	Computación	Docente: Diego Quisi Peralta
	Programacion Aplicada	Período Lectivo: Marzo 2020 – Julio 2020

FORMATO DE INFORME DE PRÁCTICA DE LABORATORIO / TALLERES / CENTROS DE SIMULACIÓN – PARA ESTUDIANTES

CARRERA: Computación | **ASIGNATURA**: Programación Aplicada

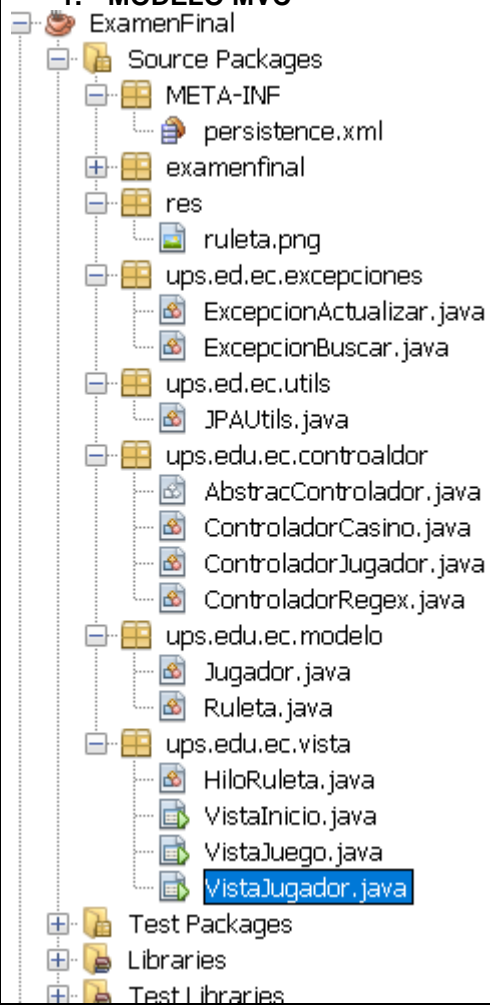**NRO. PRÁCTICA**: | | **TÍTULO PRÁCTICA**: CASINO-EXAMEN

OBJETIVO ALCANZADO: Poder realizar las practicas con un éxito al %100 tras haber recibido las calses y temas necesarios para poder realizarlas y a su vez obtener resultados que esten a la perspectiva del docente a cargo.

ACTIVIDADES DESARROLLADAS

1. MODELO MVC

```
ExamenFinal
  Source Packages
    META-INF
      persistence.xml
    examenfinal
    res
      ruleta.png
    ups.ed.ec.excepciones
      ExcepcionActualizar.java
      ExcepcionBuscar.java
    ups.ed.ec.utils
      JPAUtils.java
    ups.edu.ec.controaldor
      AbstracControlador.java
      ControladorCasino.java
      ControladorJugador.java
      ControladorRegex.java
    ups.edu.ec.modelo
      Jugador.java
      Ruleta.java
    ups.edu.ec.vista
      HiloRuleta.java
      VistaInicio.java
      VistaJuego.java
      VistaJugador.java
  Test Packages
  Libraries
  Test Libraries
```

2.CONECCION A BASE DE DATOS

Design | Source | History | General:

Persistence Units   Add

ExamenFinalPU   Remove

General:

Persistence Unit Name:	ExamenFinalPU
Persistence Library:	EclipseLink (JPA 2.1)
JDBC Connection:	jdbc:postgresql://localhost:5432/bdcasinoJPA [postgres on public]

☐ Use Java Transaction APIs

Table Generation Strategy: ● Create ○ Drop and Create ○ None

Validation Strategy: ● Auto ○ Callback ○ None

Shared Cache Mode: ○ All ○ None ○ Enable Selective ○ Disable Selective ● Unspecified

☐ Include All Entity Classes in "ExamenFinal" Module

Include Entity Classes:
ups.edu.ec.modelo.Jugador   Add Class...
ups.edu.ec.modelo.Ruleta   Remove

Properties:

```java
/*
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 * and open the template in the editor.
 */
package ups.ed.ec.utils;

import javax.persistence.EntityManager;
import javax.persistence.EntityManagerFactory;
import javax.persistence.Persistence;

/**
 *
 * @author Dutan2000
 */
public class JPAUtils {
    private static final EntityManagerFactory emf= Persistence.createEntityManagerFactory(""
            + "ExamenFinalPU");

    public static EntityManager getEntityManager(){
        return emf.createEntityManager();
    }
}
```

18:16   INS

Output × SQL 2 [jdbc:postgresql://localho...] ×

Connection: jdbc:postgresql://localhost:5432/bdcasinoJPA [postgres on public]

```sql
SELECT * FROM "public".ruleta LIMIT 100;
```

SELECT * FROM "public".ru... ×

Max. rows: 100 | Fetched Rows: 1

Matching Rows:

#	id	valordecaja
1	1	49640.0

SQL 1 [jdbc:postgresql://localho...] ×

Connection: jdbc:postgresql://localhost:5432/bdcasinoJPA [postgres on public]

```sql
SELECT * FROM "public".jugador LIMIT 100;
```

SELECT * FROM "public".ju... ×

Max. rows: 100 | Fetched Rows: 11

Matching Rows:

#	cedula	capital	nombre
1	0107480841	800.0	Andres
2	0107480842	2310.0	Pedro
3	0107480843	330.0	Felipe
4	0107480840	1560.0	Christian
5	0107480845	870.0	Antonio
6	0107480847	1500.0	Andres
7	0107480846	1450.0	Andres
8	0107480844	2120.0	Santiago
9	0107480848	910.0	Josue
10	0107480849	1000.0	Jonas
11	0107480812	990.0	Jugador1

1:1   INS

2.   ---------------------------------------CONTROLADORES-------------------------

ABSTRAC CONTROLADOR

/*

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```java
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package ups.edu.ec.controaldor;



import ups.ed.ec.utils.JPAUtils;

import java.lang.reflect.ParameterizedType;

import java.lang.reflect.Type;

import java.util.ArrayList;

import java.util.List;

import javax.persistence.EntityManager;

import javax.swing.JOptionPane;



public abstract class AbstracControlador<E> {

  private Class<E> clase;
  private EntityManager em;


  public AbstracControlador() {
    Type t = getClass().getGenericSuperclass();
    ParameterizedType pt = (ParameterizedType) t;
    clase = (Class) pt.getActualTypeArguments()[0];
    this.em = JPAUtils.getEntityManager();
  }


  public AbstracControlador(EntityManager em) {
    Type t = getClass().getGenericSuperclass();
    ParameterizedType pt = (ParameterizedType) t;
    clase = (Class) pt.getActualTypeArguments()[0];
    this.em = em;
```

```java
    }

    public void crear(E objeto) /*throws Exception*/ {

        em.getTransaction().begin();
        em.persist(objeto);
        em.getTransaction().commit();

    }

    public void actualizar(E objeto) throws Exception {
        if (validarActualizar(objeto) == true) {
            em.getTransaction().begin();
            em.merge(objeto);
            em.getTransaction().commit();
        }
    }

    public void eliminar(E objeto) throws Exception {
        if (validarActualizar(objeto) == true) {
            em.getTransaction().begin();
            em.remove(em.merge(objeto));
            em.getTransaction().commit();
        }
    }

    public E leer(Object id) throws Exception {
        if (validarExistente(id) == true) {
            return (E) em.find(clase, id);
        } else {
            return null;
        }
```

```java
    }


    public List<E> buscartodo() throws Exception {

        return em.createQuery("Select t from " + clase.getSimpleName() + " t").getResultList();

    }


    public abstract boolean validarActualizar(E objeto) throws Exception;


    public abstract boolean validarExistente(Object id) throws Exception;


    public Class<E> getClase() {

        return clase;

    }


    public void setClase(Class<E> clase) {

        this.clase = clase;

    }


    public EntityManager getEm() {

        return em;

    }


    public void setEm(EntityManager em) {

        this.em = em;

    }

}
```

CONTROLADOR CASINO

```java
/*
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 * and open the template in the editor.
 */

package ups.edu.ec.controaldor;
```

```java
import java.util.List;

import java.util.Random;

import javax.persistence.Query;

import ups.edu.ec.modelo.Jugador;

import ups.edu.ec.modelo.Ruleta;


/**
 *
 * @author japch
 */
public class ControladorCasino extends AbstracControlador<Ruleta>{


   Ruleta ruleta = new Ruleta();




      @Override
      public boolean validarActualizar(Ruleta objeto) throws Exception {

         return true;


      }


      @Override
      public boolean validarExistente(Object id) throws Exception {

      return true;

      }


      public int valoraleatorio() throws InterruptedException{

      Random r = new Random();

          int valorDado = r.nextInt(37)+1;

       return valorDado;
```

```
    }


    public boolean esPar(int numero){

     if (numero%2==0) return true; else return false;

    }


}
```

CONTROLADOR JUGADOR

```
/*
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 * and open the template in the editor.
 */
package ups.edu.ec.controaldor;


import ups.ed.ec.excepciones.ExcepcionActualizar;

import ups.ed.ec.excepciones.ExcepcionBuscar;

import java.util.List;

import javax.persistence.Query;

import ups.edu.ec.modelo.Jugador;


/**
 *
 * @author japch
 */
public class ControladorJugador  extends AbstracControlador<Jugador>{


  Jugador jugador = new Jugador();
   public boolean validarActualizar(Jugador objeto) throws ExcepcionActualizar {
     String queryString = "Select * from jugador as j "
         + "where j.cedula like ?";
     Query query = getEm().createNativeQuery(queryString, Jugador.class);
     List<Jugador> jugador = query.setParameter(1, objeto.getCedula()).getResultList();
```

```java
      if (jugador.size() == 1) {

        return true;

      } else {

        return false;

      }

  }


  public boolean validarExistente(Object id) throws ExcepcionBuscar {

    String queryString = "Select * from jugador as j "

        + "where j.cedula like ?";

    Query query = getEm().createNativeQuery(queryString, Jugador.class);

    List<Jugador> persona = query.setParameter(1, id).getResultList();

    if (persona.size() == 1) {

      return true;

    }else{

      return false;

    }

  }


  public Jugador consultacedula(String cedula){

    Query consulta =  getEm().createNamedQuery("consultaCedula");

    consulta.setParameter("cedula", cedula);

    return (Jugador) consulta.getSingleResult();


}


}
```

CONTROLADOR REGEX

```java
/*

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 */
```

```java
package ups.edu.ec.controaldor;

import java.util.regex.Matcher;

import java.util.regex.Pattern;

/**
 *
 * @author japch
 */
public class ControladorRegex {

    private Pattern patron;

    private Matcher corpus;

    public void ingreseRegex(String regex) {

        patron = Pattern.compile(regex);

    }

    public boolean validar(String texto) {

        corpus = patron.matcher(texto);

        return corpus.find();

    }

    public Pattern getPatron() {

        return patron;

    }

    public void setPatron(Pattern patron) {

        this.patron = patron;

    }

    public Matcher getCorpus() {
```

```java
        return corpus;

    }


    public void setCorpus(Matcher corpus) {

        this.corpus = corpus;

    }


}
```

4. ---------------------------------MODELO----------------------

JUGADOR

```java
/*

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 */

package ups.edu.ec.modelo;


import java.io.Serializable;

import javax.persistence.Column;

import javax.persistence.Entity;

import javax.persistence.GeneratedValue;

import javax.persistence.GenerationType;

import javax.persistence.Id;

import javax.persistence.NamedQuery;


/**

 *

 * @author japch

 */

@Entity

@NamedQuery (name = "consultaCedula", query = "Select j from Jugador j where j.cedula = :cedula")
```

```java
public class Jugador implements Serializable {


    @Id
    @Column
    private String cedula;


    @Column
    private String nombre;


    @Column
    private Double capital;



    public String getNombre() {

        return nombre;

    }



    public void setNombre(String nombre) {

        this.nombre = nombre;

    }


    public Double getCapital() {

        return capital;

    }


    public void setCapital(Double capital) {

        this.capital = capital;

    }


    public String getCedula() {

        return cedula;
```

```java
  }


  public void setCedula(String cedula) {

    this.cedula = cedula;

  }


  @Override

  public String toString() {

    return "Jugador{" + "nombre=" + nombre + '}';

  }



}
```
RULETA-CASINO
```java
/*

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 */

package ups.edu.ec.modelo;


import java.io.Serializable;

import javax.persistence.Column;

import javax.persistence.Entity;

import javax.persistence.GeneratedValue;

import javax.persistence.GenerationType;

import javax.persistence.Id;

import javax.persistence.NamedQuery;


/**

 *

 * @author japch

 */
```

```java
@Entity
//@NamedQuery (name = "consultaid", query = "Select r from Ruleta r where r.id = :id")


public class Ruleta implements Serializable {


 //  private static final long serialVersionUID = 1L;
   @Id
 //  @GeneratedValue(strategy = GenerationType.AUTO)
   private int id;


   @Column
   private double valorDeCaja;


   public int getId() {

     return id;

   }


   public void setId(int id) {

     this.id = id;

   }


   public double getValorDeCaja() {

     return valorDeCaja;

   }


   public void setValorDeCaja(double valorDeCaja) {

     this.valorDeCaja = valorDeCaja;

   }


   @Override
   public String toString() {

     return "Ruleta{" + "id=" + id + ", valorDeCaja=" + valorDeCaja + '}';
```
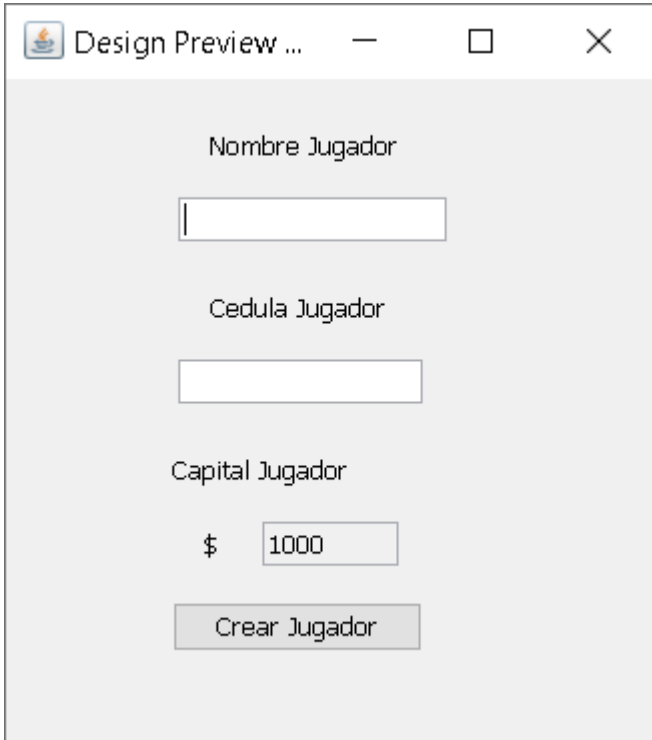
```
    }
}
```

5.----------------------VISTA----------------------
JUGADOR

/*

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 */

package ups.edu.ec.vista;

import java.util.logging.Level;

import java.util.logging.Logger;

import javax.swing.JOptionPane;

import ups.edu.ec.controaldor.ControladorJugador;

import ups.edu.ec.controaldor.ControladorRegex;

import ups.edu.ec.modelo.Jugador;

/**

 *

```java
 * @author japch
 */
public class VistaJugador extends javax.swing.JFrame {

ControladorJugador cj = new ControladorJugador();

ControladorRegex cr = new ControladorRegex();
  /**
   * Creates new form VistaJugador
   */




  public VistaJugador() {
    initComponents();



  }
  public void tomardatos(){
    cr.ingreseRegex("^\\d{9}-?\\d{1}$");
     boolean validarcedula = cr.validar(txtcedula.getText());
      if (validarcedula) {
        Jugador j = new Jugador();
        String cedula = txtcedula.getText();
        String nombre = txtnombre.getText();
        Double capital = Double.parseDouble(txtsaldo.getText());
        j.setCedula(cedula);
        j.setNombre(nombre);
        j.setCapital(capital);
        cj.crear(j);
        System.out.println("jugador "+j.getNombre());


      } else{
        JOptionPane.showMessageDialog(null, "Cedula no valida");
```

```java
        }
    }


    public void limpiar(){
        txtcedula.setText("");
        txtnombre.setText("");
        txtsaldo.setText("");


    }
    /**
     * This method is called from within the constructor to initialize the form.
     * WARNING: Do NOT modify this code. The content of this method is always
     * regenerated by the Form Editor.
     */
    @SuppressWarnings("unchecked")
    // <editor-fold defaultstate="collapsed" desc="Generated Code">
    private void initComponents() {


        jLabel1 = new javax.swing.JLabel();
        jLabel2 = new javax.swing.JLabel();
        txtnombre = new javax.swing.JTextField();
        jLabel3 = new javax.swing.JLabel();
        txtcedula = new javax.swing.JTextField();
        txtsaldo = new javax.swing.JTextField();
        jLabel4 = new javax.swing.JLabel();
        jLabel5 = new javax.swing.JLabel();
        btncrear = new javax.swing.JButton();


        jLabel1.setText("jLabel1");


        setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
```

```java
jLabel2.setText("Nombre Jugador");


jLabel3.setText("Cedula Jugador");


txtsaldo.setEditable(false);

txtsaldo.setText("1000");


jLabel4.setText("Capital Jugador");


jLabel5.setText("$");


btncrear.setText("Crear Jugador");

btncrear.addActionListener(new java.awt.event.ActionListener() {

   public void actionPerformed(java.awt.event.ActionEvent evt) {

      btncrearActionPerformed(evt);

   }

});


javax.swing.GroupLayout layout = new javax.swing.GroupLayout(getContentPane());

getContentPane().setLayout(layout);

layout.setHorizontalGroup(

   layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

   .addGroup(layout.createSequentialGroup()

      .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAILING)

         .addComponent(txtnombre,          javax.swing.GroupLayout.PREFERRED_SIZE,          134,
javax.swing.GroupLayout.PREFERRED_SIZE)

         .addGroup(layout.createSequentialGroup()

            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAILING)

               .addGroup(javax.swing.GroupLayout.Alignment.LEADING, layout.createSequentialGroup()

                  .addGap(86, 86, 86)

                  .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.TRAILING)
```

```java
                    .addComponent(jLabel2,              javax.swing.GroupLayout.PREFERRED_SIZE,        106,
javax.swing.GroupLayout.PREFERRED_SIZE)
                    .addComponent(jLabel3,              javax.swing.GroupLayout.PREFERRED_SIZE,        106,
javax.swing.GroupLayout.PREFERRED_SIZE)
                    .addComponent(txtcedula,            javax.swing.GroupLayout.PREFERRED_SIZE,        122,
javax.swing.GroupLayout.PREFERRED_SIZE)))
            .addGroup(layout.createSequentialGroup()
                .addContainerGap()
                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
                    .addComponent(jLabel4,              javax.swing.GroupLayout.PREFERRED_SIZE,        106,
javax.swing.GroupLayout.PREFERRED_SIZE)
                    .addGroup(layout.createSequentialGroup()
                        .addGap(16, 16, 16)
                        .addComponent(jLabel5,          javax.swing.GroupLayout.PREFERRED_SIZE,        17,
javax.swing.GroupLayout.PREFERRED_SIZE)
                        .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)
                        .addComponent(txtsaldo,         javax.swing.GroupLayout.PREFERRED_SIZE,        68,
javax.swing.GroupLayout.PREFERRED_SIZE))
                    .addComponent(btncrear,             javax.swing.GroupLayout.PREFERRED_SIZE,        125,
javax.swing.GroupLayout.PREFERRED_SIZE))))
            .addGap(12, 12, 12)))
        .addContainerGap(106, Short.MAX_VALUE))
    );
    layout.setVerticalGroup(
        layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
        .addGroup(layout.createSequentialGroup()
            .addGap(25, 25, 25)
            .addComponent(jLabel2)
            .addGap(18, 18, 18)
            .addComponent(txtnombre,                    javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE)
            .addGap(25, 25, 25)
            .addComponent(jLabel3)
            .addGap(18, 18, 18)
            .addComponent(txtcedula,                    javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE)
```

```java
            .addGap(25, 25, 25)

            .addComponent(jLabel4)

            .addGap(18, 18, 18)

            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)

                .addComponent(txtsaldo,                          javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE)

                .addComponent(jLabel5))

            .addGap(18, 18, 18)

            .addComponent(btncrear)

            .addContainerGap(46, Short.MAX_VALUE))
    );


    pack();
}// </editor-fold>


private void btncrearActionPerformed(java.awt.event.ActionEvent evt) {


    tomardatos();

    txtcedula.setText("");

    txtnombre.setText("");

     // TODO add your handling code here:

}


/**
 * @param args the command line arguments
 */
public static void main(String args[]) {
    /* Set the Nimbus look and feel */
    //<editor-fold defaultstate="collapsed" desc=" Look and feel setting code (optional) ">
    /* If Nimbus (introduced in Java SE 6) is not available, stay with the default look and feel.
     * For details see http://download.oracle.com/javase/tutorial/uiswing/lookandfeel/plaf.html
     */
    try {
```

```java
            for                         (javax.swing.UIManager.LookAndFeelInfo                    info                    :
javax.swing.UIManager.getInstalledLookAndFeels()) {

            if ("Nimbus".equals(info.getName())) {

                javax.swing.UIManager.setLookAndFeel(info.getClassName());

                break;

            }

        }

    } catch (ClassNotFoundException ex) {

java.util.logging.Logger.getLogger(VistaJugador.class.getName()).log(java.util.logging.Level.SEVERE,
null, ex);

    } catch (InstantiationException ex) {

java.util.logging.Logger.getLogger(VistaJugador.class.getName()).log(java.util.logging.Level.SEVERE,
null, ex);

    } catch (IllegalAccessException ex) {

java.util.logging.Logger.getLogger(VistaJugador.class.getName()).log(java.util.logging.Level.SEVERE,
null, ex);

    } catch (javax.swing.UnsupportedLookAndFeelException ex) {

java.util.logging.Logger.getLogger(VistaJugador.class.getName()).log(java.util.logging.Level.SEVERE,
null, ex);

    }

    //</editor-fold>


    /* Create and display the form */

    java.awt.EventQueue.invokeLater(new Runnable() {

      public void run() {

        new VistaJugador().setVisible(true);




      }

    });

  }
```

```java
    // Variables declaration - do not modify

    private javax.swing.JButton btncrear;

    private javax.swing.JLabel jLabel1;

    private javax.swing.JLabel jLabel2;

    private javax.swing.JLabel jLabel3;

    private javax.swing.JLabel jLabel4;

    private javax.swing.JLabel jLabel5;

    private javax.swing.JTextField txtcedula;

    private javax.swing.JTextField txtnombre;

    private javax.swing.JTextField txtsaldo;

    // End of variables declaration

}
```

JUEGO


```
/*

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```

```java
*/

package ups.edu.ec.vista;

import java.util.ArrayList;

import java.util.List;

import java.util.Random;

import java.util.logging.Level;

import java.util.logging.Logger;

import javax.swing.DefaultListModel;

import javax.swing.JOptionPane;

import ups.edu.ec.controaldor.ControladorCasino;

import ups.edu.ec.controaldor.ControladorJugador;


import ups.edu.ec.modelo.Jugador;

import ups.edu.ec.modelo.Ruleta;


/**
 *
 * @author japch
 */
public class VistaJuego extends javax.swing.JFrame {

ControladorJugador cj = new ControladorJugador();

ControladorCasino cc = new ControladorCasino();


 private DefaultListModel  modelo = new DefaultListModel();

 private Ruleta ruleta;

 private List<Jugador> jugadores = new ArrayList<>();

 private Double ju1;

 private Double ju2;

 private Double ju3;

 private Double ju4;

 private Double vmesa;
```

```java
private  Thread  miHilo = null;


  /**
   * Creates new form VistaJuego
   */
  public VistaJuego() {
    initComponents();
    jbutonjugar.setEnabled(false);
 //    jList1.setModel(modelo);
//  datosarea();


  }

  public void deshabilitar(){
    txtjugador1.setEditable(false);
    txtjugador2.setEditable(false);
    txtjugador3.setEditable(false);
    txtjugador4.setEditable(false);
    jbutonañadir.setEnabled(false);


  }
  public void habilitar(){


    jbutonjugar.setEnabled(true);
  }


  public void comprobar(){


    Jugador j = cj.consultacedula(txtjugador1.getText());
    Jugador j2 = cj.consultacedula(txtjugador2.getText());
    Jugador j3 = cj.consultacedula(txtjugador3.getText());
    Jugador j4 = cj.consultacedula(txtjugador4.getText());
```

```java
      jjugador1.setText(j.getNombre());

      jjugador2.setText(j2.getNombre());

      jjugador3.setText(j3.getNombre());

      jjugador4.setText(j4.getNombre());

      deshabilitar();

      habilitar();


   }

  public void escogejuego(){

    Random r = new Random();

    int numeroAleatorio = (int) (Math.random()*3+1);

    System.out.println("valor "+numeroAleatorio);


     switch (numeroAleatorio) {


    case 1:

       jTextArea1.append("/*/*/*/ JUEGO DE NUMERO CONCRETO /*/*/*/");

       jTextArea1.append(System.getProperty("line.separator")); // Esto para el salto de línea

    {

       try {

          jugarnumero();

          datosarea();

       } catch (Exception ex) {

          Logger.getLogger(VistaJuego.class.getName()).log(Level.SEVERE, null, ex);

       }

    }

     break;

case 2:

    jTextArea1.append("/*/*/*/ JUEGO DE PAR O IMPAR /*/*/*/");

    jTextArea1.append(System.getProperty("line.separator")); // Esto para el salto de línea

    {

       try {
```

```java
      juegodelparimpar();

      datosarea();

    } catch (Exception ex) {

      Logger.getLogger(VistaJuego.class.getName()).log(Level.SEVERE, null, ex);

    }

  }


    break;



    case 3:


      jTextArea1.append("/*/*/*/ JUEGO DE NUMERO CONCRETO /*/*/*/");

      jTextArea1.append(System.getProperty("line.separator")); // Esto para el salto de línea

  {

    try {

      jugarnumero();

      datosarea();

    } catch (Exception ex) {

      Logger.getLogger(VistaJuego.class.getName()).log(Level.SEVERE, null, ex);

    }

  }


    break;

  }
}


public void juegodelparimpar() throws InterruptedException, Exception{


    Ruleta r =cc.leer(1);

    Jugador j = cj.consultacedula(txtjugador1.getText());

    Jugador j2 = cj.consultacedula(txtjugador2.getText());
```

```java
    Jugador j3 = cj.consultacedula(txtjugador3.getText());

    Jugador j4 = cj.consultacedula(txtjugador4.getText());


    vmesa = r.getValorDeCaja();

    ju1 = j.getCapital();

    ju2 = j2.getCapital();

    ju3 = j3.getCapital();

    ju4 = j4.getCapital();


    txtsaldo1.setText(ju1+"");

    txtsaldo2.setText(ju2+"");

    txtsaldo3.setText(ju3+"");

    txtsaldo4.setText(ju4+"");

    txtsaldomesa.setText(vmesa+"");


    int vruleta = cc.valoraleatorio();

    txtvruleta.setText(vruleta+"");


    int vjugador1 =cc.valoraleatorio();

    int vjugador2 =cc.valoraleatorio();

    int vjugador3 =cc.valoraleatorio();

    int vjugador4 =cc.valoraleatorio();

    txtnr1.setText(vjugador1+"");

    txtnr2.setText(vjugador2+"");

    txtnr3.setText(vjugador3+"");

    txtnr4.setText(vjugador4+"");


    if(cc.esPar(vruleta) && cc.esPar(vjugador1) || !cc.esPar(vruleta) && !cc.esPar(vjugador1)){

      JOptionPane.showMessageDialog(null, "El jugador "+j.getNombre()+" Fue el ganador");

      ju1 = ju1+20;

      j.setCapital(ju1);

      txtsaldo1.setText(ju1+"");
```

```java
    cj.actualizar(j);


    vmesa = vmesa-(20);

    r.setValorDeCaja(vmesa);

    txtsaldomesa.setText(vmesa+"");

    cc.actualizar(r);


}else if( cc.esPar(vruleta) && cc.esPar(vjugador2) || !cc.esPar(vruleta) && !cc.esPar(vjugador2)){

    JOptionPane.showMessageDialog(null, "El jugador "+j2.getNombre()+" Fue el ganador");

    ju2 = ju2+(20);

    j2.setCapital(ju2);

    txtsaldo2.setText(ju2+"");

    cj.actualizar(j2);


    vmesa = vmesa-(20);

    r.setValorDeCaja(vmesa);

    txtsaldomesa.setText(vmesa+"");

    cc.actualizar(r);


}else if(cc.esPar(vruleta) && cc.esPar(vjugador3) || !cc.esPar(vruleta) && !cc.esPar(vjugador3)){

    JOptionPane.showMessageDialog(null, "El jugador "+j3.getNombre()+" Fue el ganador");

    ju3 = ju3+(20);

    j3.setCapital(ju3);

    txtsaldo3.setText(ju3+"");

    cj.actualizar(j3);


    vmesa = vmesa-(20);

    r.setValorDeCaja(vmesa);

    txtsaldomesa.setText(vmesa+"");

    cc.actualizar(r);


}else if(cc.esPar(vruleta) && cc.esPar(vjugador4) || !cc.esPar(vruleta) && !cc.esPar(vjugador4)){
```

```java
        JOptionPane.showMessageDialog(null, "El jugador "+j4.getNombre()+" Fue el ganador");

        ju4 = ju4+(20);

        j4.setCapital(ju4);

        txtsaldo4.setText(ju4+"");

         cj.actualizar(j4);


         vmesa = vmesa-(20);

         r.setValorDeCaja(vmesa);

         txtsaldomesa.setText(vmesa+"");

         cc.actualizar(r);


    }else{

        ju1 = ju1-10;

        j.setCapital(ju1);

        txtsaldo1.setText(ju1+"");

        cj.actualizar(j);



        ju2 = ju2-10;

        j2.setCapital(ju2);

        txtsaldo2.setText(ju2+"");

        cj.actualizar(j2);


        ju3 = ju3-10;

        j3.setCapital(ju3);

        txtsaldo3.setText(ju3+"");

        cj.actualizar(j3);


        ju4 = ju4-10;

        j4.setCapital(ju4);

        txtsaldo4.setText(ju4+"");
```

```
        cj.actualizar(j4);


        vmesa = vmesa+(40);

        r.setValorDeCaja(vmesa);

        txtsaldomesa.setText(vmesa+"");

        cc.actualizar(r);

    }

}


 public void jugarnumero() throws InterruptedException, Exception{


    Ruleta r =cc.leer(1);

    Jugador j = cj.consultacedula(txtjugador1.getText());

    Jugador j2 = cj.consultacedula(txtjugador2.getText());

    Jugador j3 = cj.consultacedula(txtjugador3.getText());

    Jugador j4 = cj.consultacedula(txtjugador4.getText());


    vmesa = r.getValorDeCaja();

    ju1 = j.getCapital();

    ju2 = j2.getCapital();

    ju3 = j3.getCapital();

    ju4 = j4.getCapital();

    txtvruleta.setText(vmesa+"");

    txtsaldo1.setText(ju1+"");

    txtsaldo2.setText(ju2+"");

    txtsaldo3.setText(ju3+"");

    txtsaldo4.setText(ju4+"");

    txtsaldomesa.setText(vmesa+"");


    int vruleta = cc.valoraleatorio();

    txtvruleta.setText(vruleta+"");

    int vjugador1 =cc.valoraleatorio();
```

```java
        int vjugador2 =cc.valoraleatorio();

        int vjugador3 =cc.valoraleatorio();

        int vjugador4 =cc.valoraleatorio();

        txtnr1.setText(vjugador1+"");

        txtnr2.setText(vjugador2+"");

        txtnr3.setText(vjugador3+"");

        txtnr4.setText(vjugador4+"");


        if(vruleta == vjugador1){
           JOptionPane.showMessageDialog(null, "El jugador "+j.getNombre()+" Fue el ganador");
            ju1 = ju1+(10*36);
            j.setCapital(ju1);
            txtsaldo1.setText(ju1+"");
            cj.actualizar(j);


             vmesa = vmesa-(10*36);
             r.setValorDeCaja(vmesa);
             txtsaldomesa.setText(vmesa+"");
             cc.actualizar(r);

        }else if( vruleta == vjugador2){
            JOptionPane.showMessageDialog(null, "El jugador "+j2.getNombre()+" Fue el ganador");
            ju2 = ju2+(10*36);
            j2.setCapital(ju2);
            txtsaldo2.setText(ju2+"");
             cj.actualizar(j2);


             vmesa = vmesa-(10*36);
             r.setValorDeCaja(vmesa);
             txtsaldomesa.setText(vmesa+"");
             cc.actualizar(r);
```

```java
}else if( vruleta == vjugador3){

    JOptionPane.showMessageDialog(null, "El jugador "+j3.getNombre()+" Fue el ganador");

    ju3 = ju3+(10*36);

    j3.setCapital(ju3);

    txtsaldo3.setText(ju3+"");

     cj.actualizar(j3);


     vmesa = vmesa-(10*36);

     r.setValorDeCaja(vmesa);

     txtsaldomesa.setText(vmesa+"");

     cc.actualizar(r);


}else if( vruleta == vjugador4){

    JOptionPane.showMessageDialog(null, "El jugador "+j4.getNombre()+" Fue el ganador");

    ju4 = ju4+(10*36);

    j4.setCapital(ju4);

    txtsaldo4.setText(ju4+"");

     cj.actualizar(j4);


     vmesa = vmesa-(10*36);

     r.setValorDeCaja(vmesa);

     txtsaldomesa.setText(vmesa+"");

     cc.actualizar(r);


}else{

    ju1 = ju1-10;

    j.setCapital(ju1);

    txtsaldo1.setText(ju1+"");

    cj.actualizar(j);



    ju2 = ju2-10;
```

```java
        j2.setCapital(ju2);

        txtsaldo2.setText(ju2+"");

        cj.actualizar(j2);


        ju3 = ju3-10;

        j3.setCapital(ju3);

        txtsaldo3.setText(ju3+"");

        cj.actualizar(j3);


        ju4 = ju4-10;

        j4.setCapital(ju4);

        txtsaldo4.setText(ju4+"");

        cj.actualizar(j4);


         vmesa = vmesa+(40);

         r.setValorDeCaja(vmesa);

         txtsaldomesa.setText(vmesa+"");

         cc.actualizar(r);

    }

}


public void datosarea(){

    jTextArea1.append("Jugador: "+jjugador1.getText() + " capital "+txtsaldo1.getText());

    jTextArea1.append(System.getProperty("line.separator")); // Esto para el salto de línea


    jTextArea1.append("Jugador: "+jjugador2.getText() + " capital "+txtsaldo2.getText());

    jTextArea1.append(System.getProperty("line.separator")); // Esto para el salto de línea



    jTextArea1.append("Jugador: "+jjugador3.getText() + " capital "+txtsaldo3.getText());

    jTextArea1.append(System.getProperty("line.separator")); // Esto para el salto de línea
```

```
        jTextArea1.append("Jugador: "+jjugador4.getText() + " capital "+txtsaldo4.getText());

        jTextArea1.append(System.getProperty("line.separator")); // Esto para el salto de línea


        jTextArea1.append("Mesa tiene un capital de: "+txtsaldomesa.getText());

        jTextArea1.append(System.getProperty("line.separator")); // Esto para el salto de línea

    }
    /**
     * This method is called from within the constructor to initialize the form.
     * WARNING: Do NOT modify this code. The content of this method is always
     * regenerated by the Form Editor.
     */
    @SuppressWarnings("unchecked")
    // <editor-fold defaultstate="collapsed" desc="Generated Code">
    private void initComponents() {

        jLabel1 = new javax.swing.JLabel();
        txtjugador1 = new javax.swing.JTextField();
        txtjugador2 = new javax.swing.JTextField();
        txtjugador3 = new javax.swing.JTextField();
        txtjugador4 = new javax.swing.JTextField();
        jjugador1 = new javax.swing.JLabel();
        jjugador2 = new javax.swing.JLabel();
        jjugador3 = new javax.swing.JLabel();
        jjugador4 = new javax.swing.JLabel();
        jbutonañadir = new javax.swing.JButton();
        jButton2 = new javax.swing.JButton();
        jbutonjugar = new javax.swing.JButton();
        jLabel6 = new javax.swing.JLabel();
        jTextField1 = new javax.swing.JTextField();
        jLabel2 = new javax.swing.JLabel();
```

```java
txtvruleta = new javax.swing.JTextField();

txtnr1 = new javax.swing.JLabel();

txtnr2 = new javax.swing.JLabel();

txtnr3 = new javax.swing.JLabel();

txtnr4 = new javax.swing.JLabel();

txtsaldo1 = new javax.swing.JLabel();

txtsaldo2 = new javax.swing.JLabel();

txtsaldo3 = new javax.swing.JLabel();

txtsaldo4 = new javax.swing.JLabel();

txtsaldomesa = new javax.swing.JLabel();

jLabel3 = new javax.swing.JLabel();

jScrollPane2 = new javax.swing.JScrollPane();

jTextArea1 = new javax.swing.JTextArea();


setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);


jLabel1.setText("Ingrese los cI de jugadores");


jjugador1.setText("Jugador 2");


jjugador2.setText("Jugador 2");


jjugador3.setText("Jugador 3");


jjugador4.setText("Jugador 4");


jbutonañadir.setText("añadir jugadores");
jbutonañadir.addActionListener(new java.awt.event.ActionListener() {
  public void actionPerformed(java.awt.event.ActionEvent evt) {
    jbutonañadirActionPerformed(evt);
  }
});
```

```java
jButton2.setIcon(new javax.swing.ImageIcon(getClass().getResource("/res/ruleta.png"))); // NOI18N


jbutonjugar.setText("Jugar");

jbutonjugar.addActionListener(new java.awt.event.ActionListener() {

    public void actionPerformed(java.awt.event.ActionEvent evt) {

        jbutonjugarActionPerformed(evt);

    }

});


jLabel6.setText("Modo juego");


jTextField1.setEditable(false);


jLabel2.setText("NUMERO GENERADO DE LA RULETA");


txtvruleta.setEditable(false);


txtnr1.setText(" ");


txtnr2.setText(" ");


txtnr3.setText(" ");


txtnr4.setText(" ");


txtsaldo1.setText("jLabel3");


txtsaldo2.setText("jLabel3");


txtsaldo3.setText("jLabel3");
```

```
    txtsaldo4.setText("jLabel3");


    jLabel3.setText("$");


    jTextArea1.setEditable(false);

    jTextArea1.setColumns(20);

    jTextArea1.setRows(5);

    jScrollPane2.setViewportView(jTextArea1);


    javax.swing.GroupLayout layout = new javax.swing.GroupLayout(getContentPane());

    getContentPane().setLayout(layout);

    layout.setHorizontalGroup(

      layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

      .addGroup(layout.createSequentialGroup()

        .addGap(169, 169, 169)

        .addComponent(jLabel3)

        .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.UNRELATED)

        .addComponent(txtsaldomesa,          javax.swing.GroupLayout.PREFERRED_SIZE,          151,
javax.swing.GroupLayout.PREFERRED_SIZE)

        .addContainerGap(javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE))

      .addGroup(layout.createSequentialGroup()

        .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

          .addGroup(layout.createSequentialGroup()

            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

              .addGroup(layout.createSequentialGroup()

                .addGap(166, 166, 166)

                .addComponent(jLabel1,          javax.swing.GroupLayout.PREFERRED_SIZE,          185,
javax.swing.GroupLayout.PREFERRED_SIZE))

                .addComponent(jButton2,          javax.swing.GroupLayout.PREFERRED_SIZE,          637,
javax.swing.GroupLayout.PREFERRED_SIZE)

              .addGroup(layout.createSequentialGroup()

                .addGap(58, 58, 58)

                .addComponent(jLabel2)

                .addGap(18, 18, 18)
```

```
                    .addComponent(txtvruleta,          javax.swing.GroupLayout.PREFERRED_SIZE,          42,
javax.swing.GroupLayout.PREFERRED_SIZE))

                    .addGroup(layout.createSequentialGroup()

                        .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

                            .addGroup(layout.createSequentialGroup()

                                .addGap(185, 185, 185)

                                .addComponent(jbutonañadir,   javax.swing.GroupLayout.PREFERRED_SIZE,   170,
javax.swing.GroupLayout.PREFERRED_SIZE))

                            .addGroup(layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

                                    .addGroup(layout.createSequentialGroup()

                                        .addContainerGap()

                                        .addComponent(txtjugador1,       javax.swing.GroupLayout.PREFERRED_SIZE,
101, javax.swing.GroupLayout.PREFERRED_SIZE))

                                    .addGroup(layout.createSequentialGroup()

                                        .addGap(24, 24, 24)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

                                            .addComponent(jjugador1, javax.swing.GroupLayout.PREFERRED_SIZE, 89,
javax.swing.GroupLayout.PREFERRED_SIZE)

                                            .addGroup(layout.createSequentialGroup()

                                                .addGap(10, 10, 10)

                                                .addComponent(txtnr1,  javax.swing.GroupLayout.PREFERRED_SIZE,  31,
javax.swing.GroupLayout.PREFERRED_SIZE))

                                            .addComponent(txtsaldo1, javax.swing.GroupLayout.PREFERRED_SIZE, 68,
javax.swing.GroupLayout.PREFERRED_SIZE))))

                                .addGap(36, 36, 36)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

                                    .addGroup(layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

                                            .addComponent(jjugador2, javax.swing.GroupLayout.PREFERRED_SIZE, 93,
javax.swing.GroupLayout.PREFERRED_SIZE)

                                            .addGroup(layout.createSequentialGroup()
```

```
                    .addGap(10, 10, 10)

                    .addComponent(txtnr2, javax.swing.GroupLayout.PREFERRED_SIZE, 31,
javax.swing.GroupLayout.PREFERRED_SIZE)))

                    .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

                    .addGroup(layout.createSequentialGroup()

                    .addGap(10, 10, 10)

                    .addComponent(txtnr3, javax.swing.GroupLayout.PREFERRED_SIZE, 43,
javax.swing.GroupLayout.PREFERRED_SIZE))

                    .addComponent(jjugador3,     javax.swing.GroupLayout.PREFERRED_SIZE,
110, javax.swing.GroupLayout.PREFERRED_SIZE)))

                    .addGroup(layout.createSequentialGroup()

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

                    .addGroup(layout.createSequentialGroup()

                    .addComponent(txtsaldo2,  javax.swing.GroupLayout.PREFERRED_SIZE,
68, javax.swing.GroupLayout.PREFERRED_SIZE)

                    .addGap(70, 70, 70)

                    .addComponent(txtsaldo3,  javax.swing.GroupLayout.PREFERRED_SIZE,
68, javax.swing.GroupLayout.PREFERRED_SIZE))

                    .addGroup(layout.createSequentialGroup()

                    .addComponent(txtjugador2,
javax.swing.GroupLayout.PREFERRED_SIZE, 101, javax.swing.GroupLayout.PREFERRED_SIZE)

                    .addGap(31, 31, 31)

                    .addComponent(txtjugador3,
javax.swing.GroupLayout.PREFERRED_SIZE, 101, javax.swing.GroupLayout.PREFERRED_SIZE)))

                    .addGap(0, 15, Short.MAX_VALUE)))))
            .addGap(34, 34, 34)

            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

.addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING, false)

                    .addComponent(txtjugador4)

                    .addComponent(jjugador4,     javax.swing.GroupLayout.PREFERRED_SIZE,    104,
javax.swing.GroupLayout.PREFERRED_SIZE))

                    .addGroup(layout.createSequentialGroup()
```

```
                    .addGap(10, 10, 10)

                        .addComponent(txtnr4,        javax.swing.GroupLayout.PREFERRED_SIZE,        31,
javax.swing.GroupLayout.PREFERRED_SIZE))

                        .addComponent(txtsaldo4,        javax.swing.GroupLayout.PREFERRED_SIZE,        68,
javax.swing.GroupLayout.PREFERRED_SIZE))

                    .addGap(109, 109, 109)))

                .addGap(9, 9, 9))

            .addGroup(layout.createSequentialGroup()

                .addContainerGap()

                .addComponent(jbutonjugar,        javax.swing.GroupLayout.PREFERRED_SIZE,        97,
javax.swing.GroupLayout.PREFERRED_SIZE)

                .addGap(84, 84, 84)

                .addComponent(jLabel6,        javax.swing.GroupLayout.PREFERRED_SIZE,        85,
javax.swing.GroupLayout.PREFERRED_SIZE)

                    .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)

                .addComponent(jTextField1,        javax.swing.GroupLayout.PREFERRED_SIZE,        94,
javax.swing.GroupLayout.PREFERRED_SIZE)

                    .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,
javax.swing.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)))

            .addComponent(jScrollPane2,        javax.swing.GroupLayout.PREFERRED_SIZE,        354,
javax.swing.GroupLayout.PREFERRED_SIZE)

            .addContainerGap())
    );
    layout.setVerticalGroup(
        layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
        .addGroup(javax.swing.GroupLayout.Alignment.TRAILING, layout.createSequentialGroup()
            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
                .addGroup(layout.createSequentialGroup()
                    .addGap(0, 0, Short.MAX_VALUE)
                    .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)
                        .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                            .addComponent(jLabel1)
                            .addGap(18, 18, 18)
                            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
```

```java
                    .addComponent(txtjugador1,                    javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE)
                    .addComponent(txtjugador2,                    javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE)
                    .addComponent(txtjugador3,                    javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE))
                .addGap(20, 20, 20)
                .addComponent(jbutonañadir)
                .addGap(34, 34, 34)
                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
                    .addComponent(jjugador1)
                    .addComponent(jjugador2)
                    .addComponent(jjugador3))
                .addGap(5, 5, 5)
                .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
                    .addComponent(txtnr1)
                    .addComponent(txtnr2)
                    .addComponent(txtnr3)))
            .addGroup(javax.swing.GroupLayout.Alignment.TRAILING,
layout.createSequentialGroup()
                .addComponent(txtjugador4,                    javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE)
                .addGap(79, 79, 79)
                .addComponent(jjugador4)
                .addGap(5, 5, 5)
                .addComponent(txtnr4)))
        .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED,                    9,
Short.MAX_VALUE)
        .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
            .addComponent(txtsaldo1)
            .addComponent(txtsaldo2)
            .addComponent(txtsaldo3)
            .addComponent(txtsaldo4))
        .addGap(18, 18, 18)
        .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)
```

```
                .addComponent(jbutonjugar)

                .addComponent(jLabel6)

                .addComponent(jTextField1,                   javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE))

            .addGap(30, 30, 30)

            .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.BASELINE)

                .addComponent(jLabel2)

                .addComponent(txtvruleta,                   javax.swing.GroupLayout.PREFERRED_SIZE,
javax.swing.GroupLayout.DEFAULT_SIZE, javax.swing.GroupLayout.PREFERRED_SIZE))

            .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)

            .addComponent(jButton2,         javax.swing.GroupLayout.PREFERRED_SIZE,         247,
javax.swing.GroupLayout.PREFERRED_SIZE))

        .addGroup(layout.createSequentialGroup()

            .addContainerGap()

            .addComponent(jScrollPane2)))

        .addPreferredGap(javax.swing.LayoutStyle.ComponentPlacement.RELATED)

        .addGroup(layout.createParallelGroup(javax.swing.GroupLayout.Alignment.LEADING)

        .addComponent(txtsaldomesa,         javax.swing.GroupLayout.PREFERRED_SIZE,         23,
javax.swing.GroupLayout.PREFERRED_SIZE)

        .addComponent(jLabel3))

        .addGap(15, 15, 15))
    );


    pack();
  }// </editor-fold>


  private void jbutonañadirActionPerformed(java.awt.event.ActionEvent evt) {


    comprobar();


  }


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

```java
            escogejuego();

        } catch (Exception ex) {

        Logger.getLogger(VistaJuego.class.getName()).log(Level.SEVERE, null, ex);

    }

}


/**
 * @param args the command line arguments
 */
public static void main(String args[]) {


    /* Set the Nimbus look and feel */
    //<editor-fold defaultstate="collapsed" desc=" Look and feel setting code (optional) ">
    /* If Nimbus (introduced in Java SE 6) is not available, stay with the default look and feel.
     * For details see http://download.oracle.com/javase/tutorial/uiswing/lookandfeel/plaf.html
     */
    try {
        for (javax.swing.UIManager.LookAndFeelInfo info : javax.swing.UIManager.getInstalledLookAndFeels()) {
            if ("Nimbus".equals(info.getName())) {
                javax.swing.UIManager.setLookAndFeel(info.getClassName());
                break;
            }
        }
    } catch (ClassNotFoundException ex) {

java.util.logging.Logger.getLogger(VistaJuego.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
    } catch (InstantiationException ex) {

java.util.logging.Logger.getLogger(VistaJuego.class.getName()).log(java.util.logging.Level.SEVERE, null, ex);
    } catch (IllegalAccessException ex) {
```

```java
java.util.logging.Logger.getLogger(VistaJuego.class.getName()).log(java.util.logging.Level.SEVERE,    null,
ex);

    } catch (javax.swing.UnsupportedLookAndFeelException ex) {

java.util.logging.Logger.getLogger(VistaJuego.class.getName()).log(java.util.logging.Level.SEVERE,    null,
ex);

    }
    //</editor-fold>


    /* Create and display the form */
    java.awt.EventQueue.invokeLater(new Runnable() {

      public void run() {


         new VistaJuego().setVisible(true);

      }
    });
  }


  // Variables declaration - do not modify
  private javax.swing.JButton jButton2;
  private javax.swing.JLabel jLabel1;
  private javax.swing.JLabel jLabel2;
  private javax.swing.JLabel jLabel3;
  private javax.swing.JLabel jLabel6;
  private javax.swing.JScrollPane jScrollPane2;
  private javax.swing.JTextArea jTextArea1;
  private javax.swing.JTextField jTextField1;
  private javax.swing.JButton jbutonañadir;
  private javax.swing.JButton jbutonjugar;
  private javax.swing.JLabel jjugador1;
  private javax.swing.JLabel jjugador2;
  private javax.swing.JLabel jjugador3;
  private javax.swing.JLabel jjugador4;
```

```
    private javax.swing.JTextField txtjugador1;

    private javax.swing.JTextField txtjugador2;

    private javax.swing.JTextField txtjugador3;

    private javax.swing.JTextField txtjugador4;

    private javax.swing.JLabel txtnr1;

    private javax.swing.JLabel txtnr2;

    private javax.swing.JLabel txtnr3;

    private javax.swing.JLabel txtnr4;

    private javax.swing.JLabel txtsaldo1;

    private javax.swing.JLabel txtsaldo2;

    private javax.swing.JLabel txtsaldo3;

    private javax.swing.JLabel txtsaldo4;

    private javax.swing.JLabel txtsaldomesa;

    private javax.swing.JTextField txtvruleta;

    // End of variables declaration

}
```

6.

N.

RESULTADO(S) OBTENIDO(S):
Realización del programa con un éxito satisfactorio de mi persona al saber que se pudo resolver los puntos dados para el trabajo, tratando de realizar con los ejemplos dados en clases además de obtener algunas informaciones de sitios educativos en la web,

CONCLUSIONES: Los temas dados para la realización del trabajo fueron dados con una buena explicación para poder realizarlos además de que abarca los temas suficientes para poder hacerlos, además de la incentivar buscar alternativas para mejorar el programa que pide, ya sea buscar el uso de librerías apartes. Aparte de cierto tipo de programación que nos ayuda a reducir código.

RECOMENDACIONES: La practica constante en el ámbito de programación es lo necesario, no necesariamente se necesita saber el paso a paso memorizado para realizar un programa ya que muchos piden otro objetivo.

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*Firma de estudiante***: _____**