

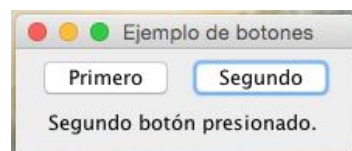
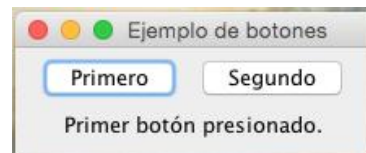
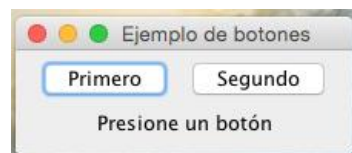
Primera tanda Ejercicios propuestos Java Swing. Diseño de Interfaces Entorno Multiplataforma.

1. Formularios

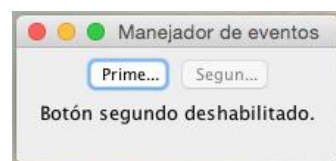
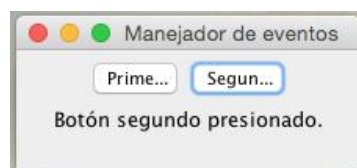
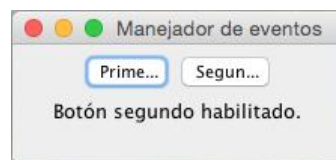
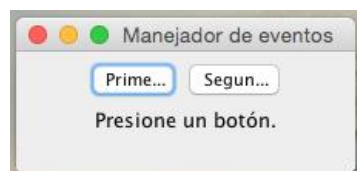


2. Botones:

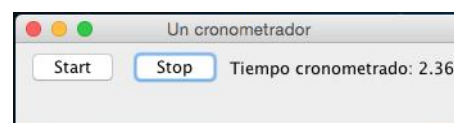
a. Formulario con dos botones:



b. Control de eventos y botones:

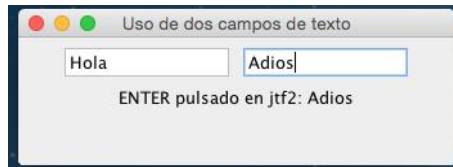
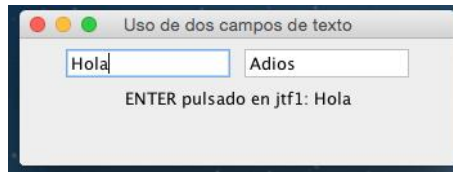


c. Cronometrador:

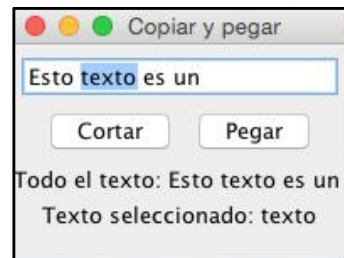
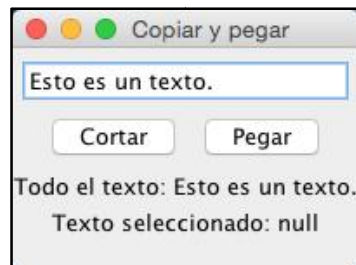


3. Campos de Texto:

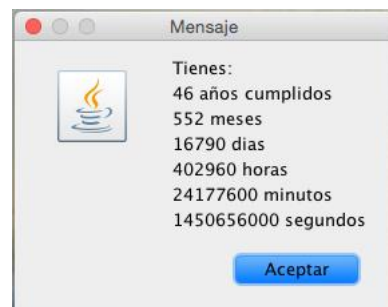
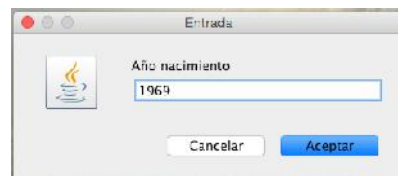
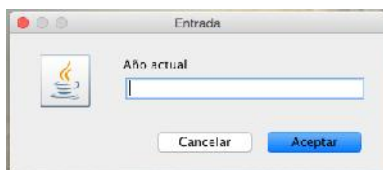
a. Control de eventos en Campos de Texto:



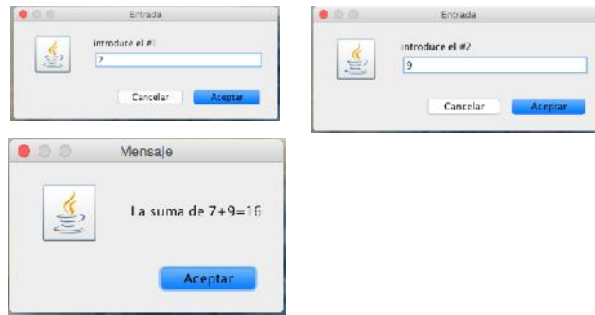
b. Copiar y pegar en un Campo de Texto:



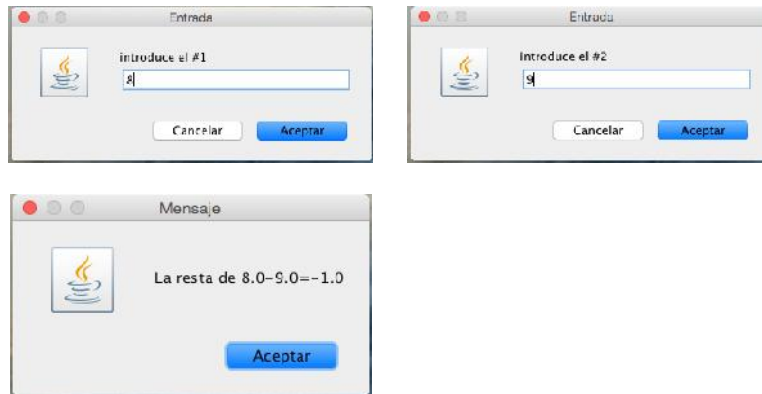
c. Calcular la edad a partir de la fecha:



d. *Cálculo de la suma de dos números:*



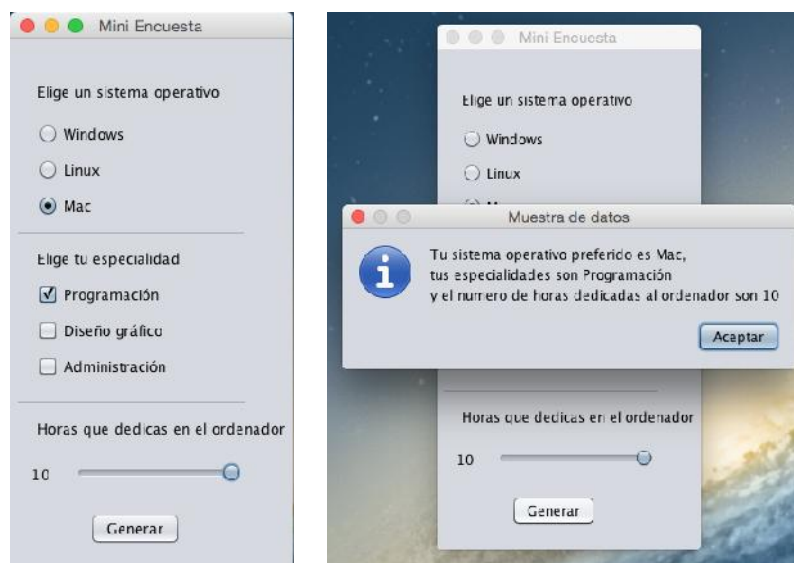
e. *Cálculo de la resta de dos números:*



f. *Conversión euros a pesetas:*



g. *Formulario de encuesta:*



h. Calculadora Sencilla.



i. Calculadora convencional

