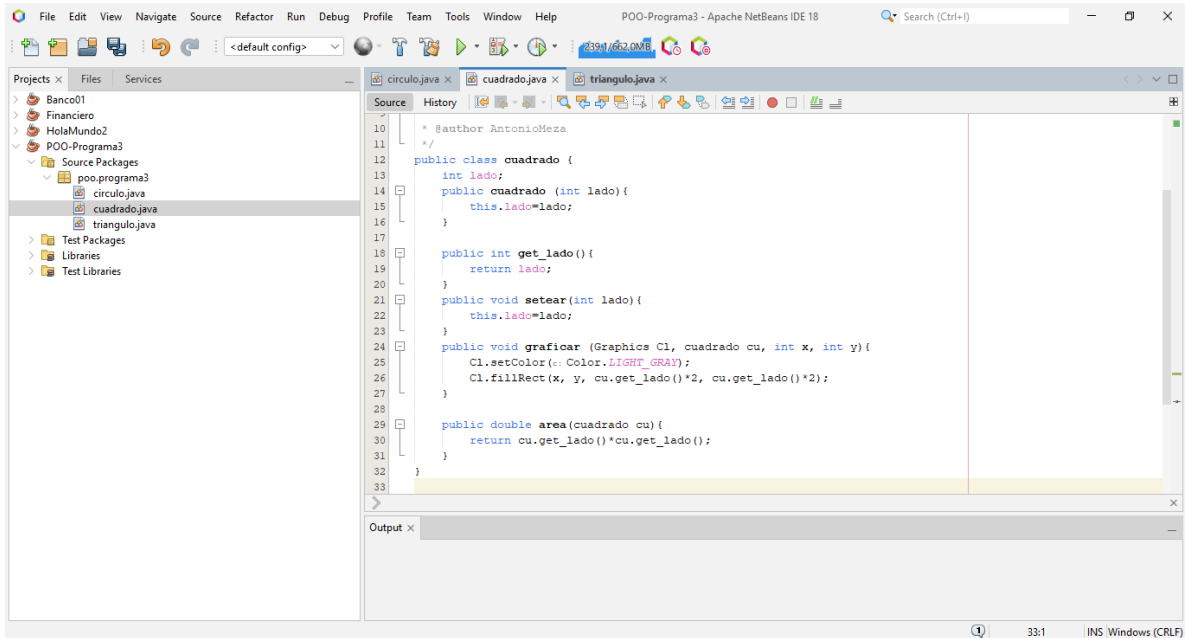
- circulo



The screenshot shows the NetBeans IDE with the 'circulo.java' file open. The code has been updated to include a 'setear' method, a 'graficar' method, and an 'area' method.

```
13  
14      int radio;  
15  
16      public circulo(int radio) {  
17          this.radio=radio;  
18      }  
19  
20      public int get_radio() {  
21          return radio;  
22      }  
23      public void setear(int radio) {  
24          this.radio=radio;  
25      }  
26  
27      public void graficar(Graphics cl, circulo c1, int x, int y) {  
28          cl.setColor(Color.YELLOW);  
29          cl.fillOval(x, y, c1.get_radio()*4, c1.get_radio()*4);  
30      }  
31  
32      public double area(circulo c1) {  
33          return 3.1416*c1.get_radio()*c1.get_radio();  
34      }  
35  }  
36
```

- cuadrado

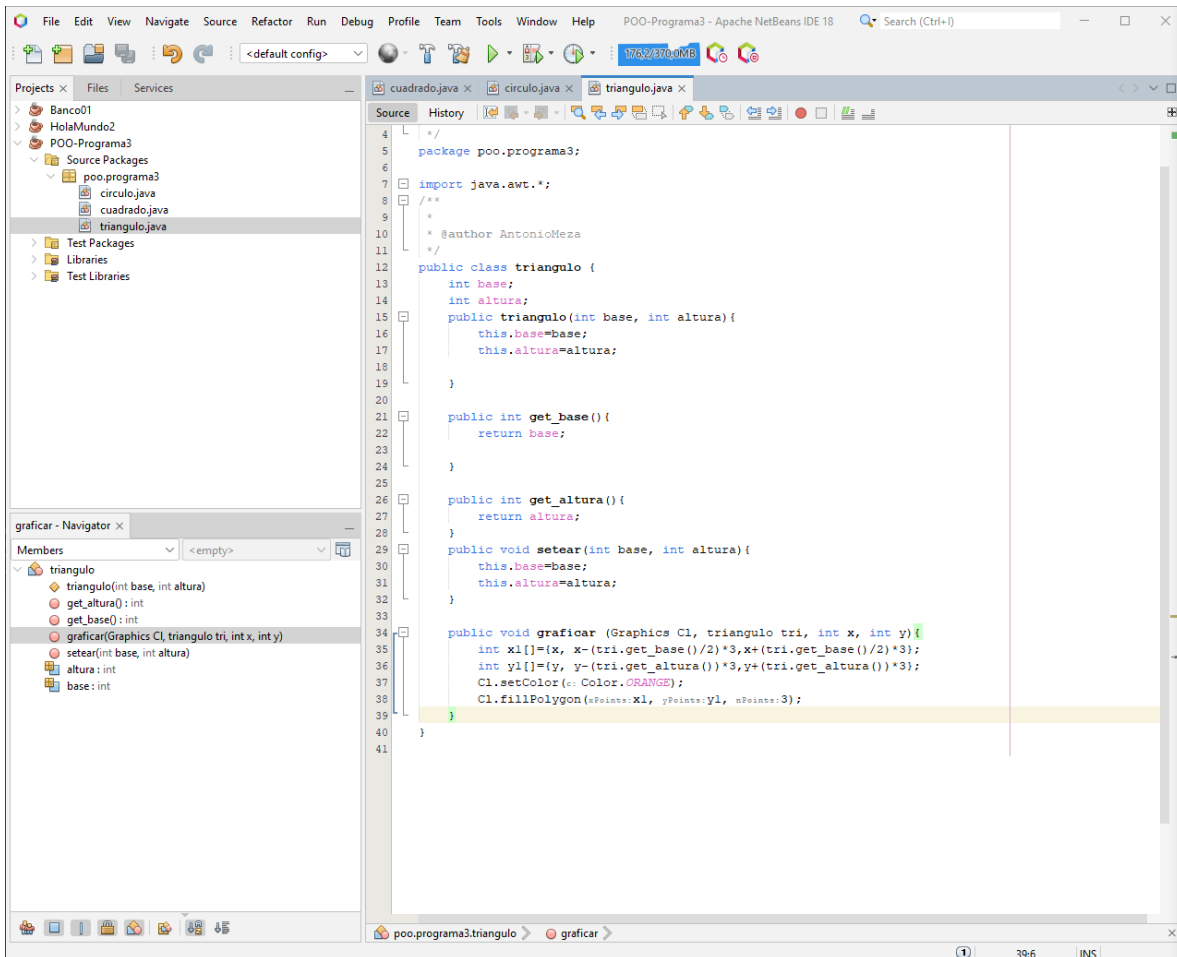


```

10  * @author AntonioMeza
11  */
12  public class cuadrado {
13      int lado;
14      public cuadrado (int lado) {
15          this.lado=lado;
16      }
17
18      public int get_lado() {
19          return lado;
20      }
21      public void setear(int lado) {
22          this.lado=lado;
23      }
24      public void graficar (Graphics Cl, cuadrado cu, int x, int y) {
25          Cl.setColor(c: Color.LIGHT_GRAY);
26          Cl.fillRect(x, y, cu.get_lado()*2, cu.get_lado()*2);
27      }
28
29      public double area(cuadrado cu) {
30          return cu.get_lado() *cu.get_lado();
31      }
32  }
33

```

Y la del triangulo

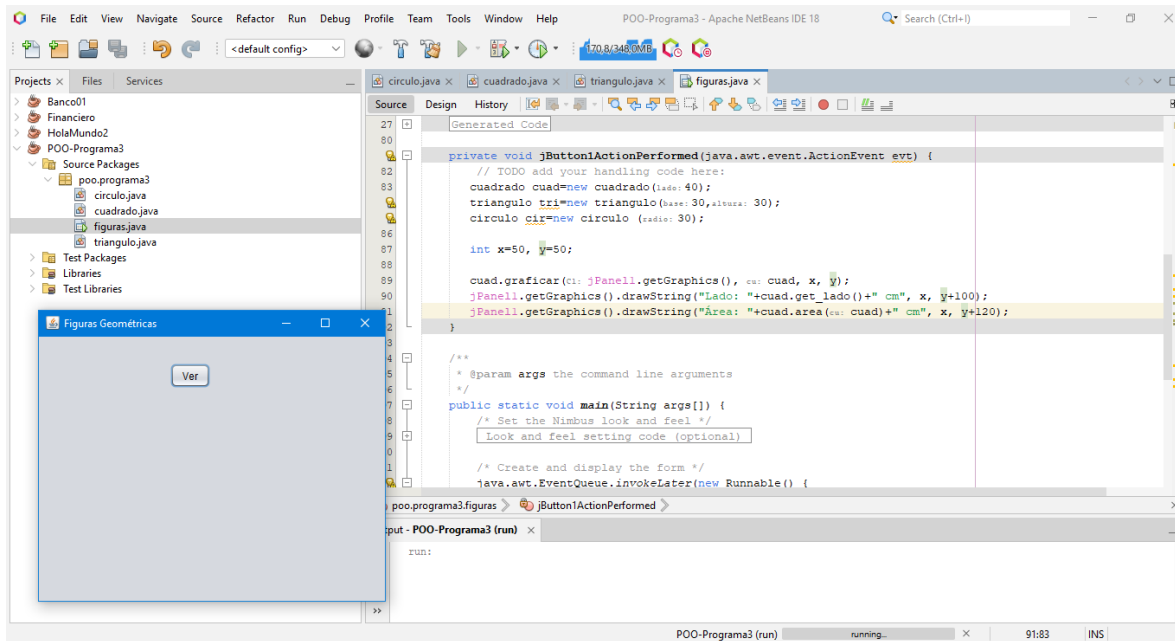


```

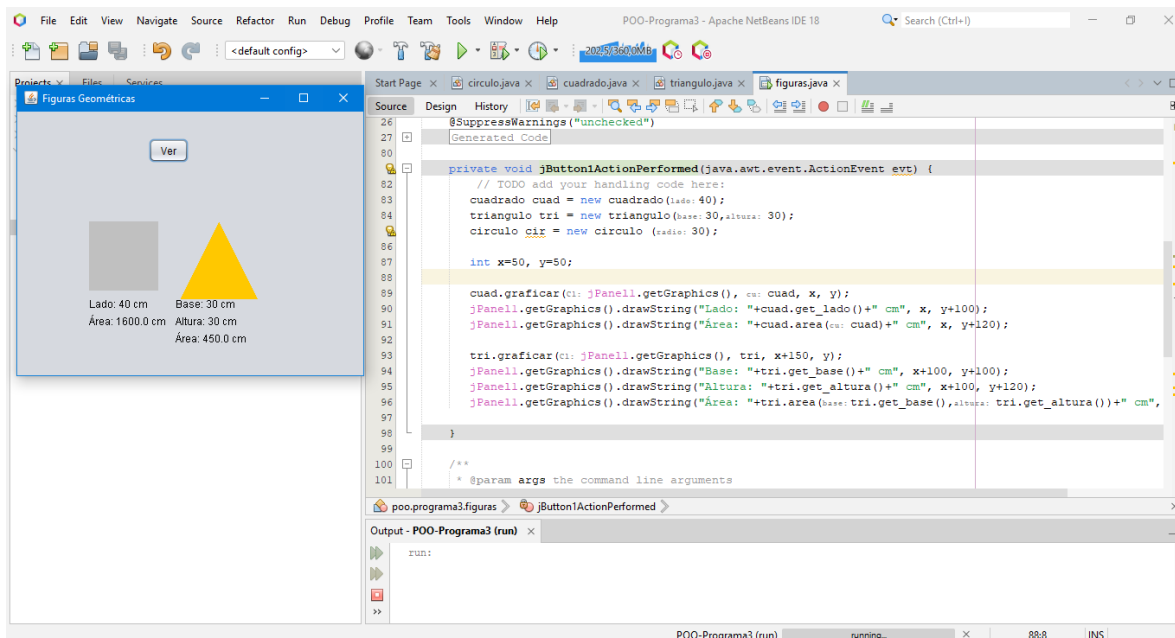
4  package poo.programa3;
5
6  import java.awt.*;
7
8  /**
9   * @author AntonioMeza
10  */
11
12  public class triangulo {
13      int base;
14      int altura;
15      public triangulo(int base, int altura){
16          this.base=base;
17          this.altura=altura;
18      }
19
20
21      public int get_base() {
22          return base;
23      }
24
25      public int get_altura() {
26          return altura;
27      }
28      public void setear(int base, int altura) {
29          this.base=base;
30          this.altura=altura;
31      }
32
33
34      public void graficar (Graphics Cl, triangulo tri, int x, int y){
35          int x1[]=(x, x-(tri.get_base()/2)*3,x+(tri.get_base()/2)*3);
36          int y1[]=(y, y-(tri.get_altura())*3,y+(tri.get_altura())*3);
37          Cl.setColor(c: Color.ORANGE);
38          Cl.fillPolygon(aPoints:x1, yPoints:y1, nPoints:3);
39      }
40  }
41

```

Creamos el botón VER



Creamos el cuadrado y el triangulo



Creamos el circulo

