



Introducción a la Algoritmia

Equipo de Profesores del Curso



Introducción al Lenguaje Java

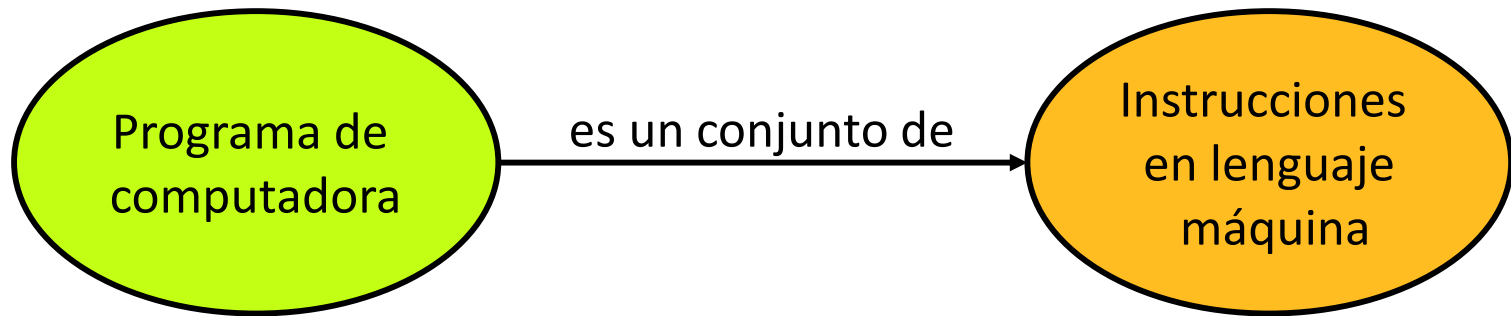
Unidad 1

Semana 1



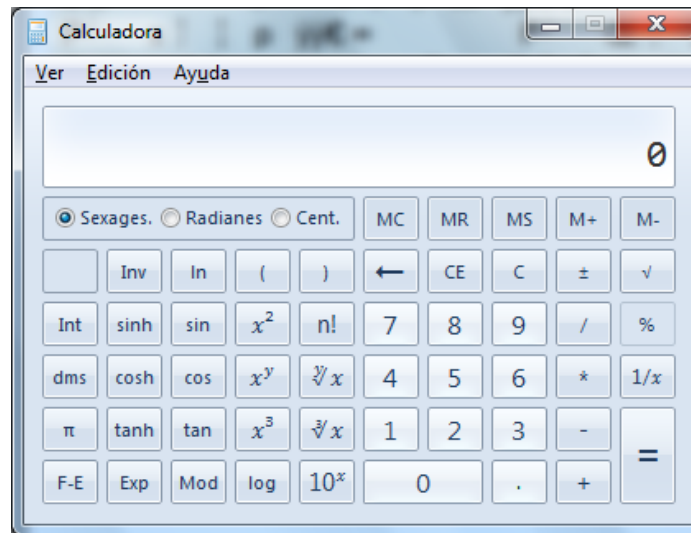
El Lenguaje Java

Programa de computadora

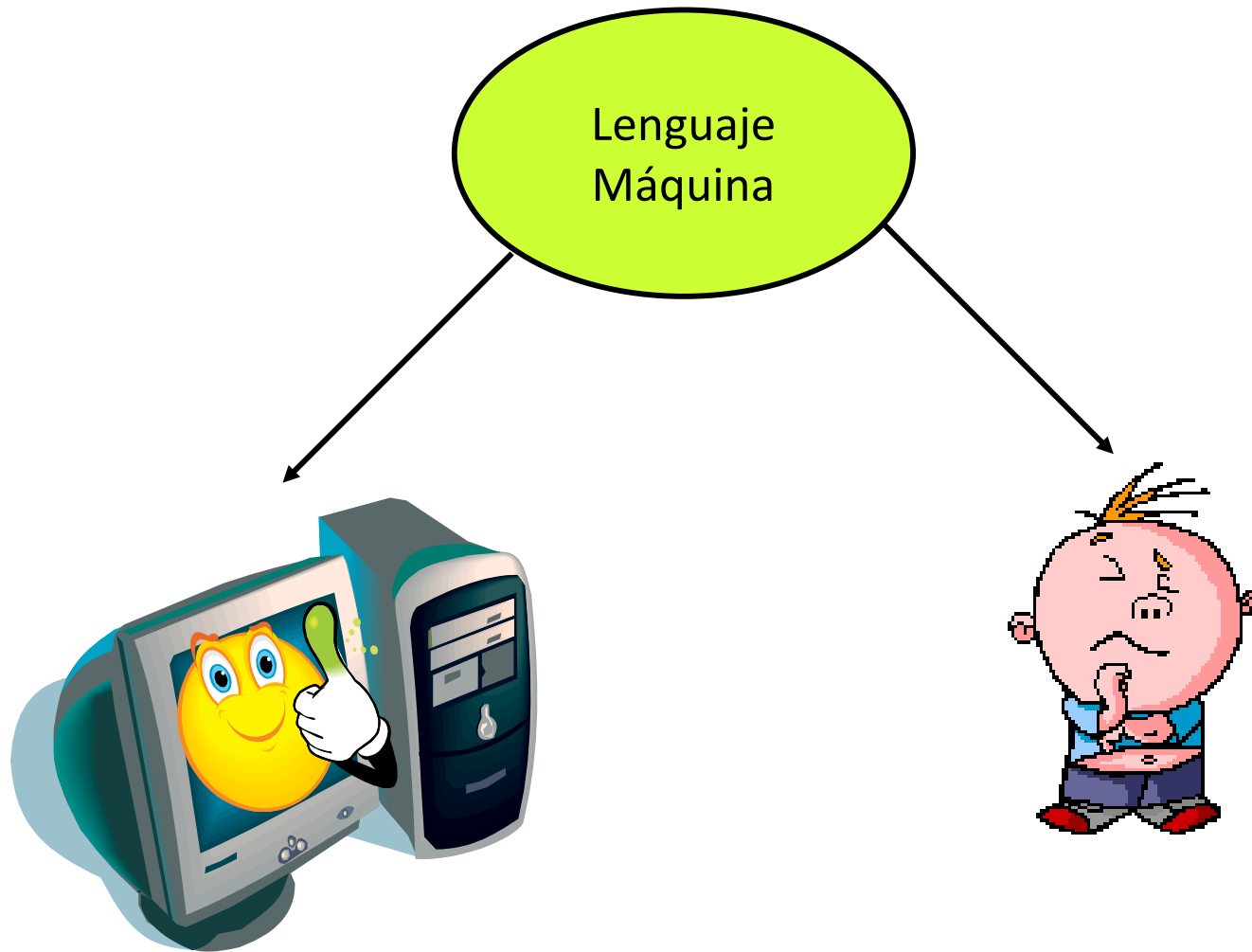


Programa en lenguaje máquina

```
10001000100011111000111110001111100011111100011111111
0001111111111111111000000011110100101000000001111111111
1111111111100000111101111111111111111100000000001111100
00101010011000111111111111111111110000010100010010010
```



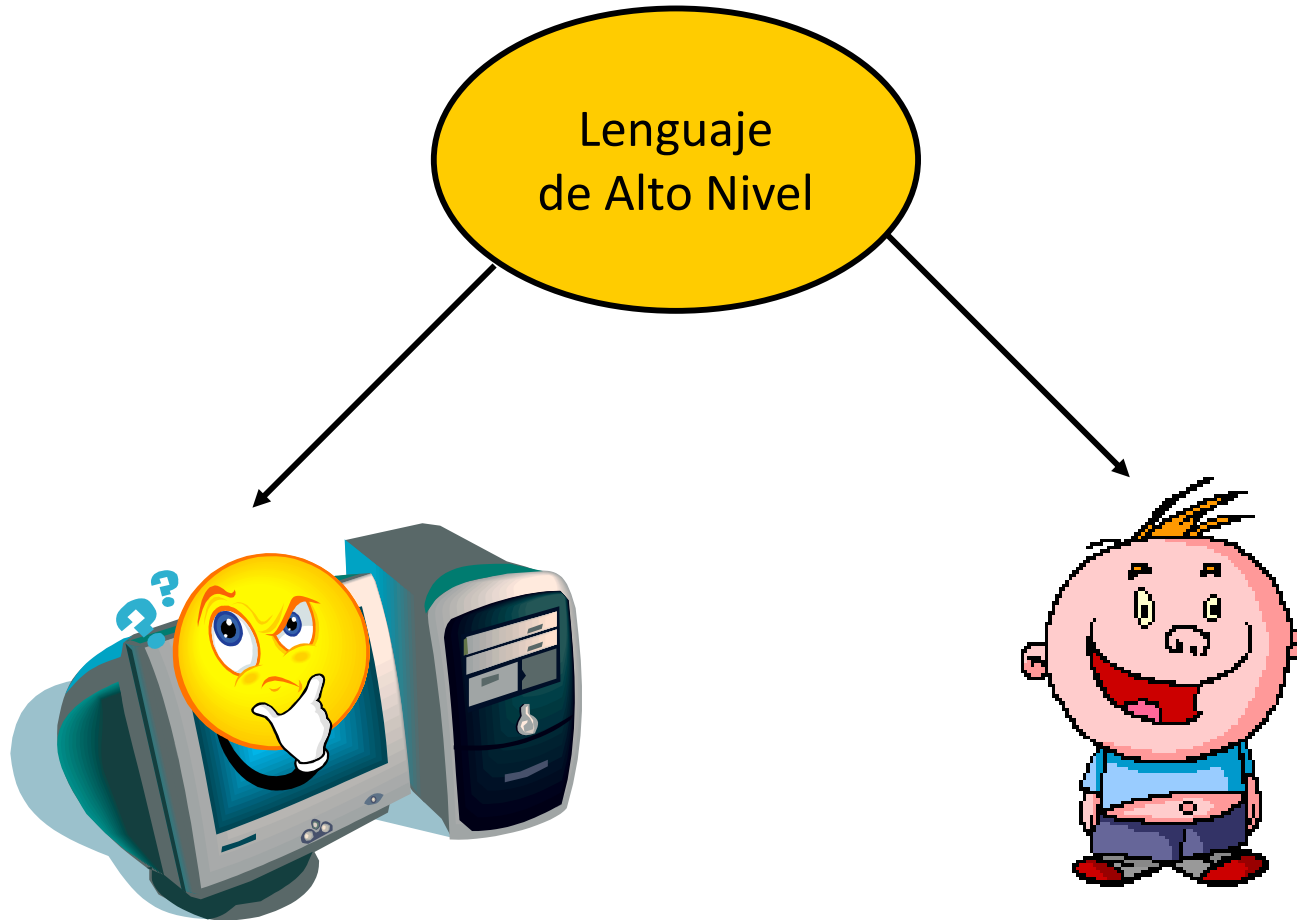
Programa de computadora



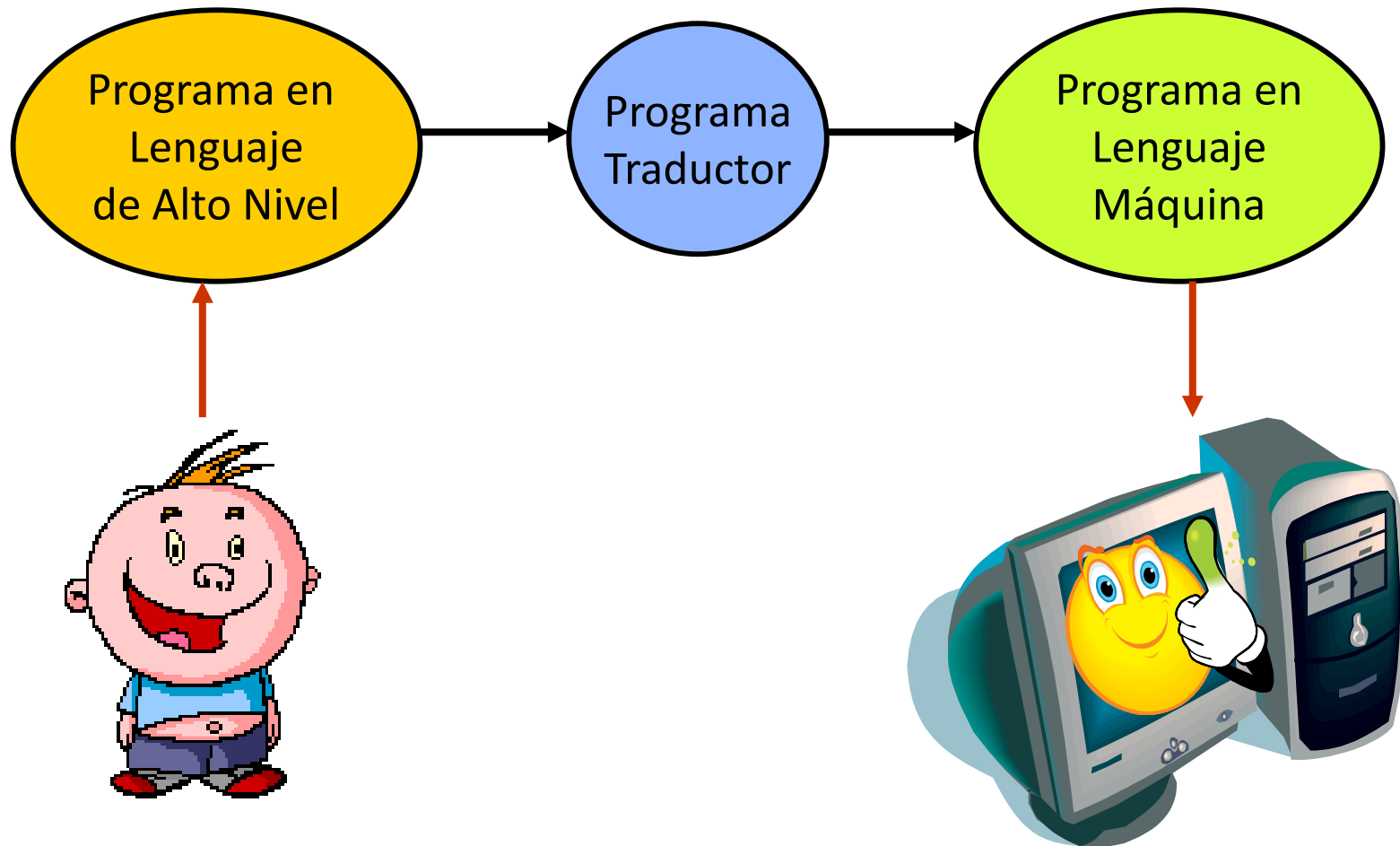
Programa en lenguaje Java

```
package x;
import java.awt.event.*;
import javax.swing.*;
public class Curso extends JApplet implements ActionListener{
    private static final long serialVersionUID = 1L;
    JLabel lblLinea;
    public void init() {
        getContentPane().setLayout(null);
        lblLinea = new JLabel("Introducción a la Algoritmia", JLabel.CENTER);
        lblLinea.setBounds(0, 50, 300, 25);
        getContentPane().add(lblLinea);
    }
    public void actionPerformed( ActionEvent e){
    }
}
```

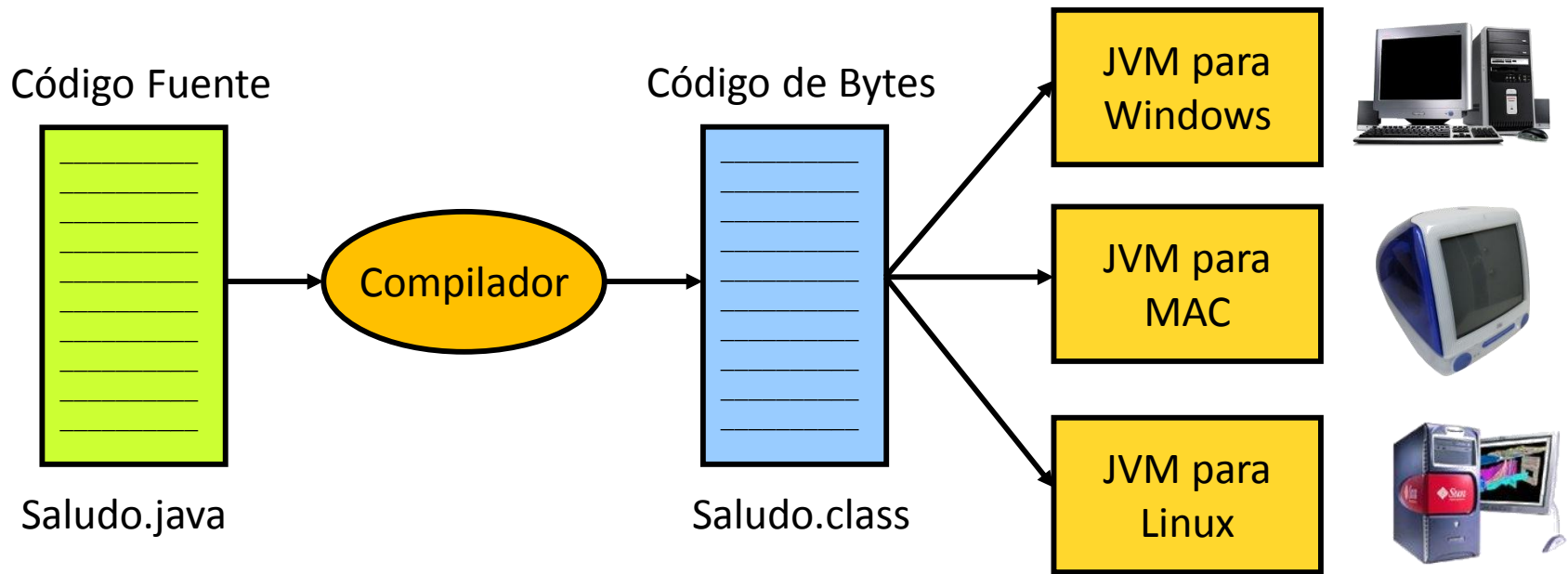
Programa de computadora



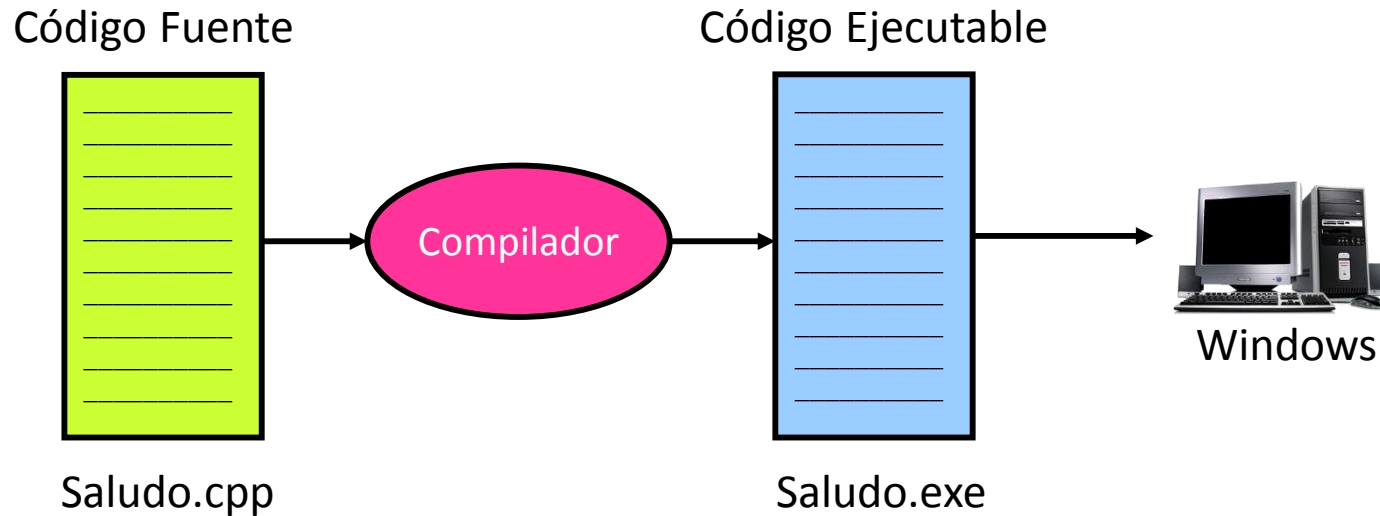
Programa de computadora



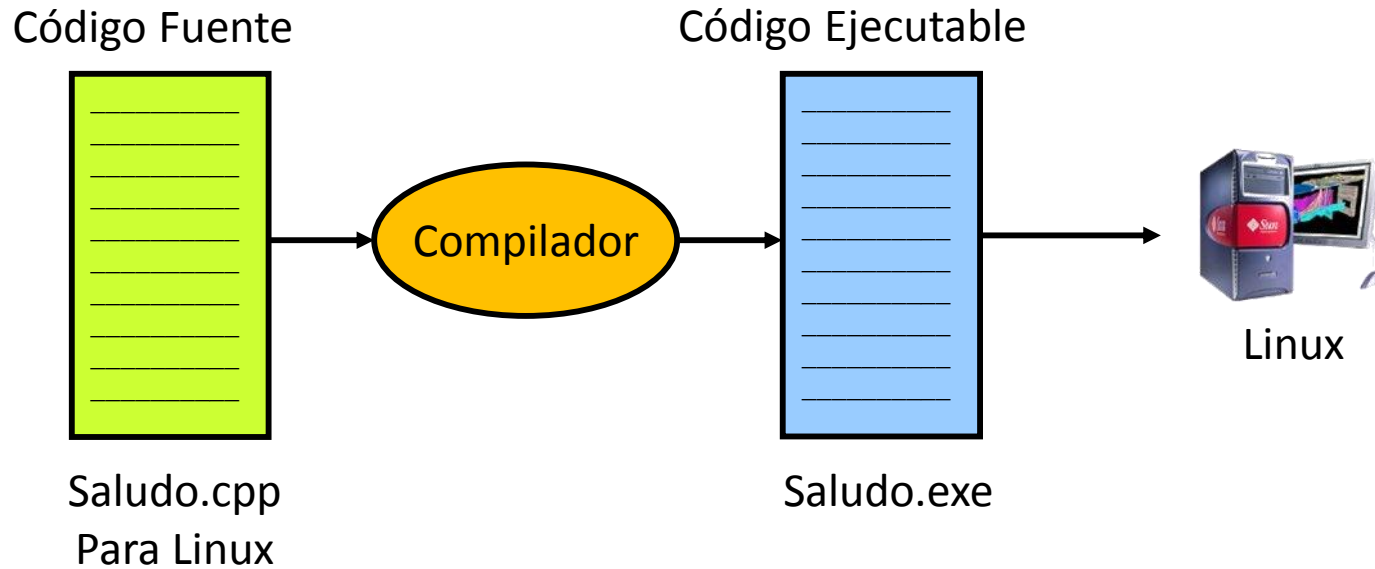
Etapas de desarrollo de un programa Java



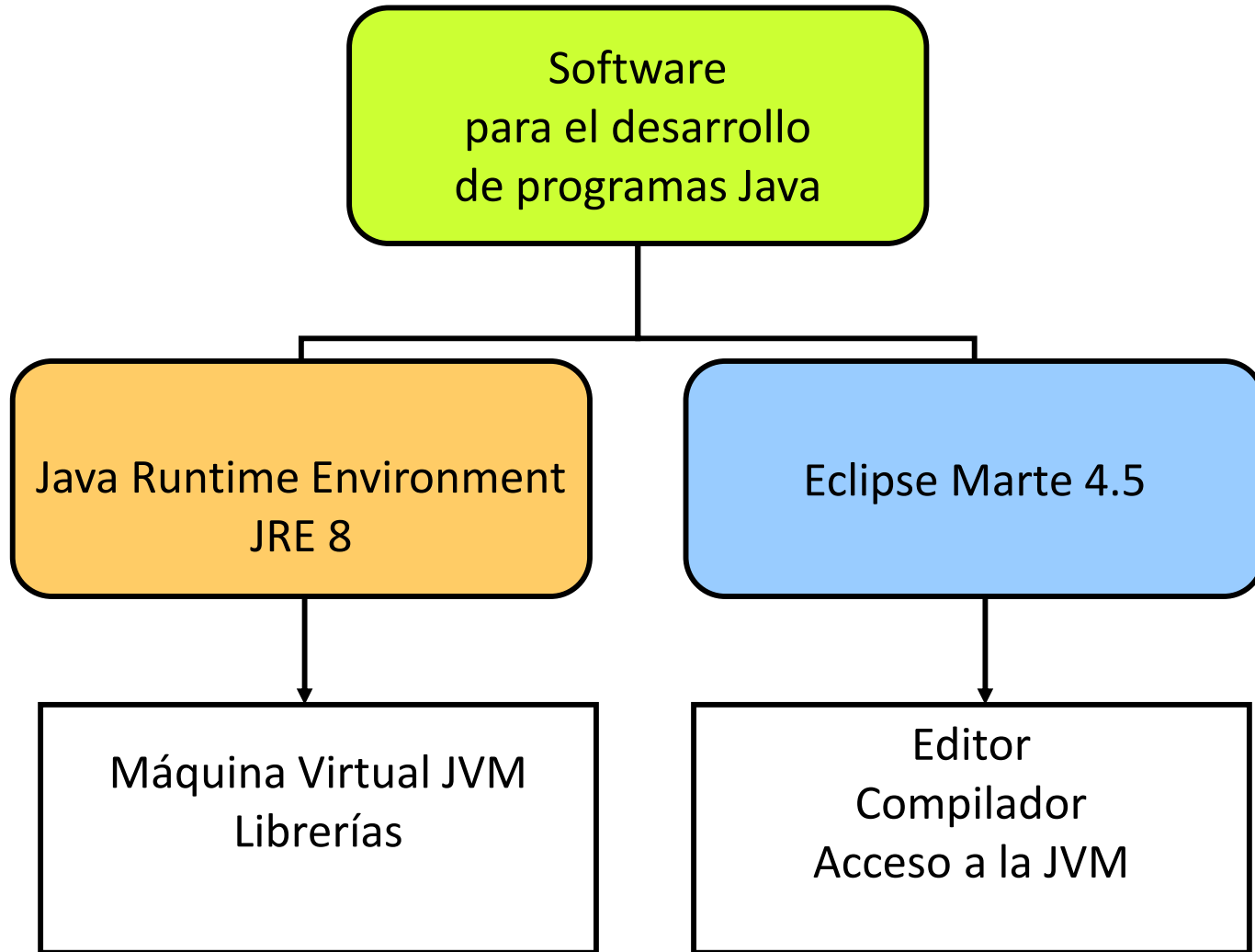
Etapas de desarrollo de un programa C++



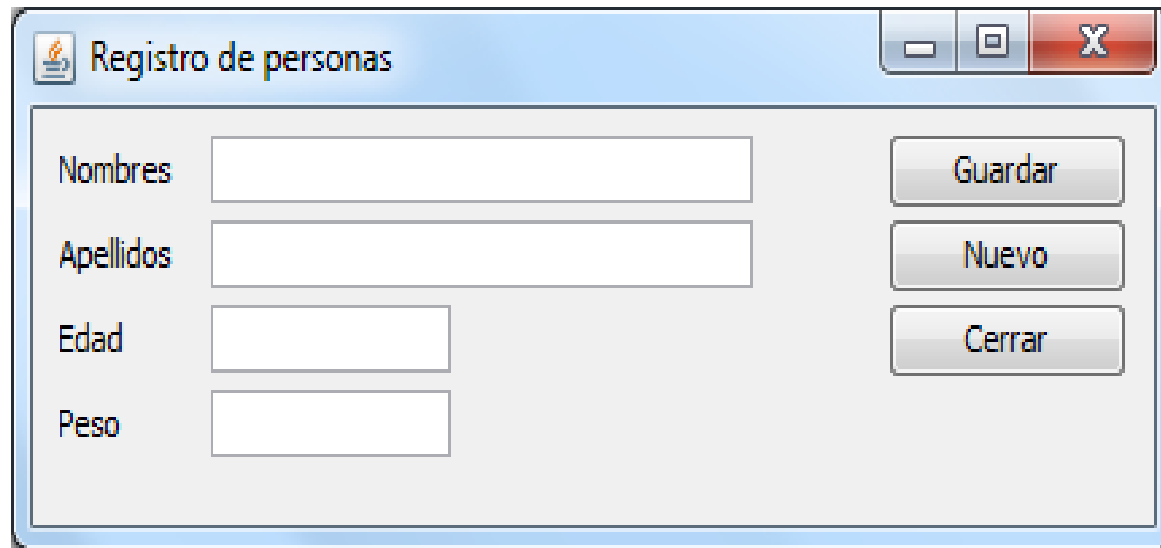
Etapas de desarrollo de un programa C++



Software para el desarrollo de programas Java



Interfaz Gráfica de Usuario (GUI)



A screenshot of a graphical user interface (GUI) window titled "Registro de personas". The window has a standard Windows-style title bar with a minimize button, a maximize button, and a close button (X). The main content area contains four input fields for personal information: "Nombres", "Apellidos", "Edad", and "Peso". To the right of these fields are three buttons: "Guardar", "Nuevo", and "Cerrar".

Field	Value
Nombres	
Apellidos	
Edad	
Peso	

Buttons: Guardar, Nuevo, Cerrar