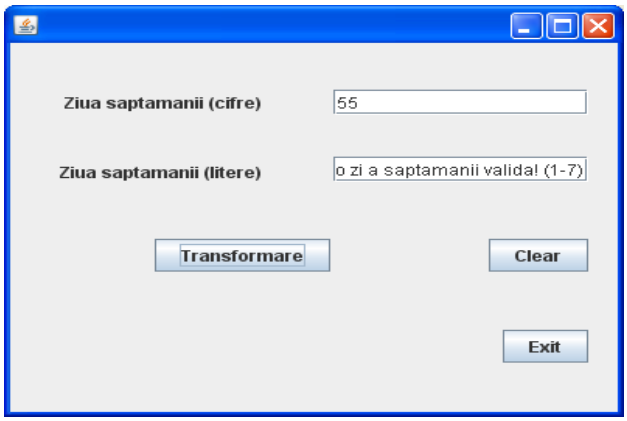
APLICATII

https://netbeans.apache.org/kb/docs/java/quickstart-gui.html

https://examples.javacodegeeks.com/desktop-java/ide/intellij-gui-designer-example/

1. **Se citeste numarul zilei si se afiseaza ziua corespunzatoare**



codul sursa asociat butonului Transformare este:

```
 private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
int nrZi;
      nrZi=Integer.parseInt(a.getText());
switch(nrZi) {
          case 1: b.setText("Luni"); break;
          case 2: b.setText("Marti"); break;
          case 3: b.setText("Miercuri"); break;
          case 4: b.setText("Joi"); break;
          case 5: b.setText("Vineri"); break;
          case 6: b.setText("Sambata"); break;
          case 7: b.setText("Duminica"); break;
          default: b.setText("Nu ati dat o zi a saptamanii valida! (1-7)"); break;
      }
          }
```

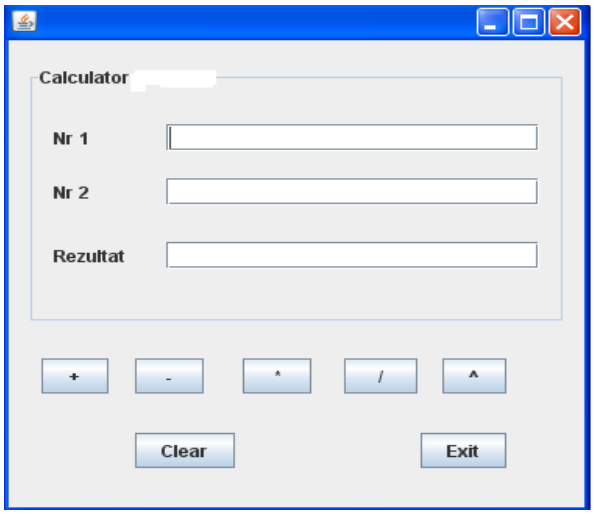
codul sursa asociat butonului Clear este:

```
   private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
      jTextField1.setText("");
      jTextField2.setText("");
   }
```

codul sursa asociat butonului Exit este:

```
private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
    System.exit(0);
}
```

2. O aplicatie de tipcalculator

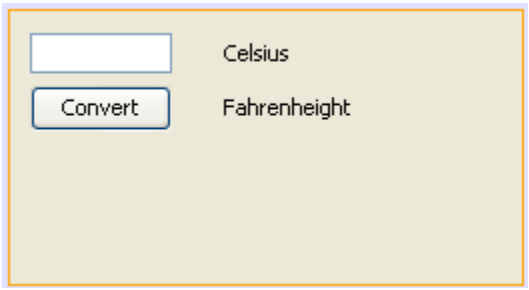


Setul de comenzi atasate butoanelor este:

```
private void jButton5ActionPerformed(java.awt.event.ActionEvent evt) {
    float nr1,nr2,rezultat;
    nr1=Float.parseFloat(jTextField1.getText());
    nr2=Float.parseFloat(jTextField2.getText());
    rezultat=1;
    for(int i=1;i<=nr2;i++)
    rezultat=rezultat*nr1;
    jTextField3.setText(String.valueOf(rezultat));


}

private void jButton4ActionPerformed(java.awt.event.ActionEvent evt) {
```

```
    float nr1,nr2,rezultat;
    nr1=Float.parseFloat(jTextField1.getText());
    nr2=Float.parseFloat(jTextField2.getText());
    rezultat=nr1/nr2;
    jTextField3.setText(String.valueOf(rezultat));
}

private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
    float nr1,nr2,rezultat;
    nr1=Float.parseFloat(jTextField1.getText());
    nr2=Float.parseFloat(jTextField2.getText());
    rezultat=nr1*nr2;
     jTextField3.setText(String.valueOf(rezultat));
}

private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
    float nr1,nr2,rezultat;
    nr1=Float.parseFloat(jTextField1.getText());
    nr2=Float.parseFloat(jTextField2.getText());
    rezultat=nr1-nr2;
     jTextField3.setText(String.valueOf(rezultat));
}

private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
    float nr1,nr2,rezultat;
    nr1=Float.parseFloat(jTextField1.getText());
    nr2=Float.parseFloat(jTextField2.getText());
    rezultat=nr1+nr2;
    jTextField3.setText(String.valueOf(rezultat));


}

private void jButton6ActionPerformed(java.awt.event.ActionEvent evt) {
    jTextField1.setText("");
    jTextField2.setText("");
    jTextField3.setText("");

}
```

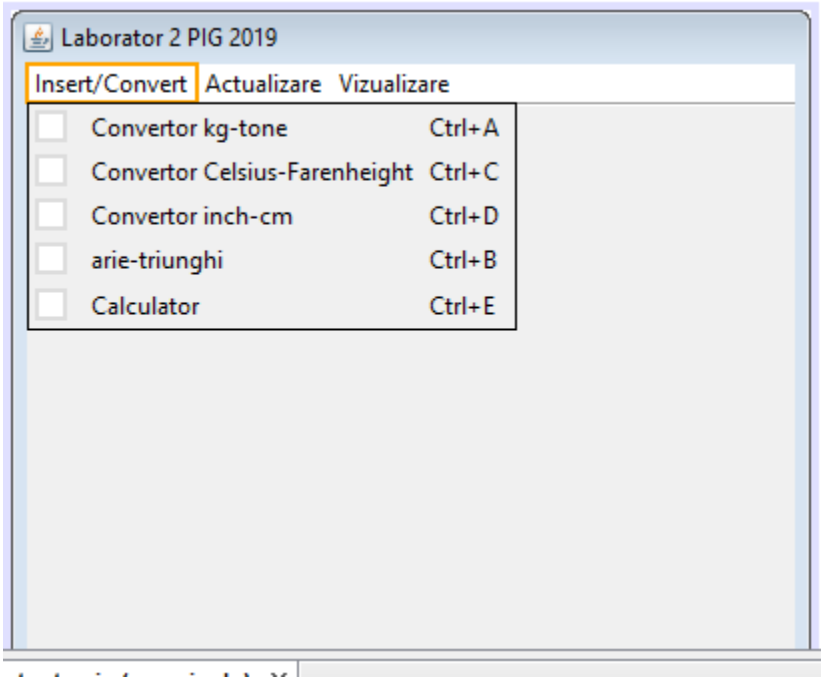
3. Aplicatie de convertire grade Celsius in Fahrenheight




```
private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
        int temp;
        temp=(int)(Double.parseDouble(jTextField1.getText())*1.8+32);
        jLabel2.setText(temp+" Fahrenheit");
```

5. Sa se creezeinterfata conform tutorialuluide la punctul 1.

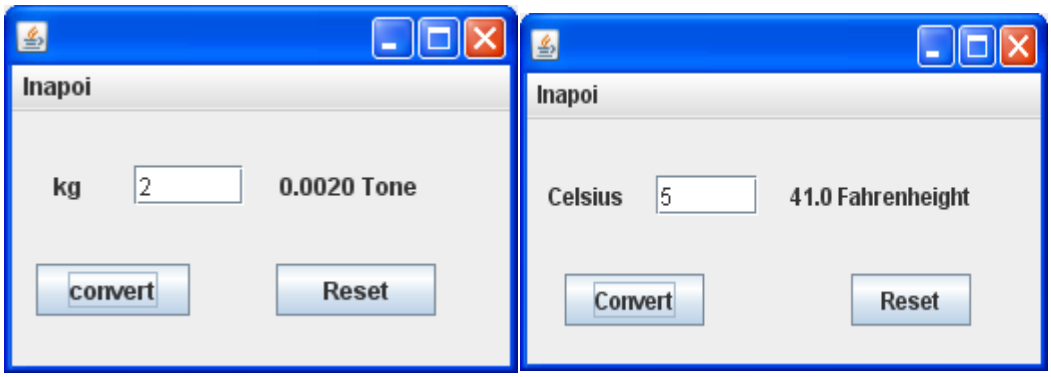
Sa se proiecteze Interfata



Sa se atribuie actiuni elementelor meniurilor

```
    private void jMenuItem1ActionPerformed(java.awt.event.ActionEvent evt) {
    new convert().setVisible(true);         // TODO add your handling code here:
    }

    private void jMenuItem2ActionPerformed(java.awt.event.ActionEvent evt) {
    new convert2().setVisible(true);         // TODO add your handling code here:
    }

    private void jMenuItem3ActionPerformed(java.awt.event.ActionEvent evt) {
    new convert3().setVisible(true);         // TODO add your handling code here:
    }
```

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



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);
Fahrenheight.setText(temp+" Fahrenheight");
    }

    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("");
   Fahrenheight.setText("Farenheight");        // 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(raza1.getText()));
pi=3.14;
ar=pi*r*r;
per=pi*r;
raza2.setText("Aria: "+ar);
perimetru1.setText("Perimetru: "+per);
```

Sa se creeze apoi fisierul jar corespunzator.