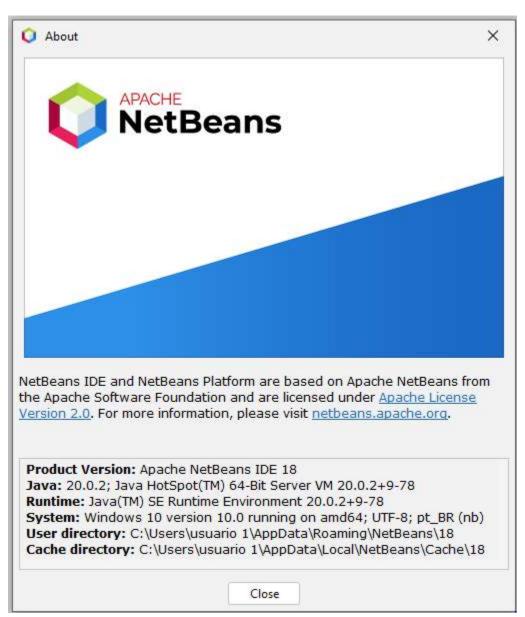
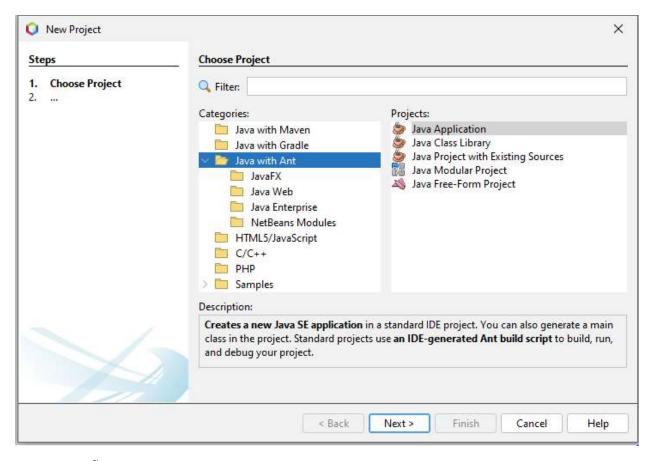
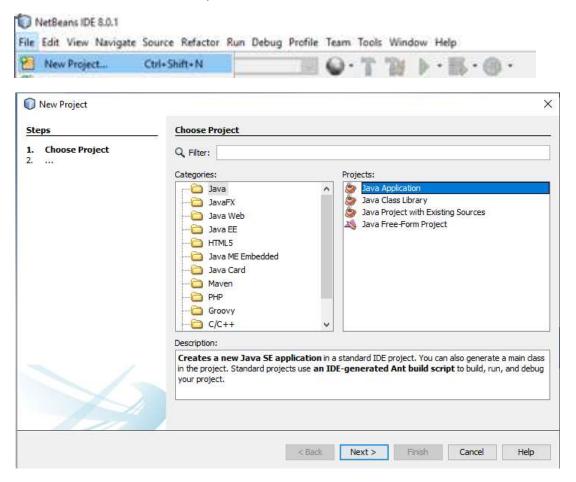
https://www.youtube.com/watch?v=utGrx5nnJBs

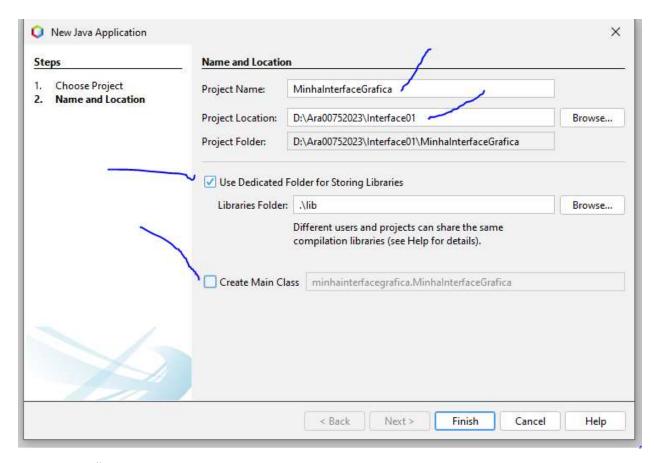
IDE



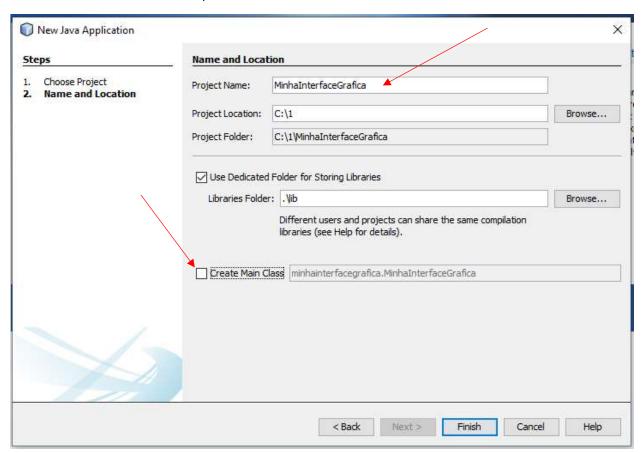


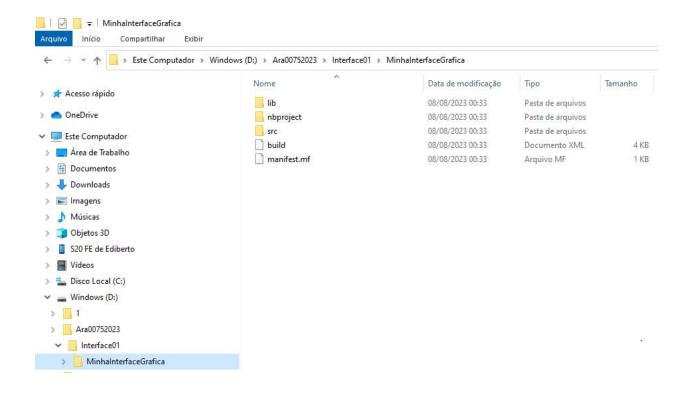
OUTRA VERSÃO DA IDE ABAIXO (NetBeams IDE 8.0.1



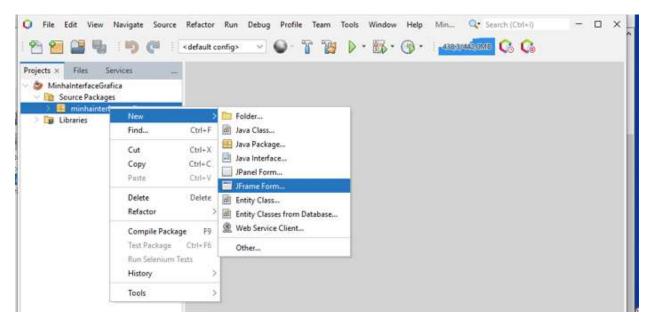


OUTRA VERSÃO DA IDE ABAIXO (NetBeams IDE 8.0.1

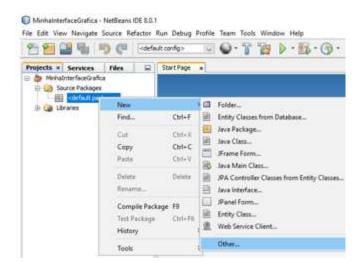


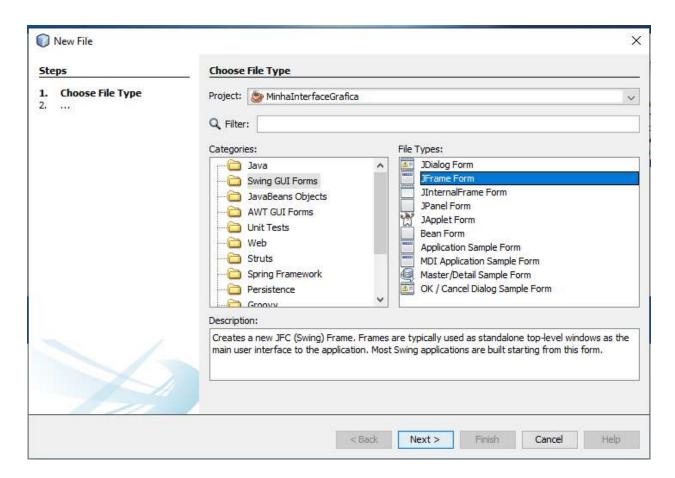


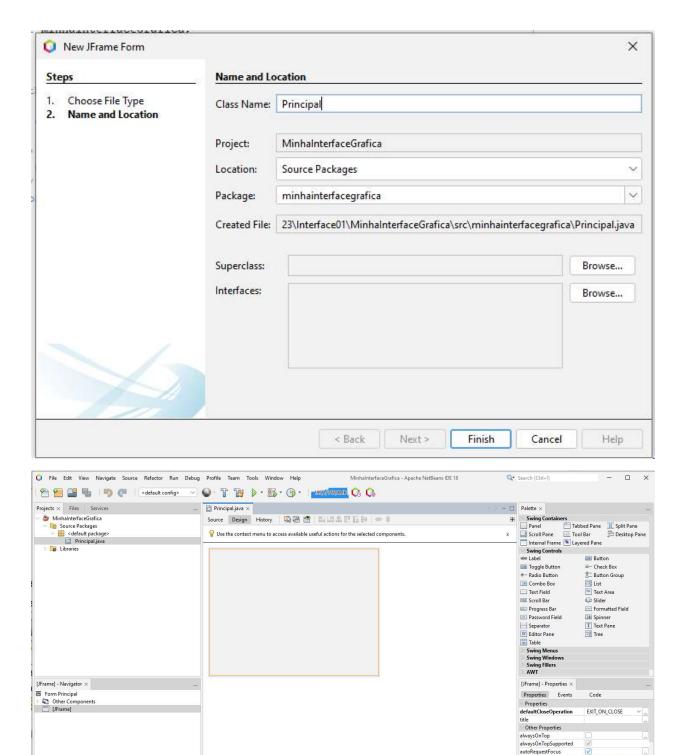
CRIAR UM NOVO JFrame Form



OBS. CASO NO SEU NETBEANS NÃO APARECER JFrame Form, faz-se o seguinte:







background bounds

enabled
extendedState
focusCycleRoot
focusTraversalPolicy
focusTraversalPolicyProvider

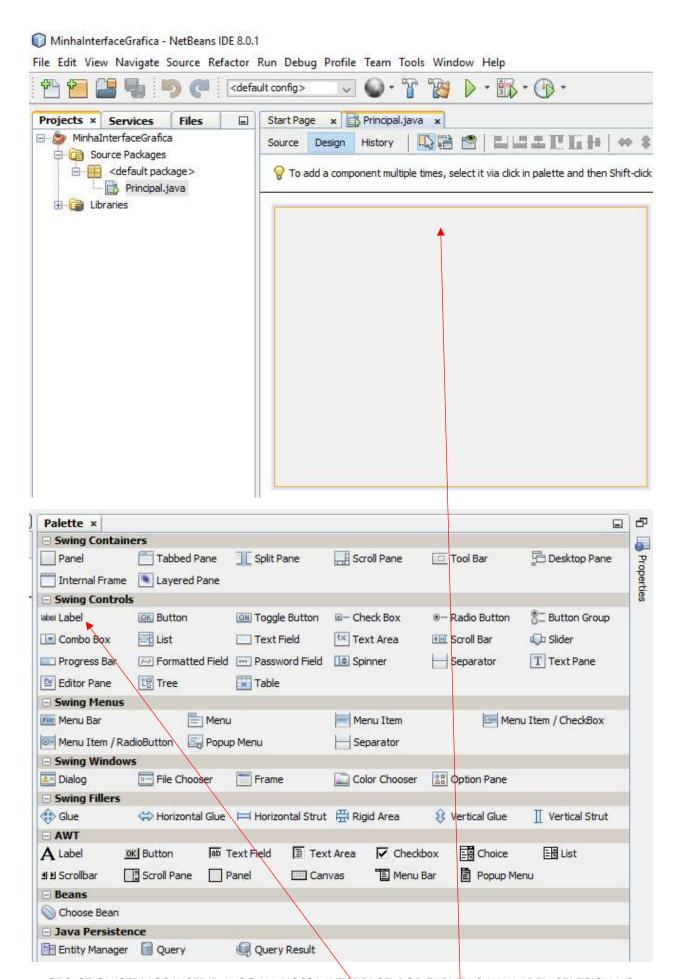
cursor

[JFrame]

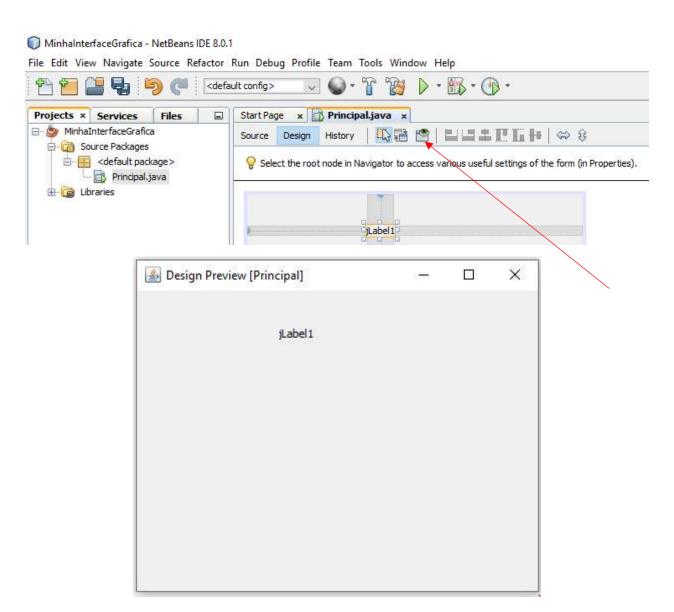
[242,242,242]
<Not Set>
Default Cursor

<default>

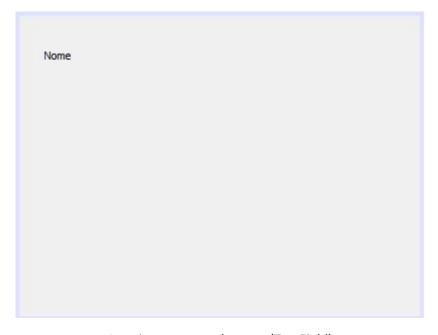
0

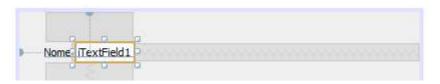


OBS. SE QUISERMOS INSERIR ALGO NA NOSSA INTERFACE, POR EXEMPLO UM LABEL, SELECIONA O BOTÃO E JOGA JÁ INTERFACE. Clica aqui e depois dentro na interface.



Obs. Para alterar o texto no objeto, clica com o mouse direito e Edit Text, OU DOIS CLICLES





Obs. Pode redimensionar (aumentar com o mouse)



Apaga o texto no campo e Enter



CRIAR UM BOTÃO E COLOCAR O NOME ENVIAR

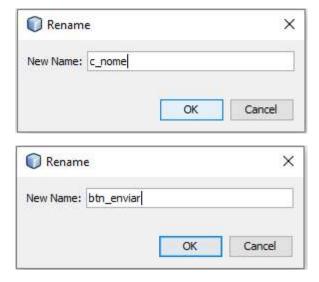


Obs. Para alterar propriedades dos componentes, mouse direito em cada um e Propriedades



Todo componente inserido na interface, vira um objeto no código-fonte. Para alterarmos os nome dos objetos, faz-se, mouse direto no mesmo e





Executar.

