





UNIVERSIDAD DE GUAYAQUIL

Estudiante:

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Materia:

Programación En Ambientes Gráficos Con Acceso A Datos

Tarea:

Interfaz utilizando Layouts



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CODIGO

```
package tareaapp;
import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.stage.Stage;
public class TareaApp extends Application {
    public static void main(String[] args) {
        launch(args);
    @Override
    public void start(Stage stage) throws Exception {
        Parent root = FXMLLoader.load(getClass().getResource("main.fxml"));
        Scene scene = new Scene(root);
        stage.setTitle("Mi Aplicación JavaFX");
        stage.setScene(scene);
        stage.show();
    }
}
package tareaapp;
import java.net.URL;
import java.util.ResourceBundle;
import javafx.fxml.FXML;
import javafx.fxml.Initializable;
import javafx.scene.control.Label;
import javafx.scene.control.TextField;
public class MainController implements Initializable {
    @FXML
    private Label titleLabel;
    @FXML
    private Label messageLabel;
   private TextField inputField;
   @Override
    public void initialize(URL url, ResourceBundle rb) {
        titleLabel.setText("¡Hola Mundo!");
    }
}
<?xml version="1.0" encoding="UTF-8"?>
<?import javafx.scene.control.Label?>
<?import javafx.scene.control.TextField?>
<?import javafx.scene.layout.AnchorPane?>
<AnchorPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity"</pre>
            minWidth="-Infinity" prefHeight="300.0" prefWidth="400.0"
```

