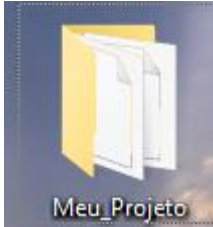

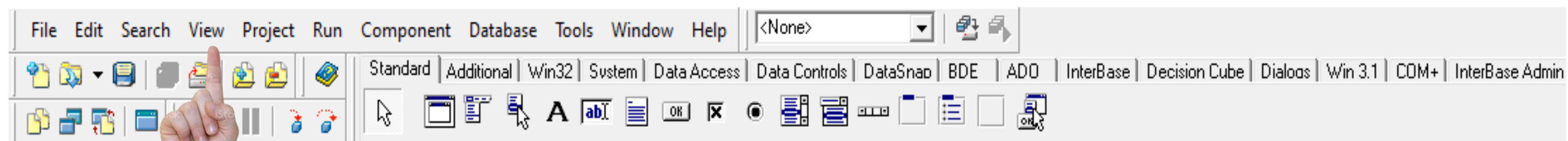


1 – Abra a pasta Meu_Projeto

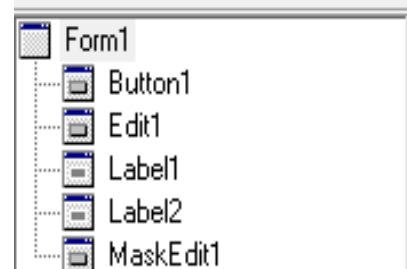


2 – Clique sobre o ícone projeto.dpr

 Projeto.dpr	14/03/2022 14:49	Delphi Project	1 KB
---	------------------	----------------	------



Object TreeView

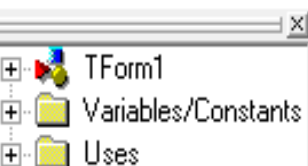


Object Inspector



Properties Events

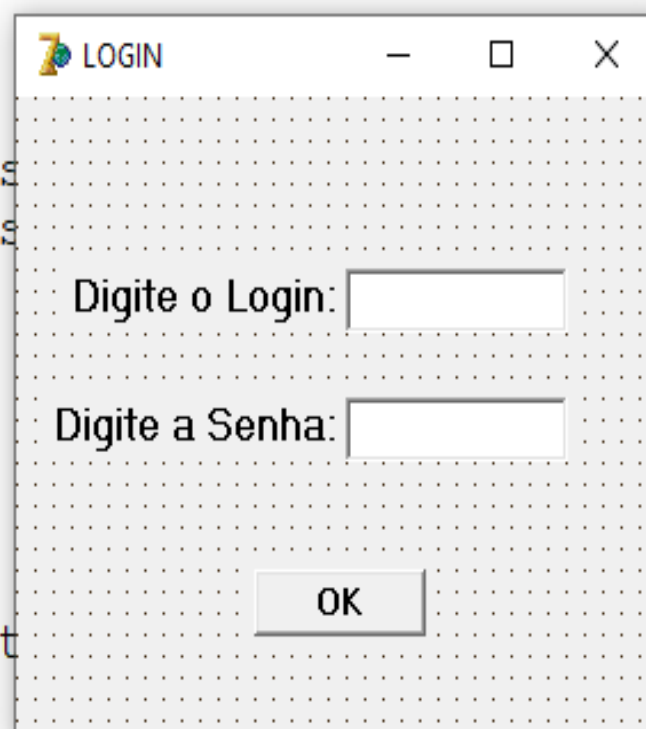
Action	
ActiveControl	
Align	alNone
AlphaBlend	False
AlphaBlendVal	255
⊞ Anchors	[akLeft,akTop]



Unit1

`unit Unit1;``interface``uses``Windows, Messages, Sys
Dialogs, StdCtrls, Mas``type``TForm1 = class(TForm)
Label1: TLabel;
Edit1: TEdit;
Label2: TLabel;
MaskEdit1: TMaskEdit;
Button1: TButton;`

Vamos trazer as outras Unit's aqui



Graphics, Con

Clique em View

Clique em Units

File Edit Search View Tools Window Help

Project Manager Ctrl+Alt+F11
Object Inspector F11
Object TreeView Shift+Alt+F11
To-Do List
Alignment Palette
Browser Shift+Ctrl+B
Code Explorer
Component List
Window List... Alt+0
Additional Message Info
Debug Windows
Desktops
Toggle Form/Unit F12
Units...
Forms... Shift+F12
Type Library
New Edit Window
Toolbars

Unit1

```
unit Unit1;  
  
interface  
  
uses  
    Windows, Messages, Sys  
    Dialogs, StdCtrls, Mas  
  
type  
    TForm1 = class(TForm)  
        Label1: TLabel;  
        Edit1: TEdit;  
        Label2: TLabel;  
        MaskEdit1: TMaskEdit;  
        Button1: TButton;  
    procedure FormKeyDown(Sender: TObject; var Key: Word;
```

LOGIN

Digite o Login:

Digite a Senha:

OK

File Edit Search View Project Run Component Database Tools Window Help

Standard Additional Win32 System Data Access Data Controls DataSnap BDE ADO InterBase Decision Cube Dialogs Win 3.1 COM+ InterBase Admin

Object TreeView

Unit1.pas

Unit1

```
unit Unit1;  
  
interface  
  
type  
    TForm1 = class(TForm)  
        Label1: TLabel;  
        Edit1: TEdit;  
        Label2: TLabel;  
        MaskEdit1: TMaskEdit;  
        Button1: TButton;  
    end;  
  
implementation  
  
uses  
    Dialogs, S
```

View Unit

Unit2
Projeto
Unit1
Unit2
Unit3

OK
Cancel
Help

Depois Clique em OK

Clique sobre Unit2

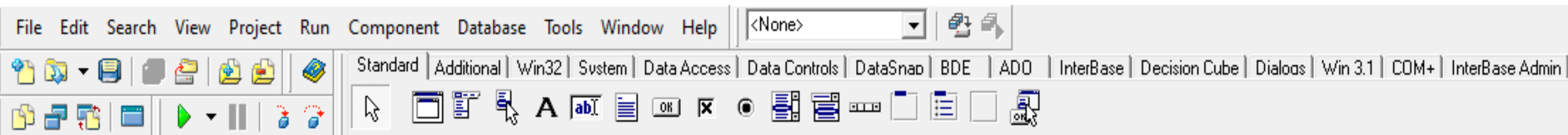
Graphics, Con

Object Inspector

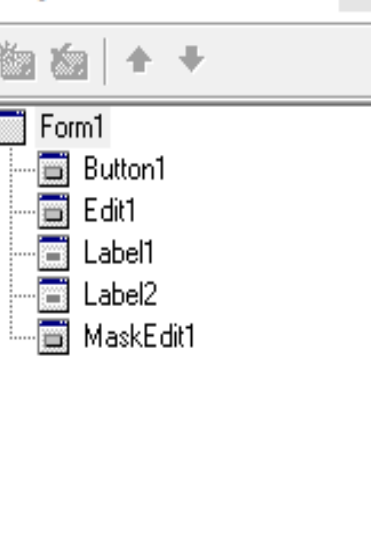
Form1 TForm1

Properties Events

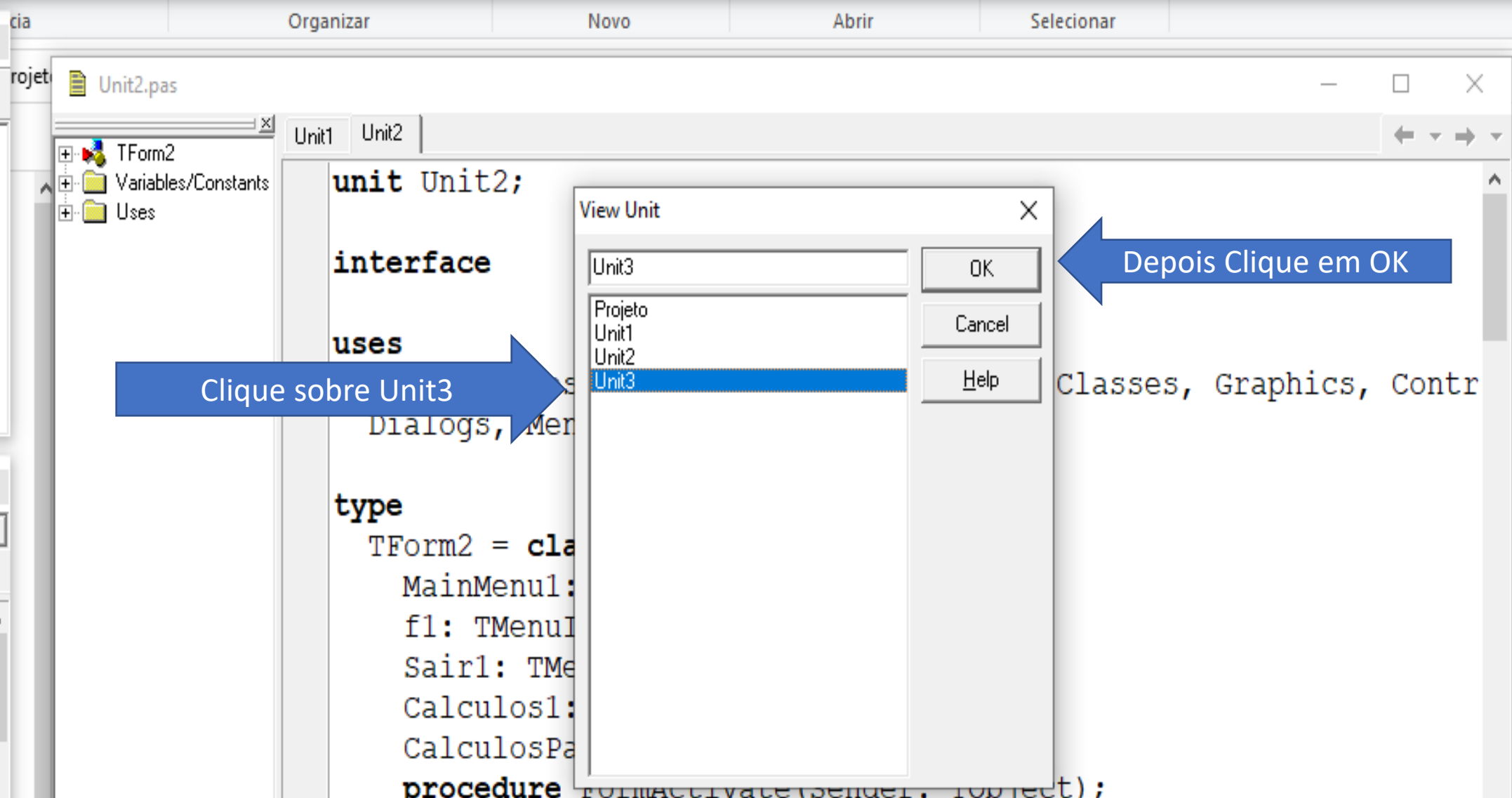
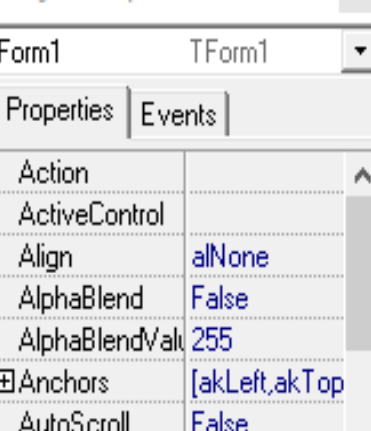
Property	Value
Action	
ActiveControl	
Align	alNone
AlphaBlend	False
AlphaBlendValue	255
Anchors	[akLeft,akTop]

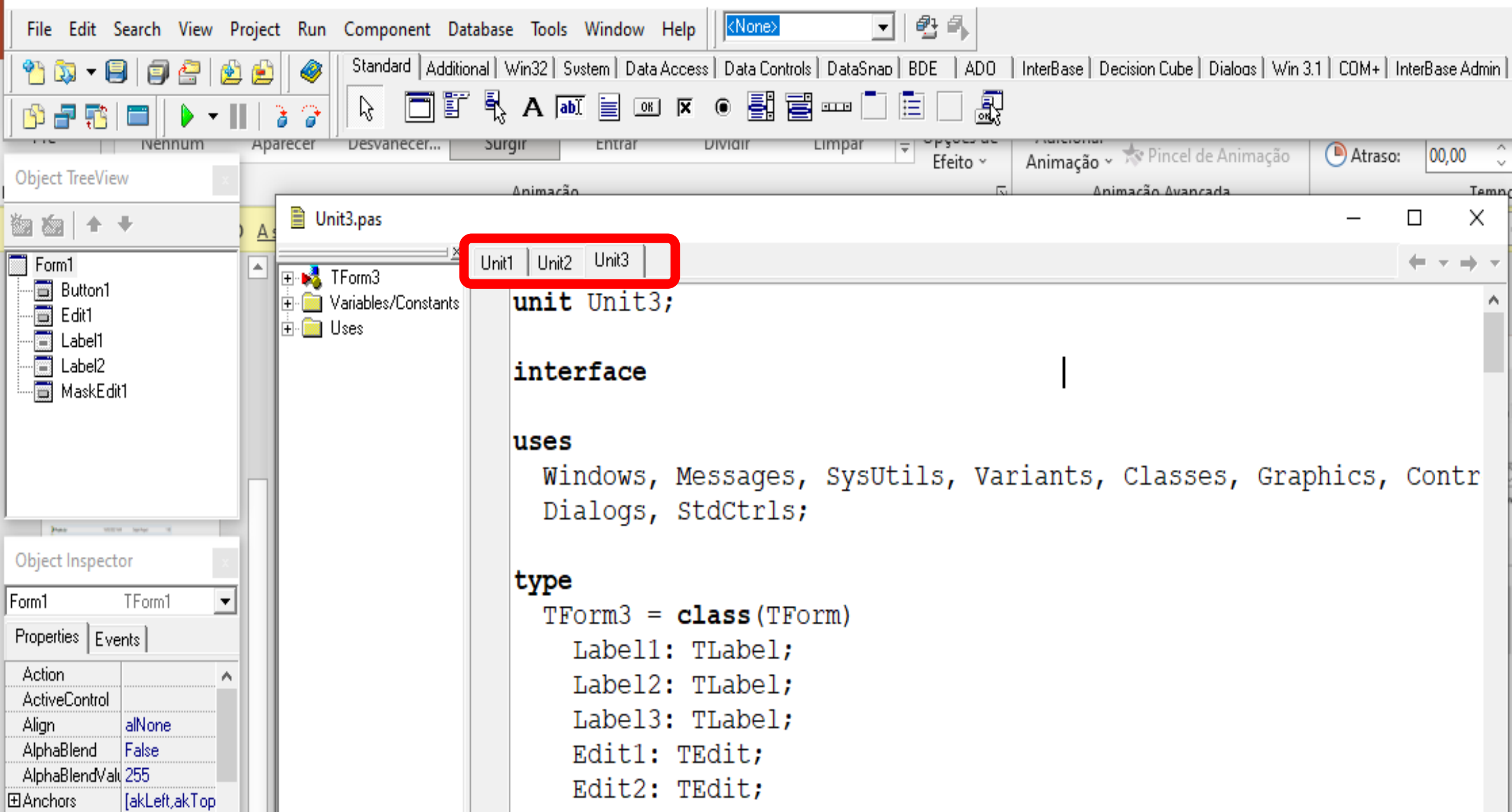


Object TreeView

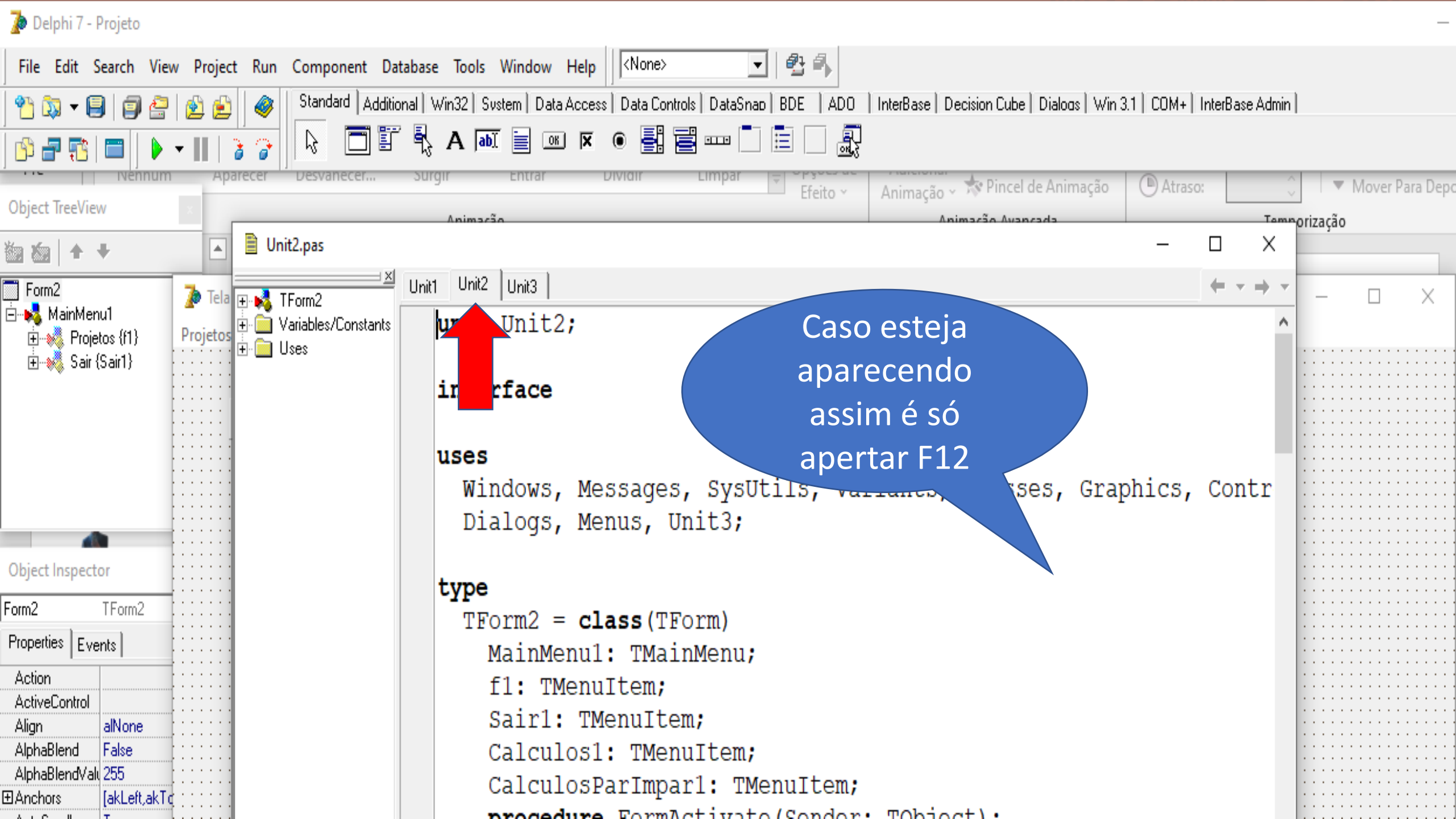


Object Inspector

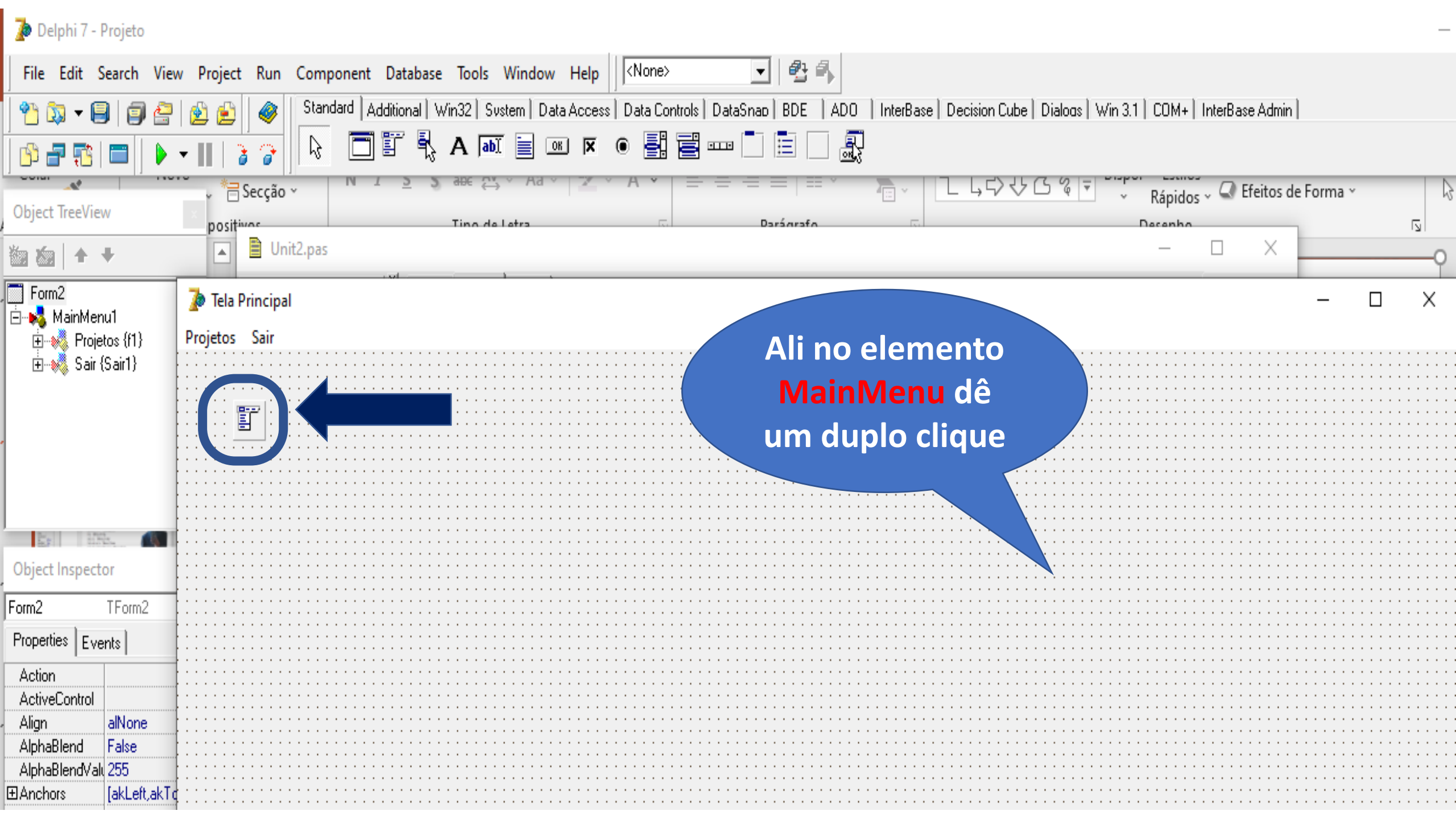




Agora vamos no **Form2**, dentro
do elemento
MainMenu
e vamos colocar a Guia que
chamará a Calculadora de
Báskara



Caso esteja
aparecendo
assim é só
apertar F12



Ali no elemento
MainMenu dê
um duplo clique



Object TreeView

Unit2.pas

Tela Principal

Tela Principal

Menu1

Tela Principal

Tela Principal

Tela Principal

Tela Principal

Form2.MainMenu1

Tela Principal

Tela Principal

Tela Principal

Object Inspector



CalculadoraBskara1

TMenuItem



Properties

Events

Action

AutoCheck

False

AutoHotkeys

maParent

AutoLineReduc

maParent

Bitmap

(None)

Break

mbNone

Caption

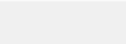
Calculadora Baskara

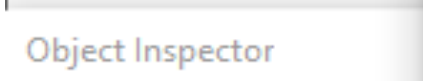
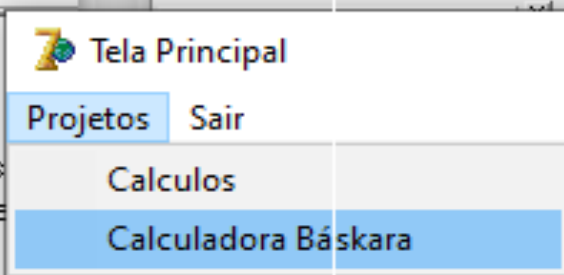
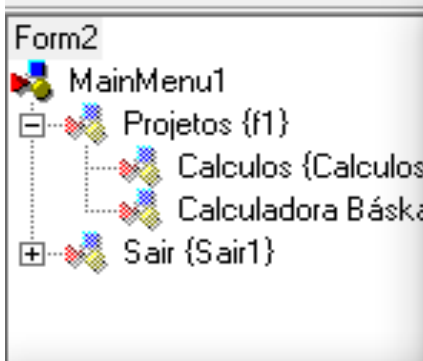
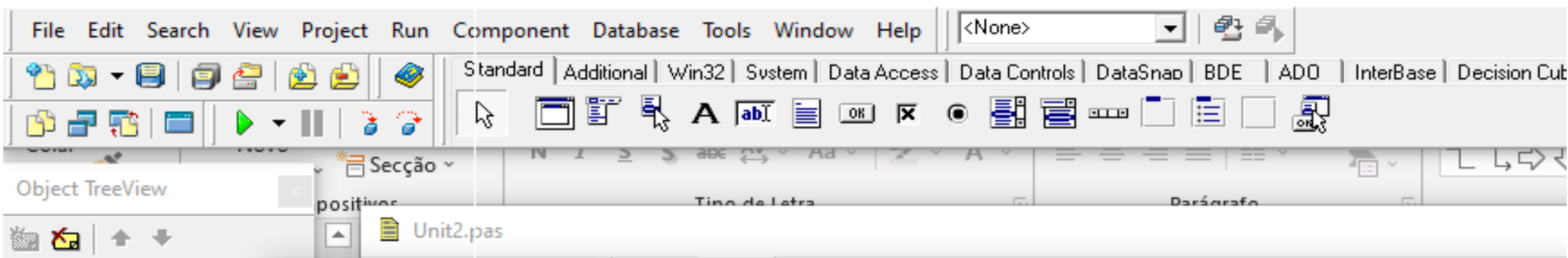
Checked

False

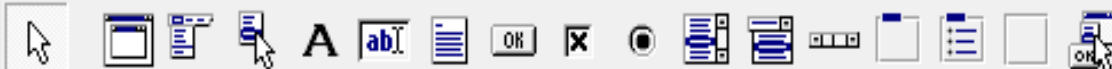
Default

False





Form2		TFo...
Properties		Events
Action		
ActiveControl		
Align	alNone	
AlphaBlend	False	
AlphaBlendVal	255	
⊞ Anchors	[akLeft,akTop]	
AutoScroll	True	
AutoSize	False	
BiDiMode	bdLeftToRight	



Object TreeView



- Form1
 - Button1
 - Edit1
 - Label1
 - Label2
 - MaskEdit1

Object Inspector

Form1 TForm1

Properties Events

Action	
ActiveControl	
Align	alNone
AlphaBlend	False
AlphaBlendValue	255
Anchors	[akLeft,akTop]

Unit3.pas

- TForm3
- Variables/Constants
- Uses

Unit1 Unit2 Unit3

unit Unit3;**interface****uses**

Windows, Messages, SysUtils, Variants, Classes, Graphics, Contr
Dialogs, StdCtrls;

typeTForm3 = **class** (TForm)

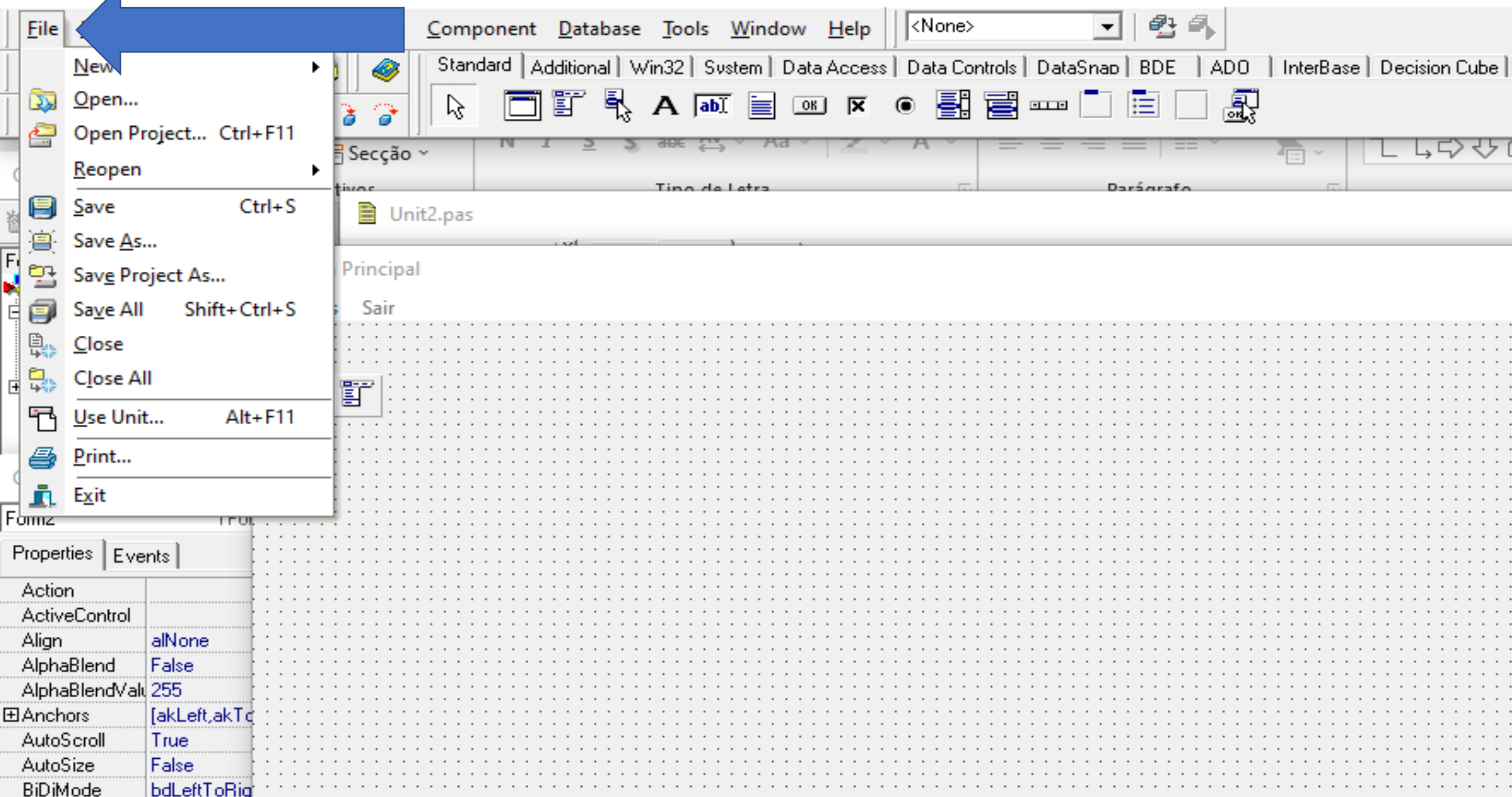
Label1: TLabel;

Label2: TLabel;

Label3: TLabel;

Edit1: TEdit;

Edit2: TEdit;



File Edit Search View Project Run Component Database Tools Window Help

<None>

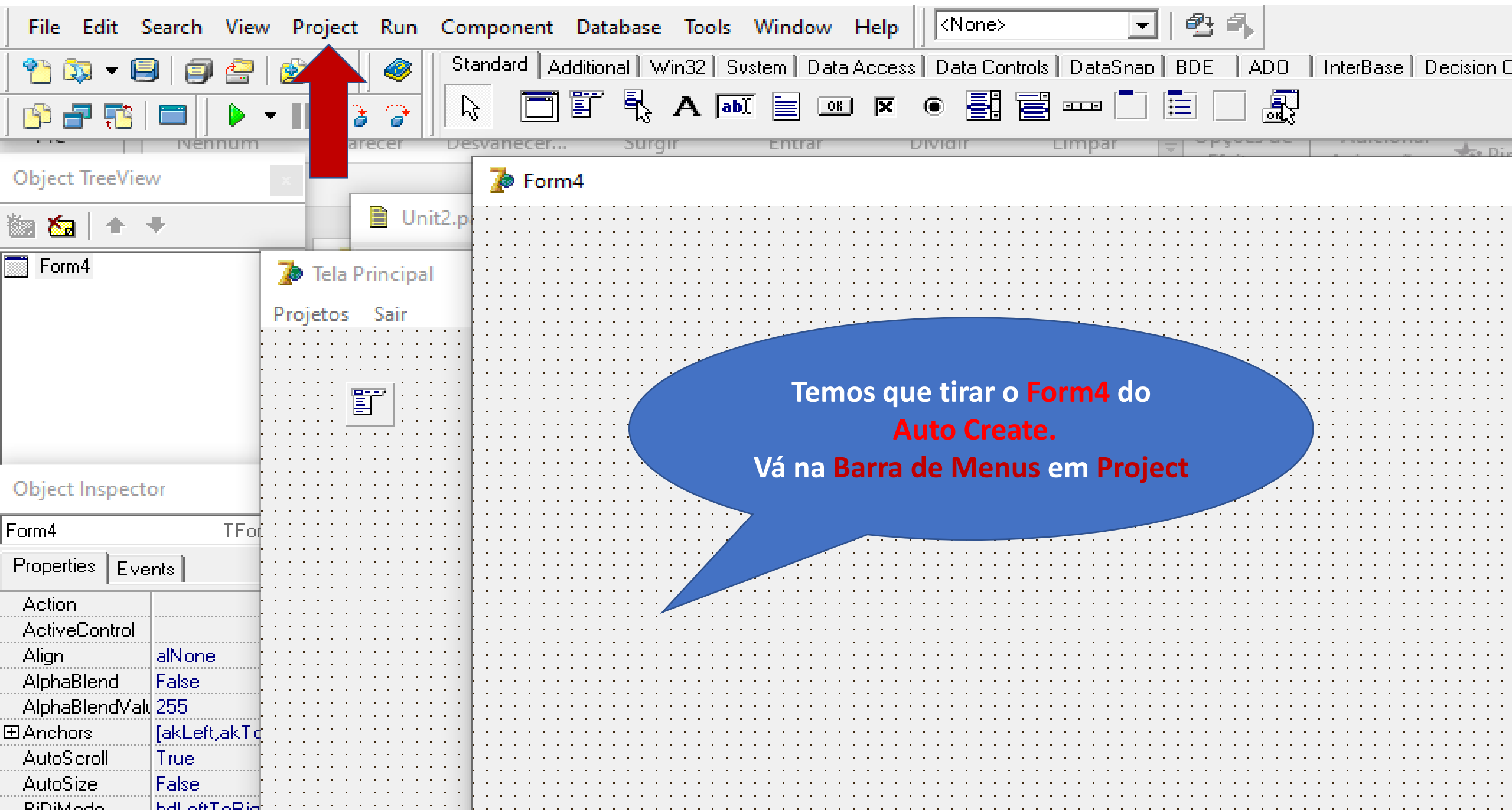
Application Win32 System Data Access Data Controls DataSnap BDE ADO InterBase Decision Cube Dialogs Win 3.1 COM+ In

Application
CLX Application
Data Modul
Form
Frame
Unit
Other...

Save All Shift+Ctrl+S

Properties Events

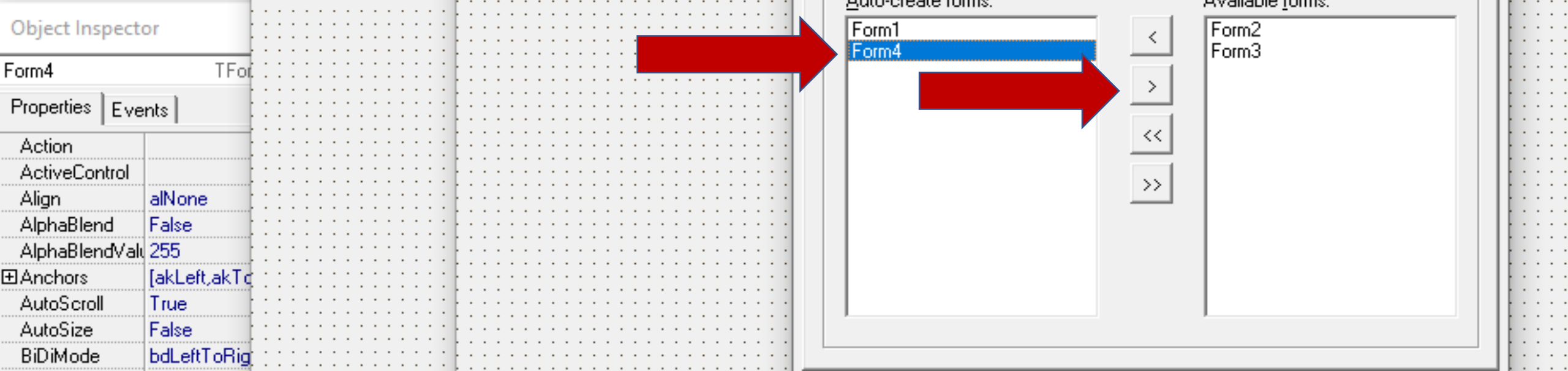
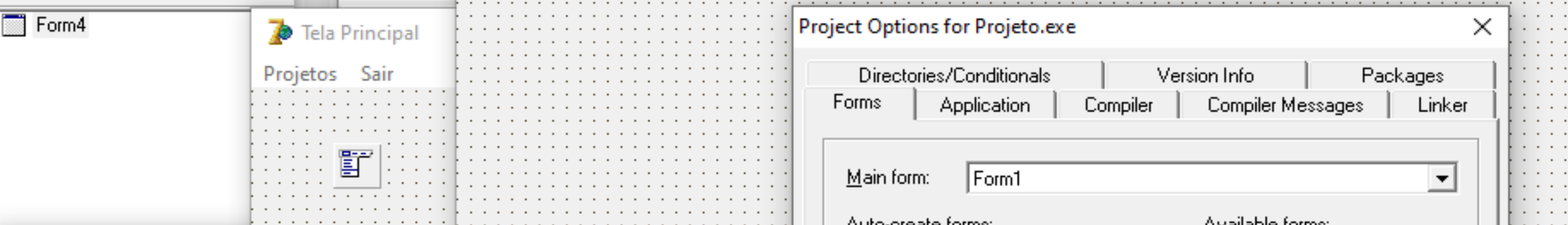
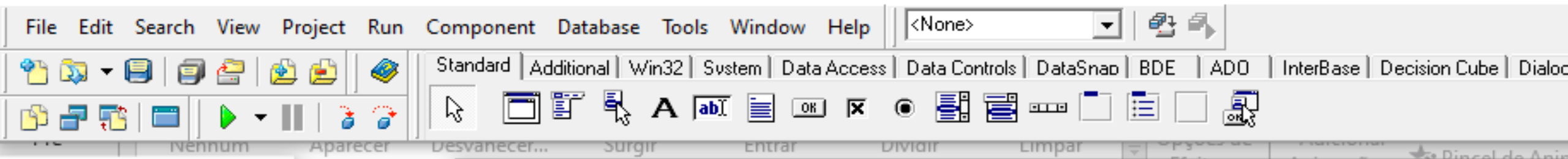
Action	
ActiveControl	
Align	alNone
AlphaBlend	False
AlphaBlendVal	255
⊞ Anchors	akLeft,akTop
AutoScroll	True
AutoSize	False
BiDiMode	bdLeftToRight



The screenshot shows the Delphi 7 IDE interface. The **Project** menu is highlighted with a red arrow. The **Object TreeView** on the left shows **Form4** under **Unit2.p**. The **Object Inspector** at the bottom left shows the properties for **Form4**. A blue speech bubble contains the following text:

Temos que tirar o **Form4** do
Auto Create.
Vá na **Barra de Menus** em **Project**

Object Inspector	
Form4 TForm	
Properties	
Action	
ActiveControl	
Align	alNone
AlphaBlend	False
AlphaBlendValue	255
⊞ Anchors	[akLeft,akTop]
AutoScroll	True
AutoSize	False
BitMode	bdLeftToRight



File Edit Search View Project Run Component Database Tools Window Help

Standard Additional Win32 System Data Access Data Controls DataSnap BDE ADO InterBase Decision Cube Dia

Object TreeView

Form4

Object Inspector

Form4

Properties Events

Action	
ActiveControl	
Align	alNone
AlphaBlend	False
AlphaBlendValue	255
⊞ Anchors	[akLeft,akTop]
AutoScroll	True
AutoSize	False
BiDiMode	bdLeftToRight

Project Options for Projeto.exe

Directories/Conditionals Version Info Packages

Forms Application Compiler Compiler Messages Linker

Main form: Form1

Auto-create forms:

Form1

Available forms:

Form2
Form3
Form4

OK Cancel Help

File Edit Search View Project Run Component Database Tools Window Help

Standard Additional Win32 System Data Access Data Controls DataSnap BDE ADO InterBase Decision Cube Dialogs Win 3

Object TreeView

Unit4.p

Form4

Tela Principal

Objetos Sair

Object Inspector

Form4 TFor

Properties Events

Action	
ActiveControl	
Align	alNone
AlphaBlend	False
AlphaBlendVal	255
⊞ Anchors	[akLeft,akTo
AutoScroll	True
AutoSize	False
BiDiMode	bdLeftToRig

Agora precisamos avisar a Unit2 (A Unit2 é nosso menu principal – Não esqueça disso) da existência da Unit4.

Clique em F12 e clique na Unit2 e vamos fazer as alterações

File Edit Search View Project Run Component Database Tools Window Help

Standard Additional Win32 System Data Access Data Controls DataSnap BDE ADO InterBase Decision Cube Dialogs Win 3.1 COM+ InterBase Ad

Object TreeView

Unit2.pas

Unit1 Unit2 Unit4 Unit3

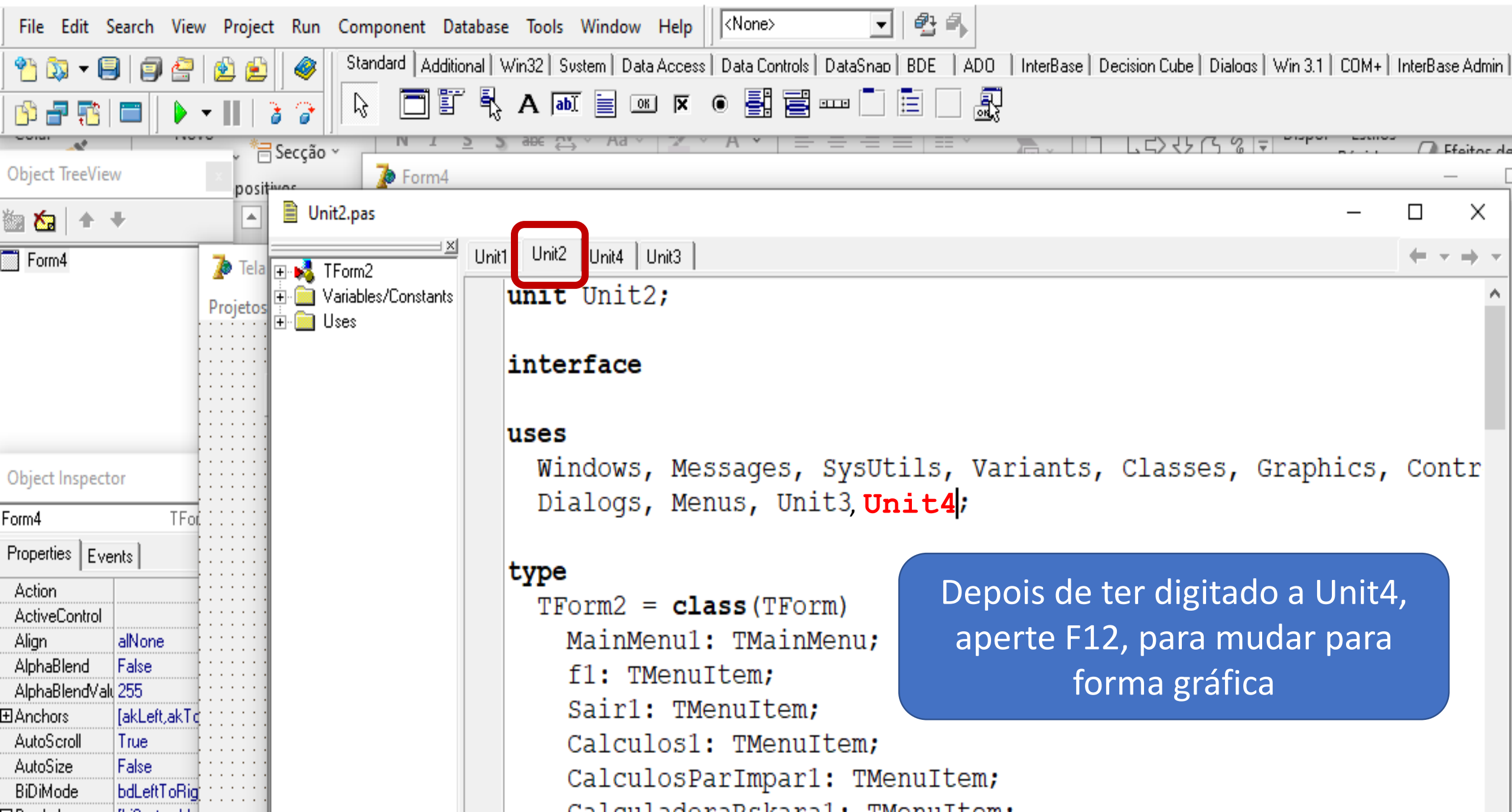
```
uses Unit2;  
  
interface  
  
uses  
  Windows, Messages, SysUtils, Variants, Classes, Graphics, Contr  
  Dialogs, Menus, Unit3;  
  
type  
  TForm2 = class(TForm)  
    MainMenu1: TMainMenu;  
    f1: TMenuItem;  
    Sair1: TMenuItem;  
    Calculos1: TMenuItem;  
    CalculosParImpar1: TMenuItem;
```

Object Inspector

Form4

Properties Events

Action	
ActiveControl	
Align	alNone
AlphaBlend	False
AlphaBlendVal	255
⊞ Anchors	[akLeft,akTop]
AutoScroll	True
AutoSize	False
BiDiMode	bdLeftToRight



File Edit Search View Project Run Component Database Tools Window Help

Standard Additional Win32 System Data Access Data Controls DataSnap BDE ADO

Object TreeView

Form4

Unit2.pas

Object TreeView

- Menu1
- Projetos {f1}
- Calculos {CalculosParImpar1}
- Calculadora Báskara {CalculadoraBaskara1}
- {Sair1}

Object Inspector

CalculadoraBaskara1 TMe

Properties Events

Action	
AutoCheck	False
AutoHotkeys	maParent
AutoLineReduc	maParent
Bitmap	(None)
Break	mbNone
Caption	Calculadora
Checked	False
Default	False

Tela Principal

Projetos Sair

Calculos

Calculadora Báskara

Dê um Duplo Clique na Guia Calculadora de Báskara

File Edit Search View Project Run Component Database Tools Window Help

Standard Additional Win32 System Data Access Data Controls DataSnap BDE ADO InterBase Decision Cube Dialogs Win 3.1 COM+ InterBase Admin

Object TreeView

Unit2.pas

Unit1 Unit2 Unit4 Unit3

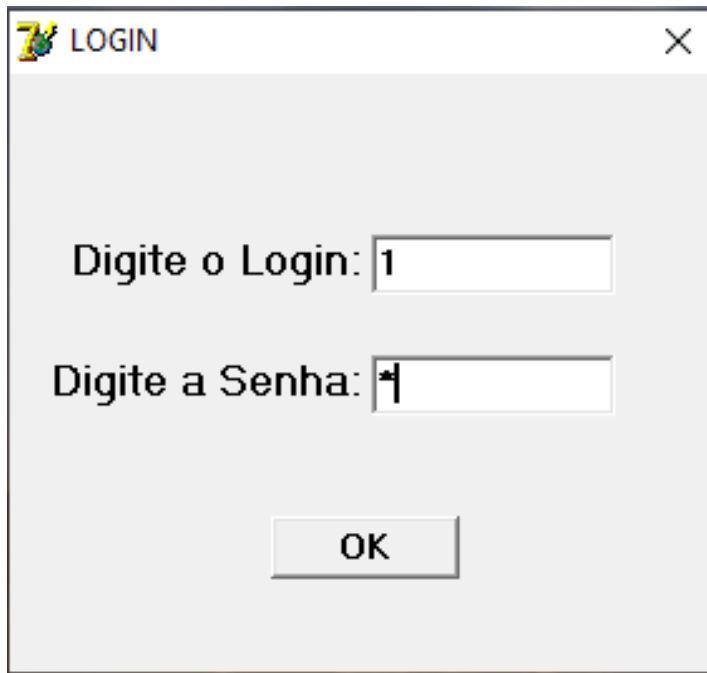
```
procedure TForm2.CalculadoraBskara1Click(Sender: TObject);  
begin  
    Application.CreateForm(TForm4, Form4);  
    Form4.ShowModal;  
end;  
end.
```

Object Inspector

CalculadoraBskara1 TMe

Properties Events

Action	
AutoCheck	False
AutoHotkeys	maParent
AutoLineReduc	maParent
Bitmap	(None)
Break	mbNone
Caption	Calculador
Checked	False
Default	False



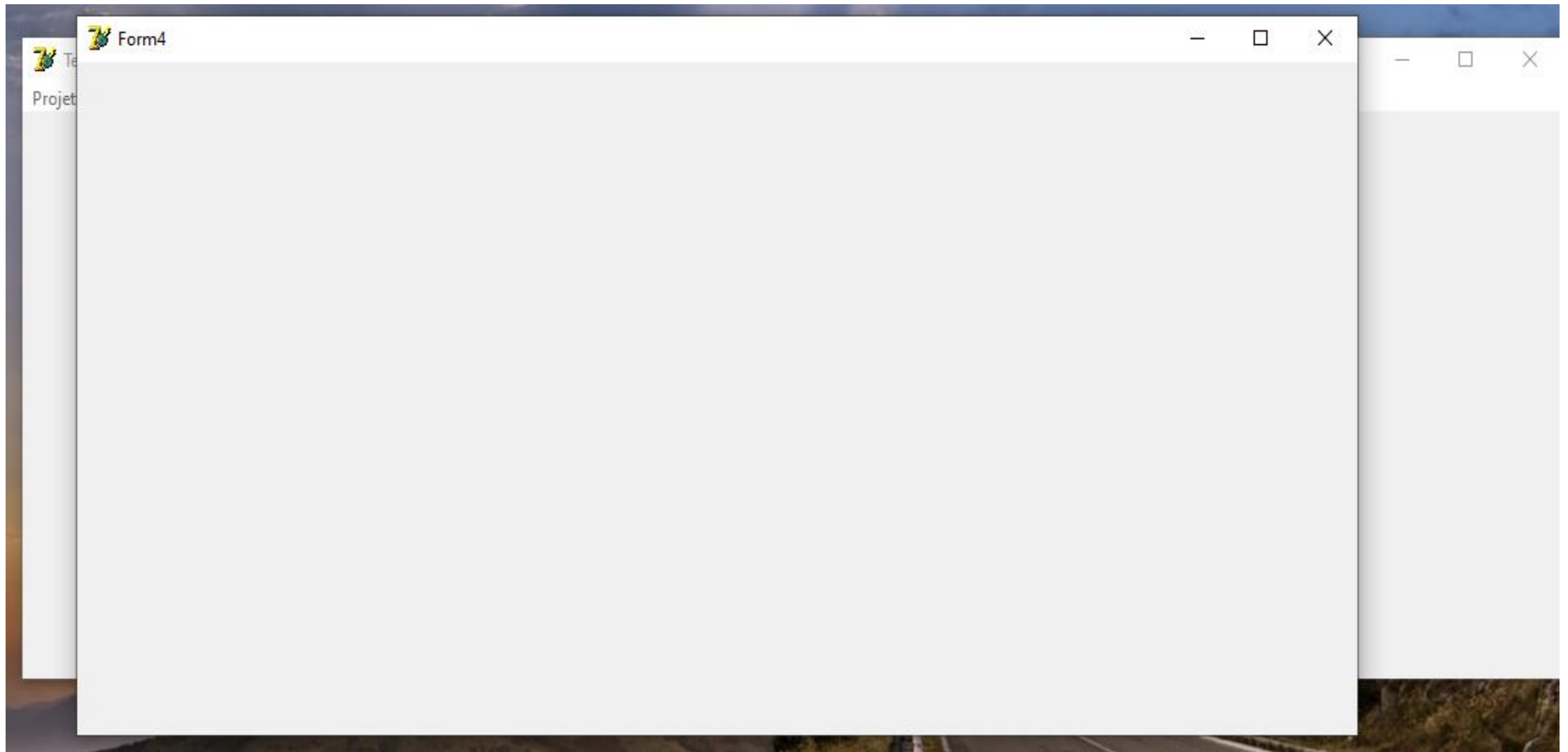
A screenshot of a Windows-style login dialog box. The title bar at the top left shows a small icon and the text 'LOGIN', with a close button (X) on the right. The dialog has a light gray background. It contains two text input fields. The first field is preceded by the label 'Digite o Login:' and contains the number '1'. The second field is preceded by the label 'Digite a Senha:' and contains the number '1'. Below these fields is a single button labeled 'OK'.

Note que coloquei 1 no Login e 1 na Senha. Foi mudado no **Form1** para que estes sejam Login e Senha

Projetos Sair

Calculos

Calculadora Báskara



Funcionando, esta abrindo o Form4, bem vamos mexer agora na parte Visual do Form4

Olha só temos uma imagem
no Form4. Como colocar.

Veja a Seguir

$$\Delta = b^2 - 4.a.c$$

$$x = \frac{-b \pm \sqrt{\Delta}}{2a}$$

Valor de x1:

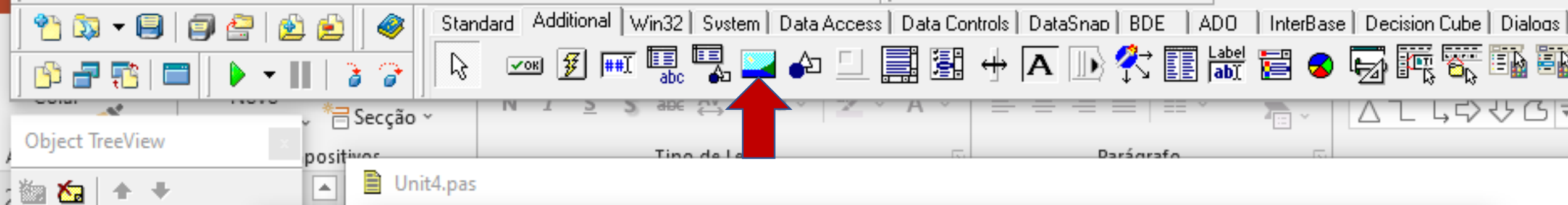
Valor de x2:

Calcular

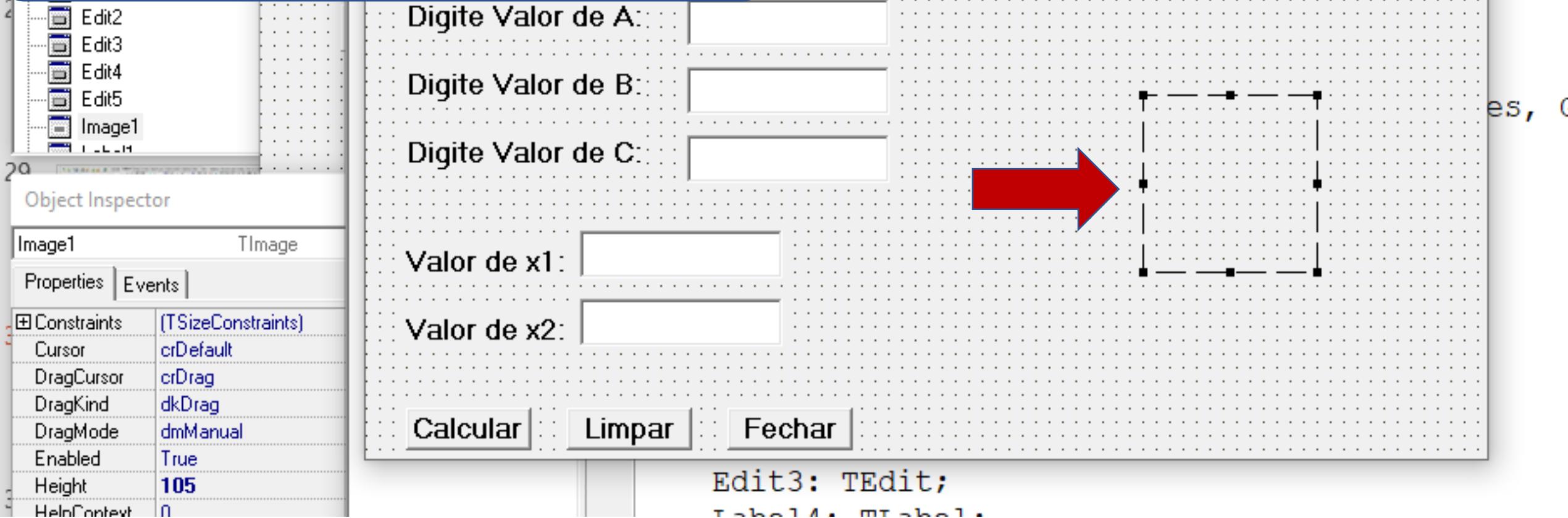
Limpar

Fechar

Edit3: TEdit;



Na Guia **Additional** → Clique em **Images**
Clique depois no Form4 onde achar melhor.



Object TreeView

Form4
Button1
Button2
Button3
Edit1
Edit2

Projetos

Unit4.pas

Calculadora Báskara

Irá abrir a caixa Picture Editor.
Clique em **Load**, pesquise dentro da sua
pasta de projeto e procure uma imagem
fotobaskara.JPG. Dê Ok

Object Inspector

Image1 TImage

Properties Events

HelpType	htContext
Hint	
IncrementalDis	False
Left	464
Name	Image1
ParentShowHir	True
Picture	(None)
PopupMenu	
Proportional	False
ShowHint	False
Stretch	False

Dê Duplo Clique na
Propriedade Picture

Picture Editor

(None)

OK

Cancel

Help

Load...

Save...

Clear

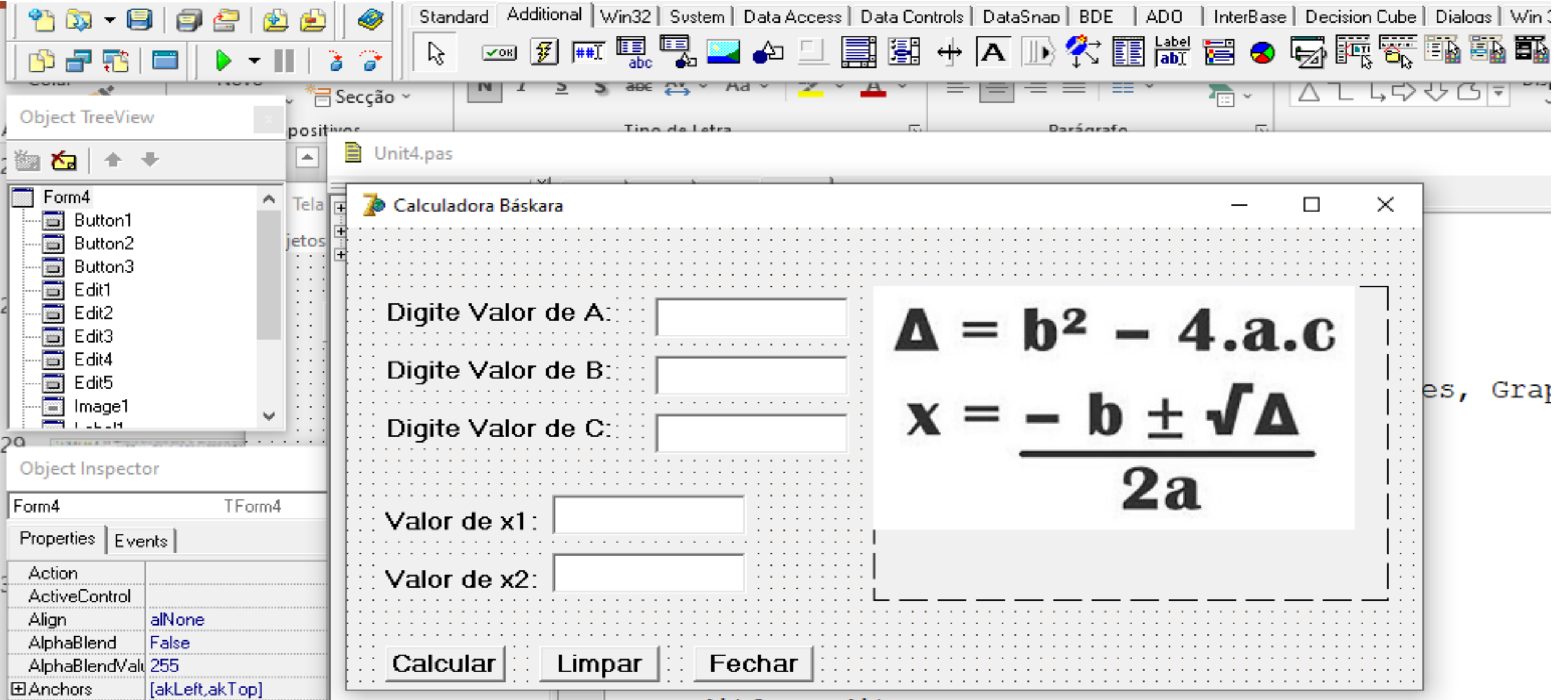
Edit3: TEdit;
Label4: TLabel;

11: 20

Modified

Insert

Code / Diagram /



Amplie a caixa e posicione como quiser, pronto já temos a imagem colocada no **Form4**.

Vamos testar

Digite Valor de A:

Digite Valor de B:

Digite Valor de C:

Valor de x1:

Valor de x2:

$$\Delta = b^2 - 4.a.c$$

$$x = \frac{-b \pm \sqrt{\Delta}}{2a}$$

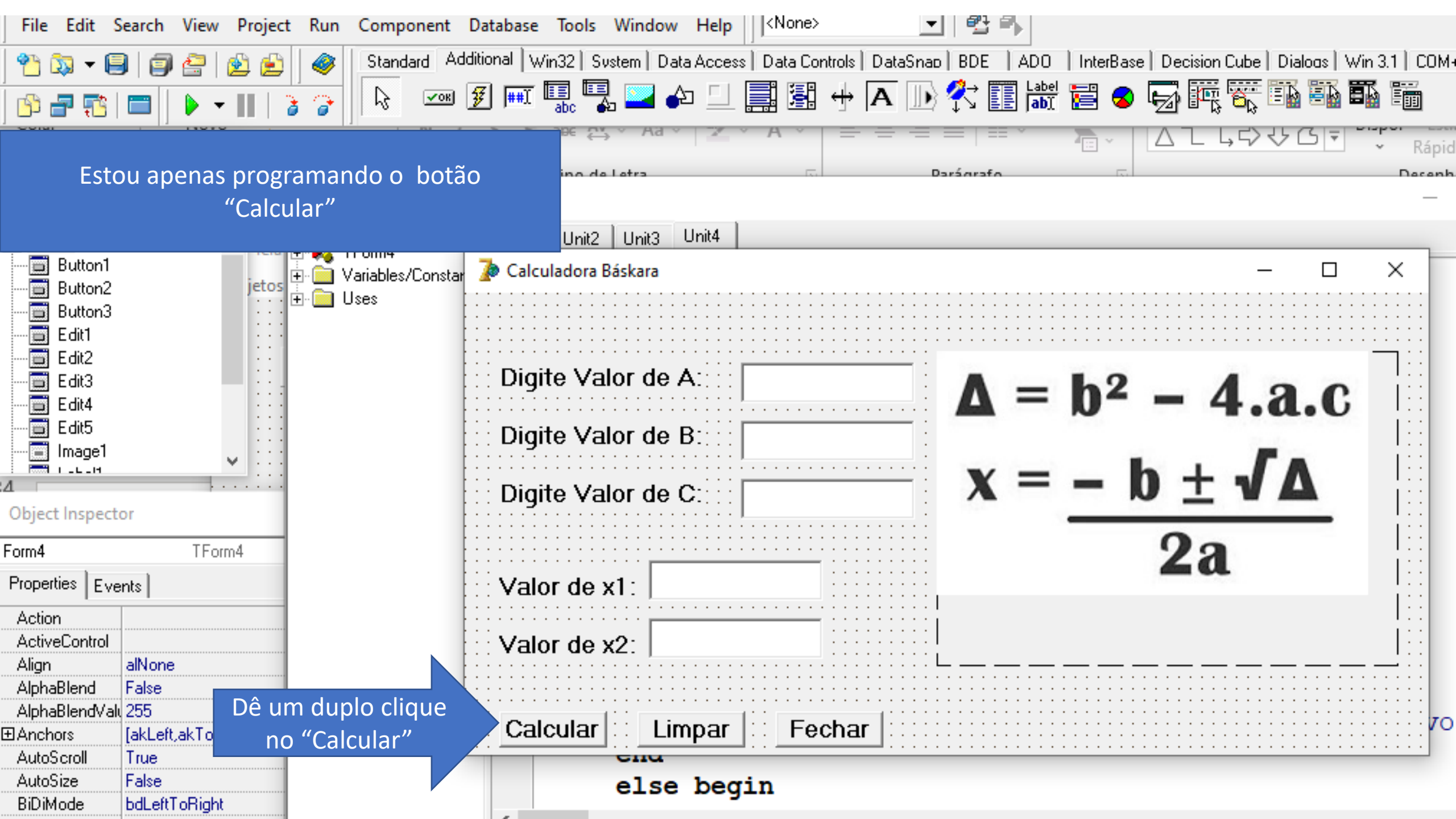
Calcular

Limpar

Fechar



Vamos Programar o
nosso **Form4**



Estou apenas programando o botão
"Calcular"

Dê um duplo clique
no "Calcular"

Calcular

Limpar

Fechar

$$\Delta = b^2 - 4.a.c$$
$$x = \frac{-b \pm \sqrt{\Delta}}{2a}$$

else begin


```
procedure TForm4.Button1Click(Sender: TObject);
var
  delta,a,b,c,x1,x2:real;
begin
  a:= StrtoFloat(Edit1.Text);
  b:= StrtoFloat(Edit2.Text);
  c:= StrtoFloat(Edit3.Text);
  delta:=(b*b) - (4 * a *c);
  if(delta < 0) then
  begin
    showmessage('Não é possível calcular DELTA negativo' + Floattostr(delta))
  end
  else begin
    b:= (-1)*b;
    x1:= (b + sqrt(delta))/(2*a);
    x2:= (b - sqrt(delta))/(2*a);
    Edit4.Text:= FormatFloat('0.####',x1);
    Edit5.Text:= FormatFloat('0.####',x2);
  end;
end;
```

$$\Delta = b^2 - 4.a.c$$
$$x = \frac{-b \pm \sqrt{\Delta}}{2a}$$

end;

Agora é com vocês o resto da programação deste **Form4**

- Pois os campos aceitam letras.
- Os campos podem ser vazios
- A tecla “Enter” não esta funcionando
- O botão limpar não esta programado
- O botão sair não esta programado

AGORA SER DE LUZ VOCE FARÁ O SEGUINTE EXERCÍCIO

Você irá criar um novo **Form** e adicionar este **Form** ao projeto.

Este **Form** receberá o nome de uma pessoa, sua idade, seu peso e sua altura.

Deverá retornar o nome da pessoa, se ela é maior ou menor de idade. Calcular o seu IMC (Índice de Massa Corporal).

Veja as imagens abaixo de como este **Form** deve se comportar.

Calculo IMC → peso/(altura * altura)

CLASSIFICAÇÃO	IMC
Abaixo do Peso	Abaixo 18,5
Peso Normal	18,5 - 24,9
Sobrepeso	25 - 29,9
Obesidade Grau I	30 - 34,9
Obesidade Grau II	35 - 39,9
Obesidade Grau III ou Mórbida	Maior ou Igual 40



LOGIN



Digite o Login:

Digite a Senha:

OK

 Tela Principal



Projetos Sair

Calculos

Calculadora Báskara

Idade/IMC

IDADE/IMC

Tela Principal

Projetos Sair

Digite Nome: Joao Batista

Digite a Idade: 30

Digite Peso: 99

Digite Altura: 1,78

Mostrar

Fechar

CLASSIFICAÇÃO

IMC

Abaixo do Peso

Abaixo 18,5

Peso Normal

18,5 - 24,9

Sobrepeso

25 - 29,9

Obesidade Grau I

30 - 34,9

Obesidade Grau II

35 - 39,9

Obesidade Grau III ou Móbida

Maior ou Igual 40

Joao Batista - Você é maior de idade - Você esta com Obesidade Grau 1 - Seu IMC 31,25