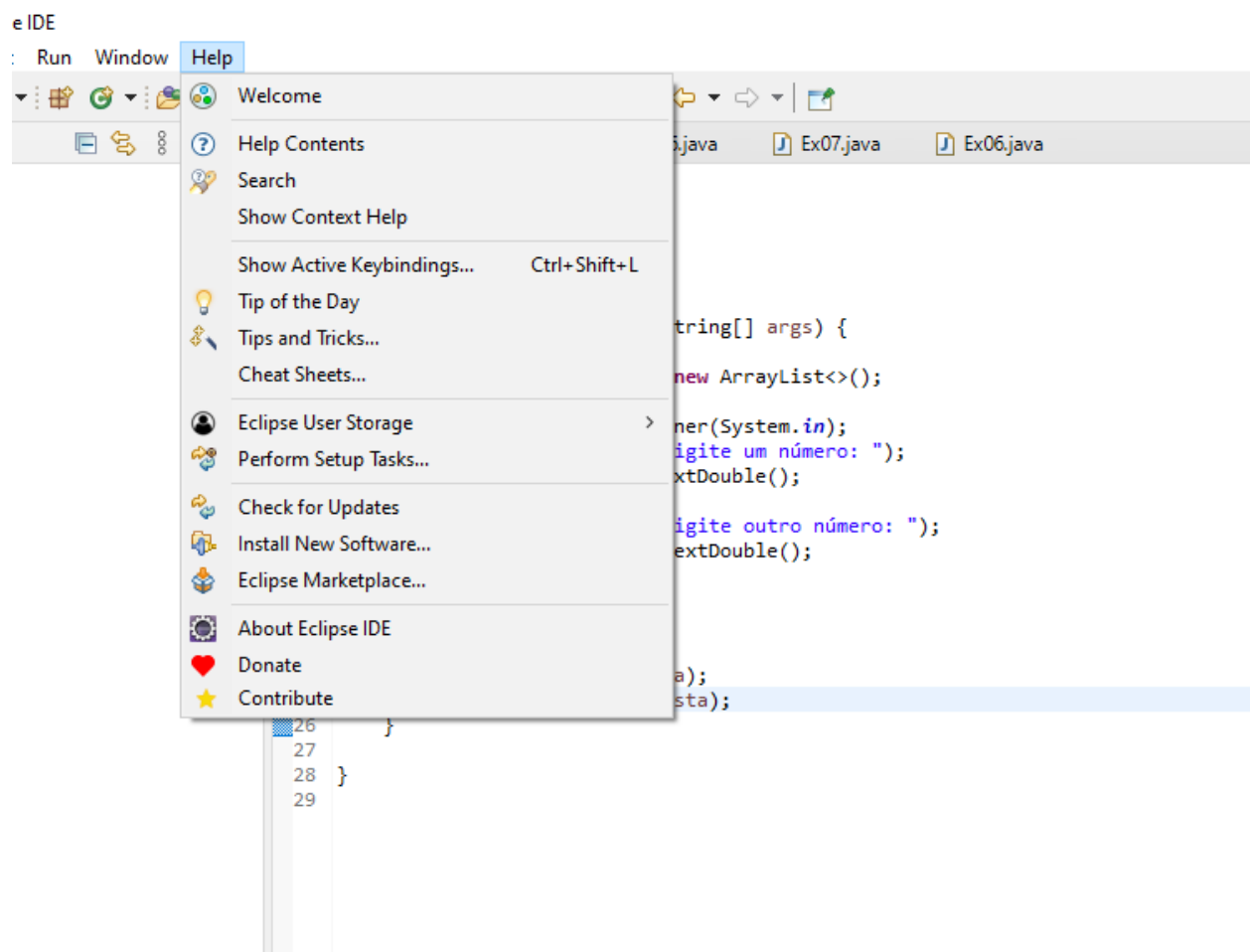


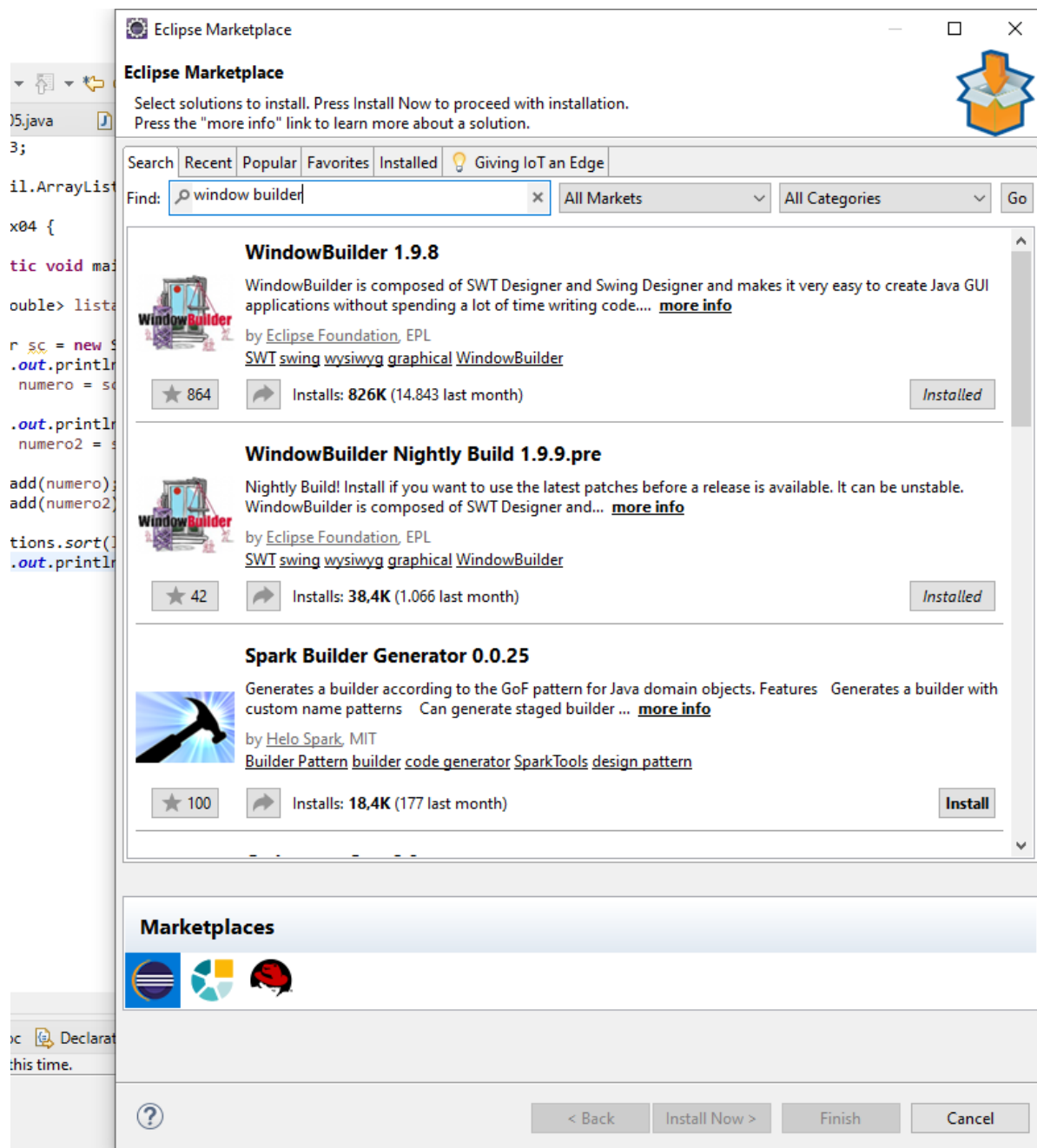


# Configuração Window Builder

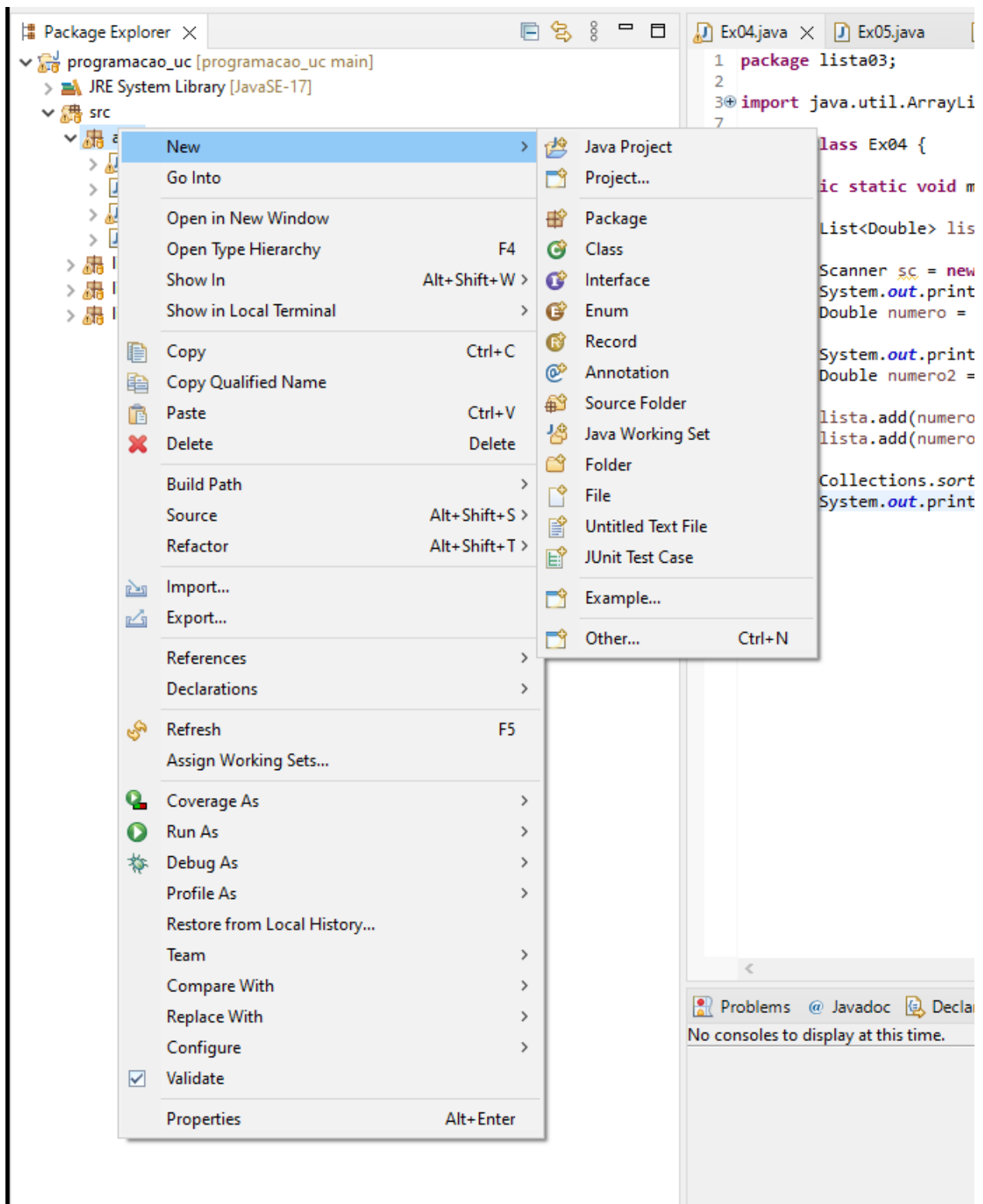
## 1 Passo) Entrar no eclipse MarketPlace

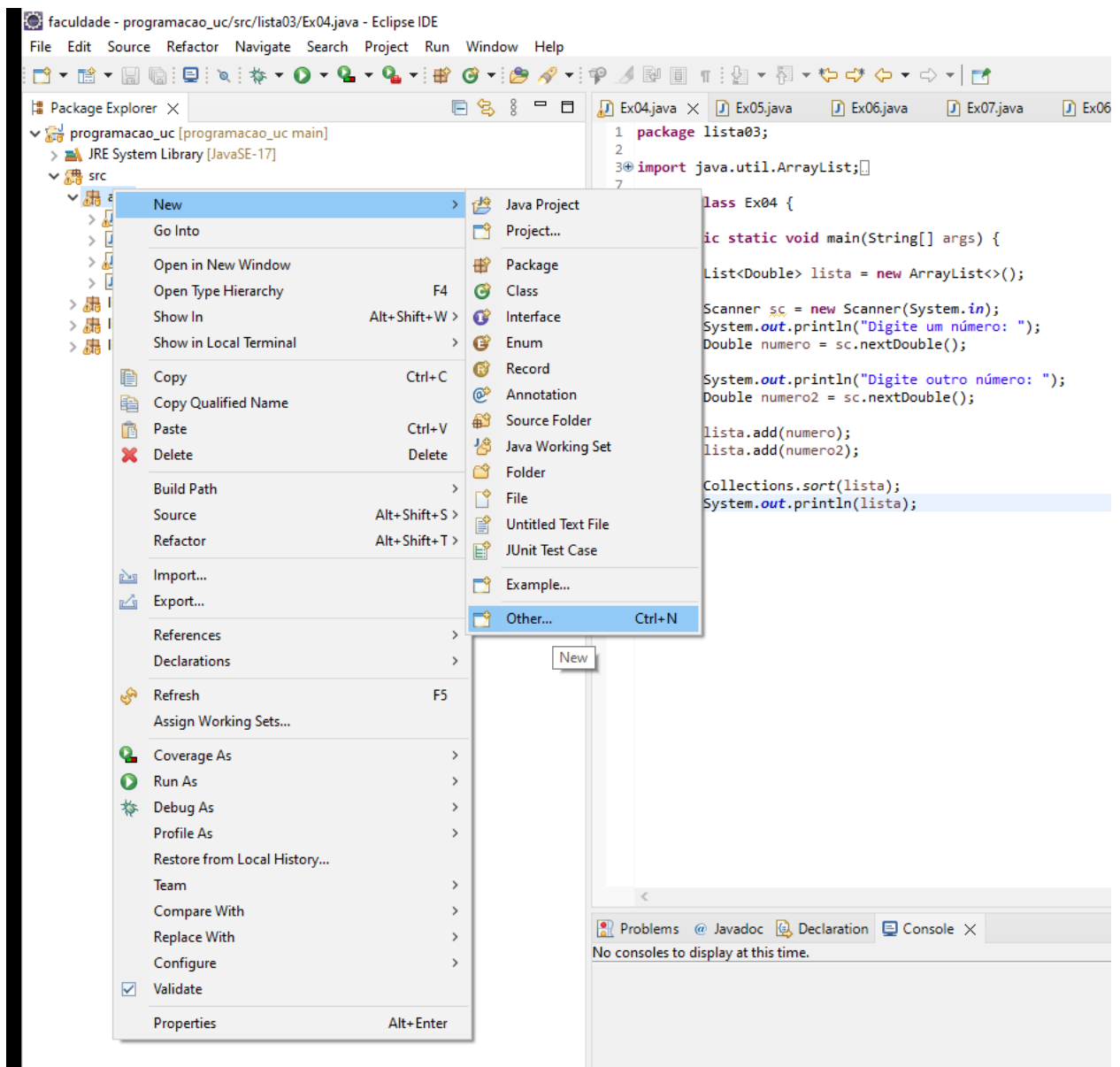


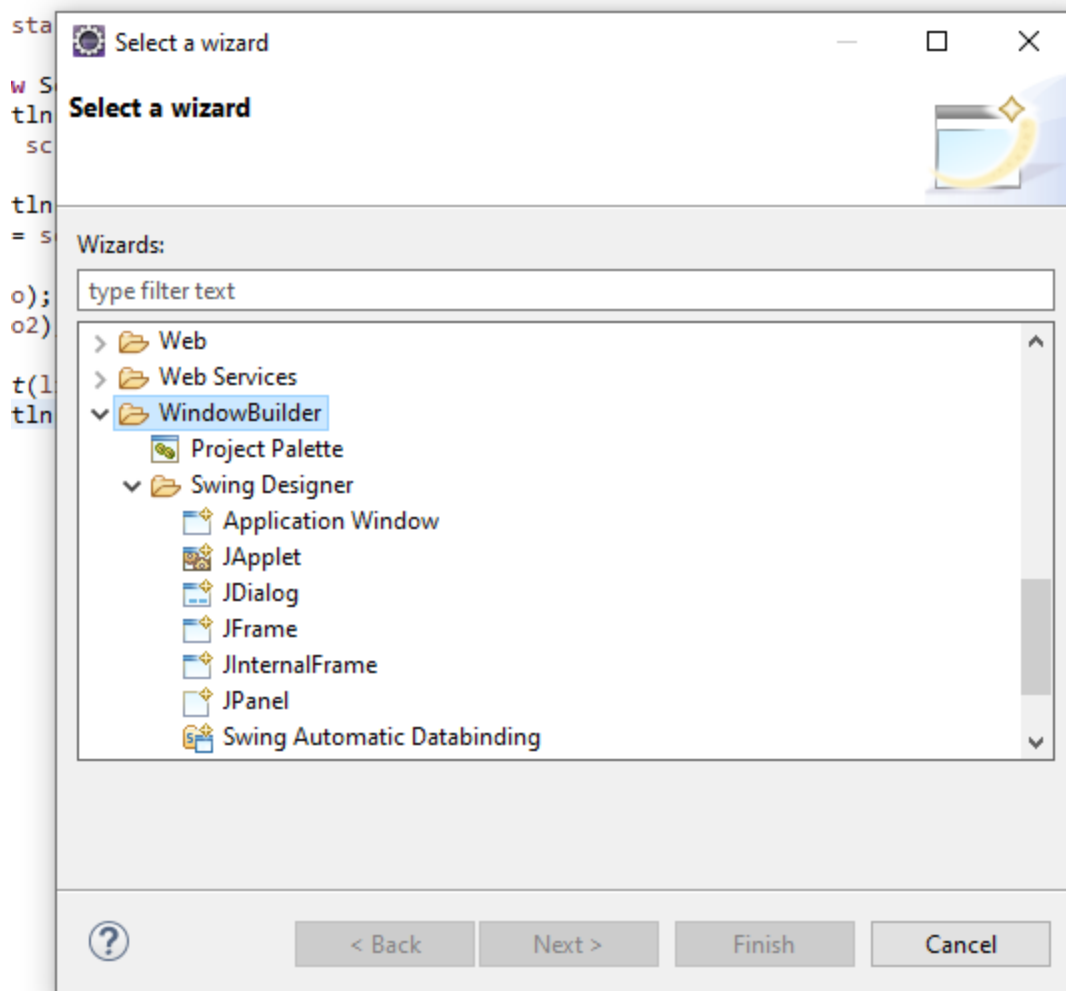
## 2 Passo) Instalar a versão 1.9.8



## 3 passo) Criar um JFRAME







```
void main(String[] args) {
```

```
e> lista
```

```
. = new S
```

```
.println
```

```
ero = sc
```

```
.println
```

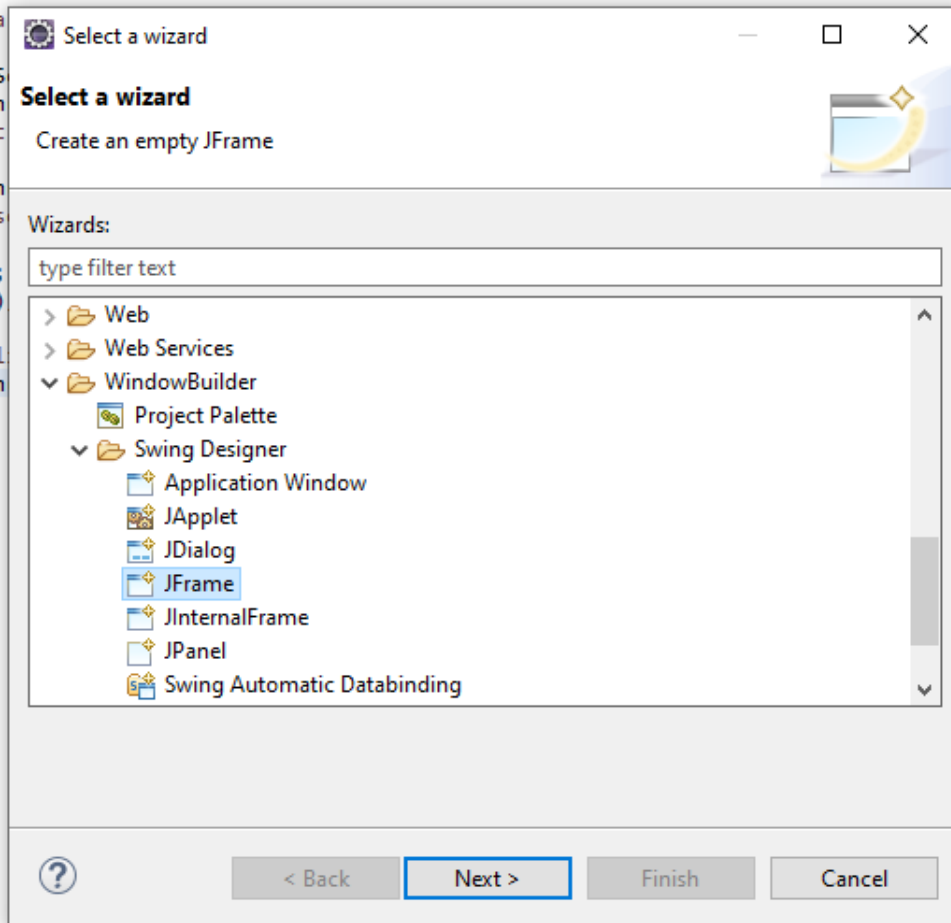
```
ero2 = s
```

```
numero);
```

```
numero2)
```

```
s.sort(1
```

```
.println
```



Declaration Console X

```
id main(String[] args) {
```

```
lista
```

```
new S
```

```
rintln
```

```
o = sc
```

```
rintln
```

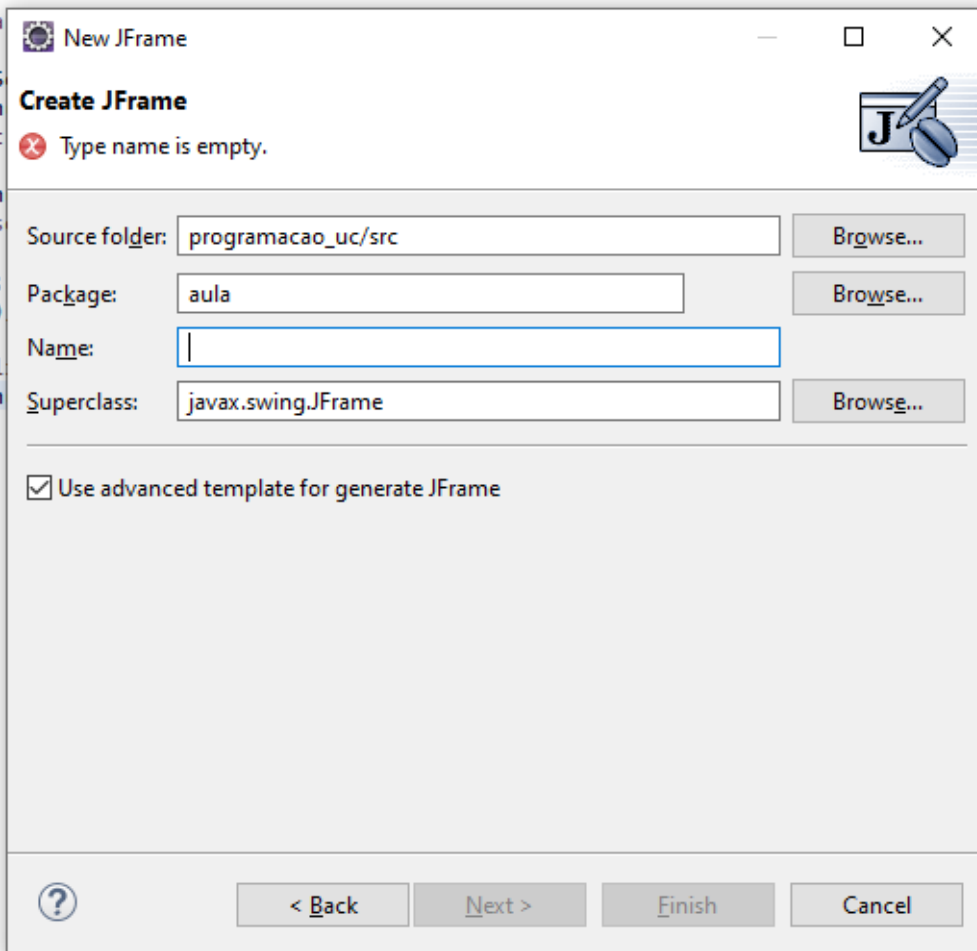
```
o2 = s
```

```
mero);
```

```
mero2)
```

```
sort(1
```

```
rintln
```

A dialog box titled "New JFrame" with a close button in the top right corner. Below the title bar, there is a "Create JFrame" section with a red error icon and the message "Type name is empty." To the right of this message is a Java logo icon. Below the error message, there are four input fields with "Browse..." buttons to their right: "Source folder:" with the value "programacao\_uc/src", "Package:" with the value "aula", "Name:" which is empty and has a blue border, and "Superclass:" with the value "javax.swing.JFrame". Below these fields is a checkbox labeled "Use advanced template for generate JFrame" which is checked. At the bottom of the dialog, there is a row of buttons: a help button (question mark in a circle), "< Back", "Next >", "Finish", and "Cancel".

Declaration  Console X

1.

```
void main(String[] args) {
```

```
> lista
```

```
= new S
```

```
println
```

```
ro = sc
```

```
println
```

```
ro2 = s
```

```
umero);
```

```
umero2)
```

```
.sort(1
```

```
println
```

**New JFrame**

Create JFrame

Create an empty JFrame.

Source folder:  Browse...

Package:  Browse...

Name:

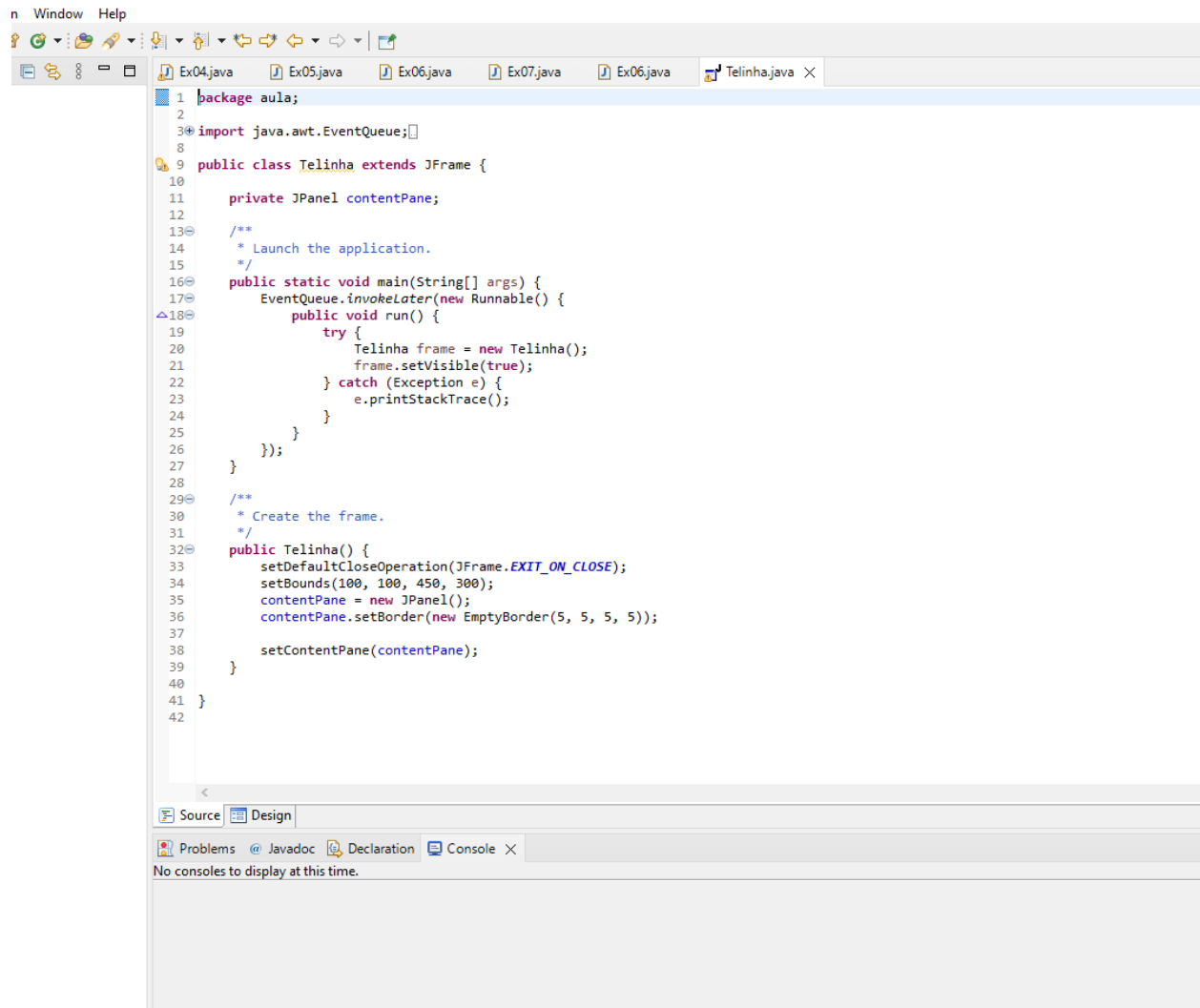
Superclass:  Browse...

☒ Use advanced template for generate JFrame

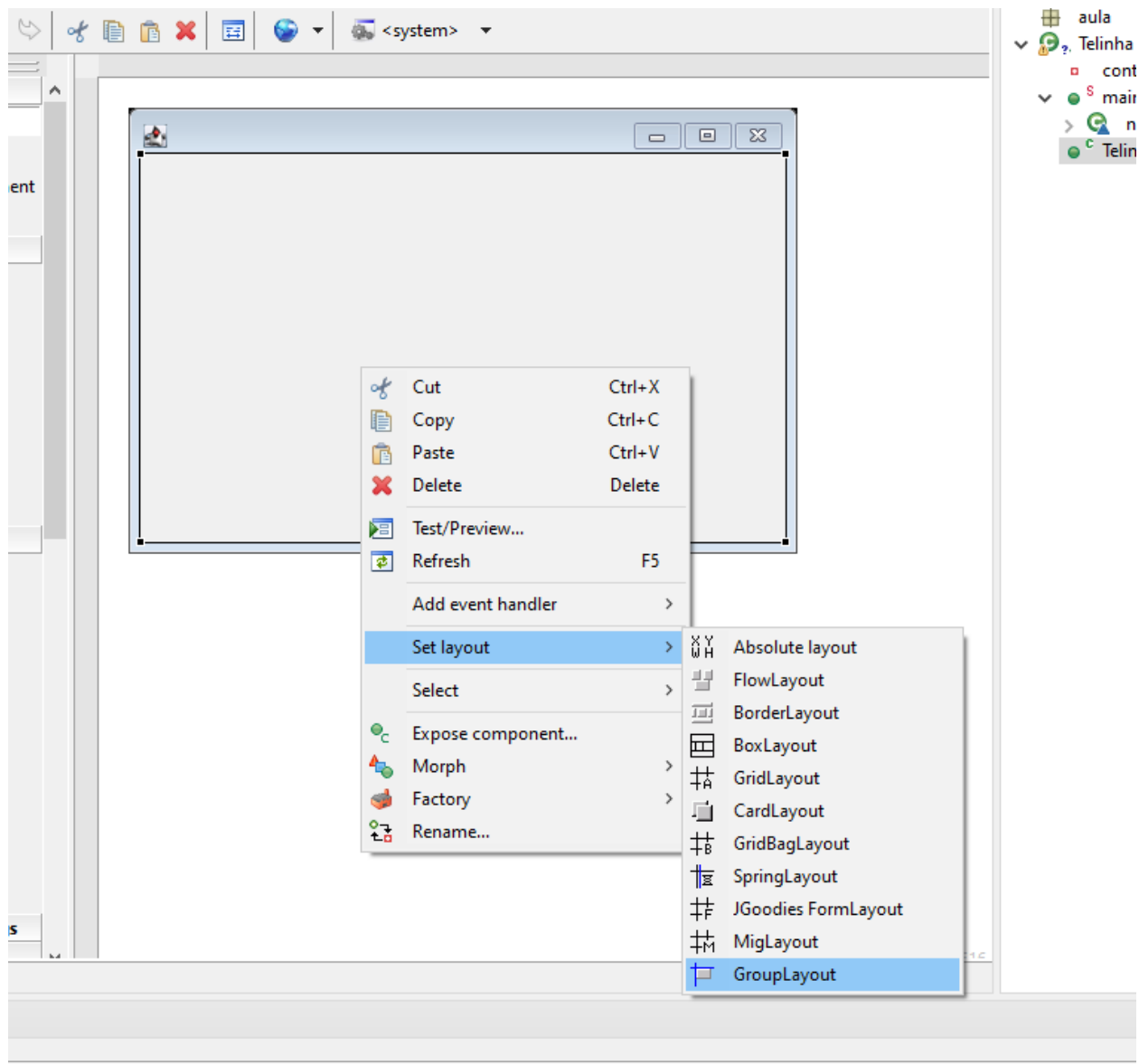
? < Back Next > Finish Cancel

**ATENÇÃO:** A tela tem duas perspectivas, a source (o código) e a tela em si (design)





## 4 passo) Configurar Layout



**Pronto, sua tela está pronta para ser usada**

