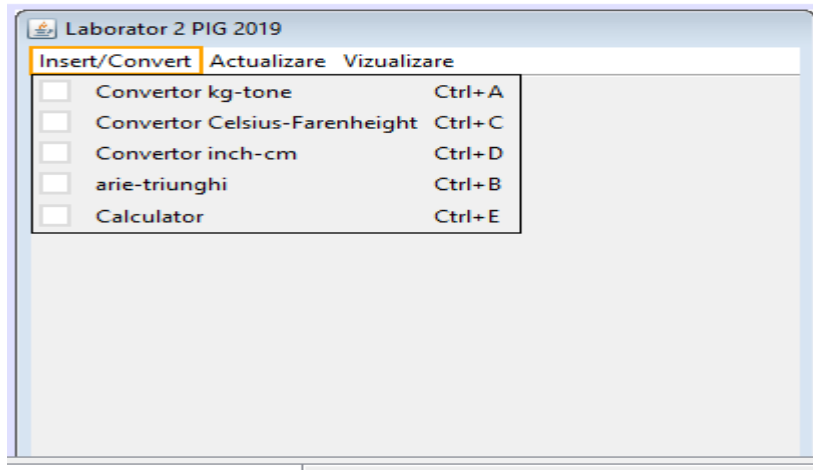


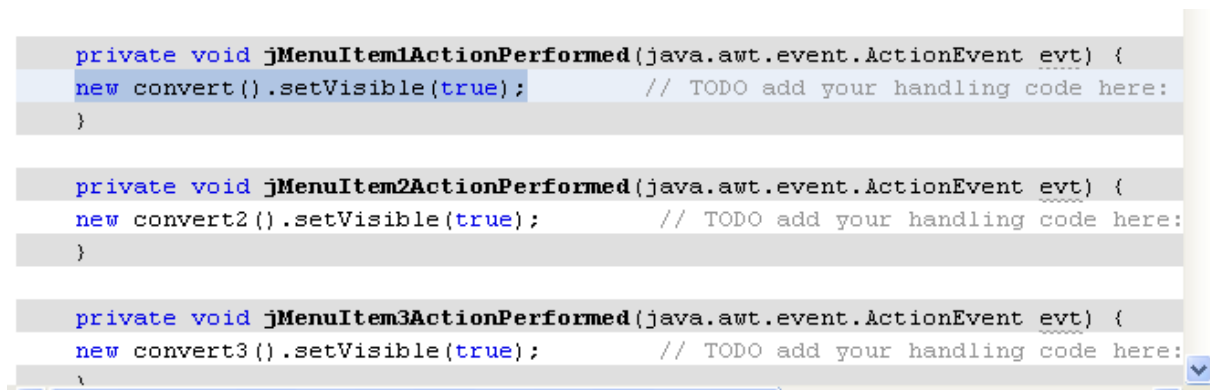
# PROIECTAREA INTERFEȚELOR UTILIZATOR

## Aplicatia 1

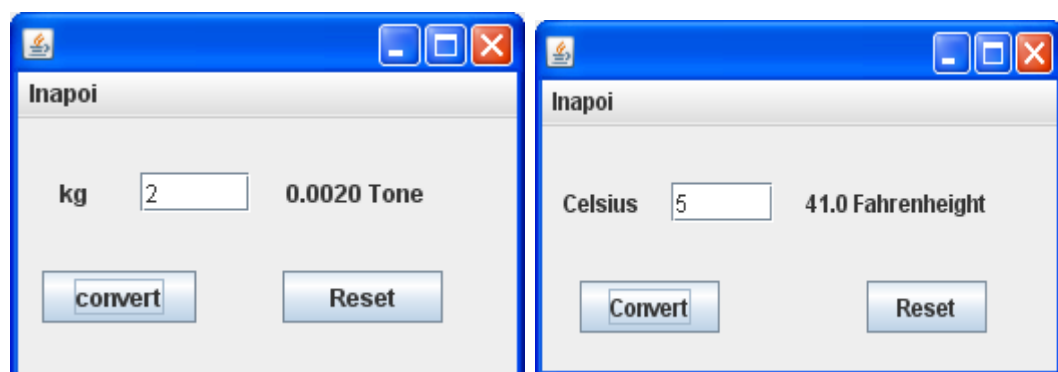
Sa se proiecteze Interfata in modul **desing**



Sa se atribue actiuni elementelor meniurilor



Sa se proiecteze ferestrele corespunzatoare pentru conversie, ca in figururile alaturate.



**Inapoi**

nr.1

nr.2

nr.3

Aria

**Aria**

**Raza**

Raza  Aria

Diametru  Perimetru

**Rezultat**

**Reset**

**Calculator laborator 2**

**EXIT**

MR MS M- M+

<-- CLR MC ^

7 8 9 /

4 5 6 \*

1 2 3 -

0 = +

**Atribuirea actiunilor corespunzatoare butoanelor.**

```

    private void convertActionPerformed(java.awt.event.ActionEvent evt) {
float temp;
        temp=(float) (Double.parseDouble(kg.getText())/1000);
Tone.setText(temp+" Tone");
    }

    private void inapoiActionPerformed(java.awt.event.ActionEvent evt) {
        // TODO add your handling code here:
    }

    private void inapoiMouseClicked(java.awt.event.MouseEvent evt) {
this.dispose();        // TODO add your handling code here:
    }

    private void resetActionPerformed(java.awt.event.ActionEvent evt) {
kg.setText("");
Tone.setText("Tone");
        // TODO add your handling code here:
    }

```

```

    private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
        float temp;
        temp=(float) (Double.parseDouble(celsius.getText())*1.8+32);
Fahrenheit.setText(temp+" Fahrenheit");
    }

    private void inapoiMouseClicked(java.awt.event.MouseEvent evt) {
this.dispose();        // TODO add your handling code here:
    }

    private void resetActionPerformed(java.awt.event.ActionEvent evt) {
        celsius.setText("");
Fahrenheit.setText("Fahrenheit");        // TODO add your handling code here:
    }

```

```

float nr1,nr2,nr3,r;
nr1=Float.parseFloat(a.getText());
nr2=Float.parseFloat(b.getText());
nr3=Float.parseFloat(c.getText());
r=(nr1+nr2+nr3)/2;
x=Math.sqrt(r*(r-nr1)*(r-nr2)*(r-nr3));
rez.setText(String.valueOf(x));
}

```

```

+ private void inapoiMouseClicked(java.awt.event.MouseEvent evt) {...}

```

```

+ private void resetActionPerformed(java.awt.event.ActionEvent evt) {...}

```

```

+ private void rezActionPerformed(java.awt.event.ActionEvent evt) {...}

```

```

- private void razarezActionPerformed(java.awt.event.ActionEvent evt) {
double r,pi,ar,per;
r=(Double.parseDouble(razaz1.getText()));
pi=3.14;
ar=pi*r*r;
per=pi*r;
raza2.setText("Aria: "+ar);
perimetrul.setText("Perimetru: "+per);
}

```

**Sa se creeze apoi fisierul jar corespunzator.**