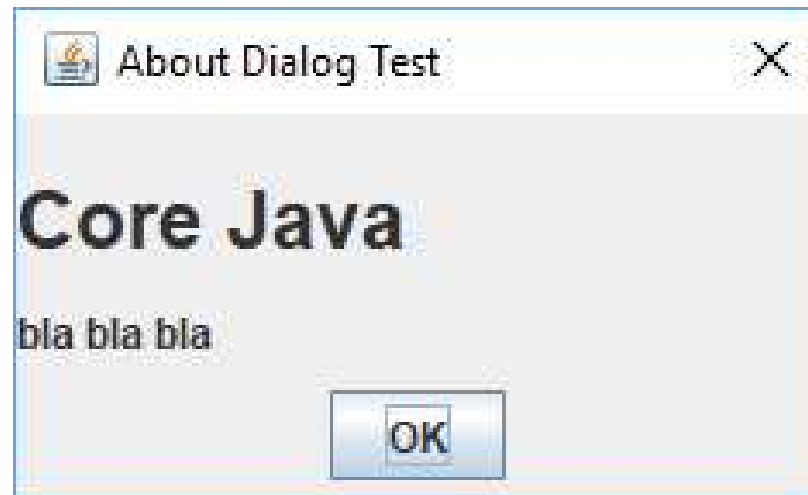


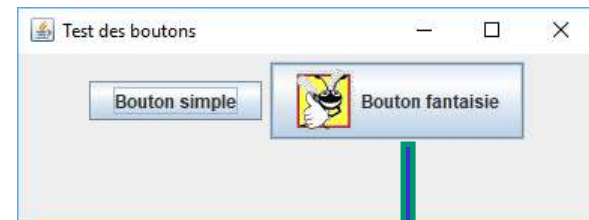
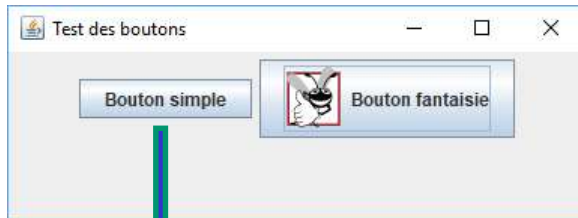
Java Initiation

Exercices 4 : Partie Graphique

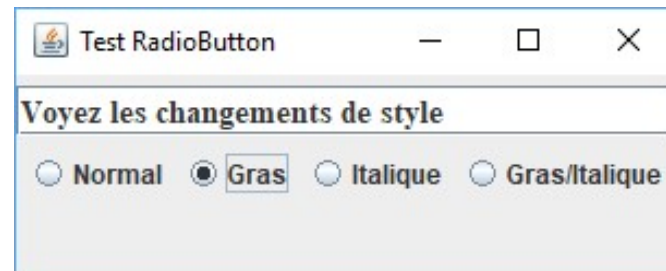
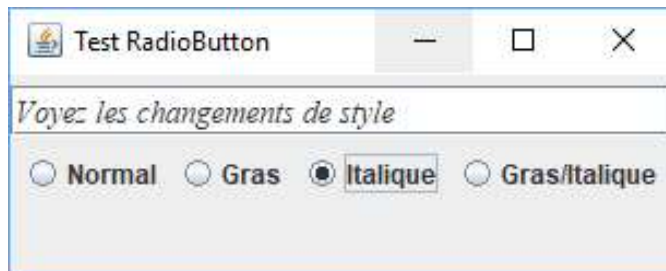
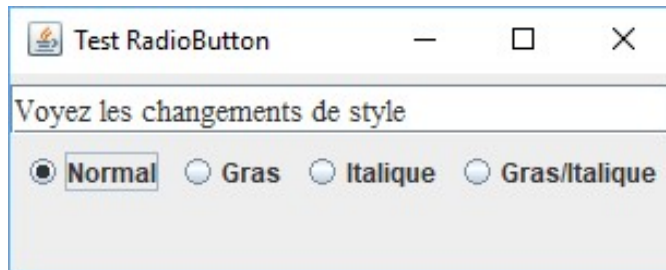
4.1 - JDialog



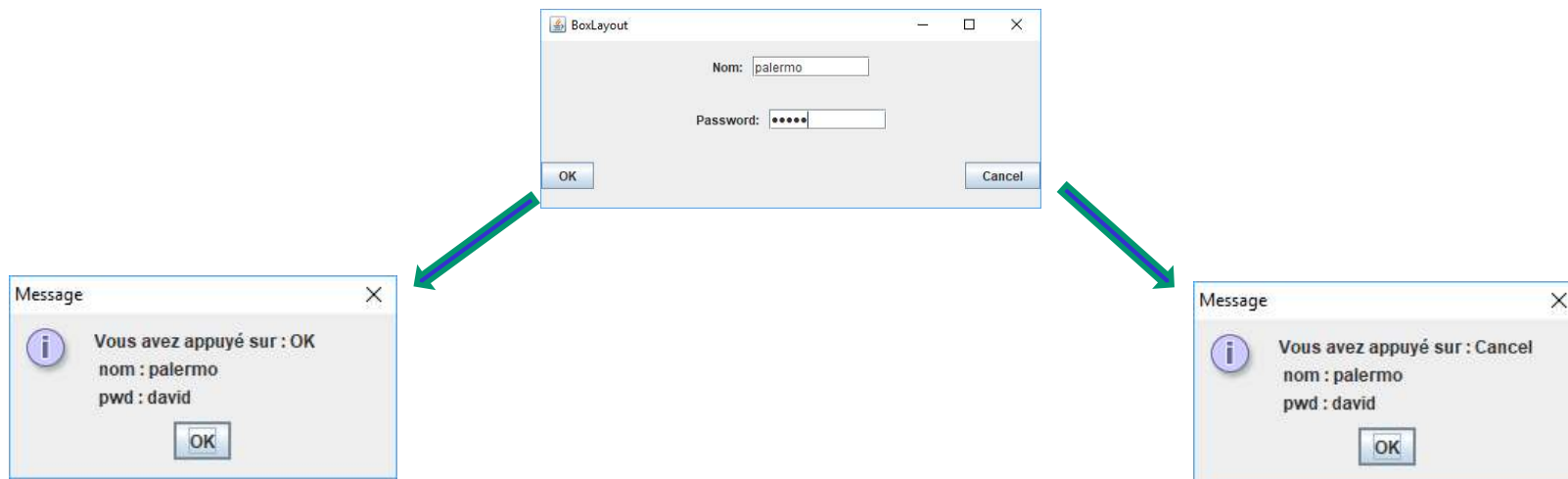
4.2 - JButton



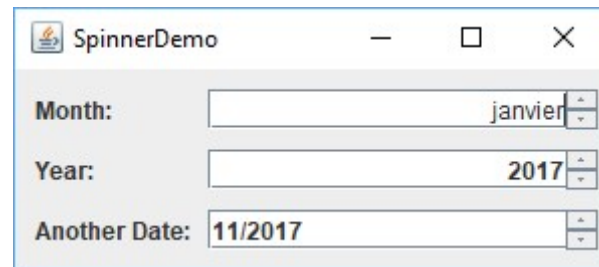
4.3 - JRadioButton



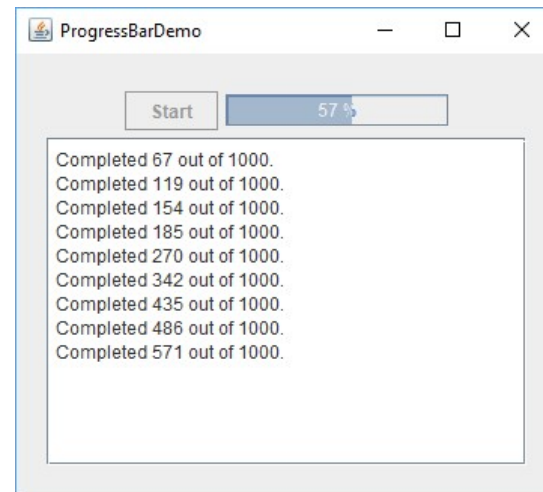
4.4 - BorderLayout



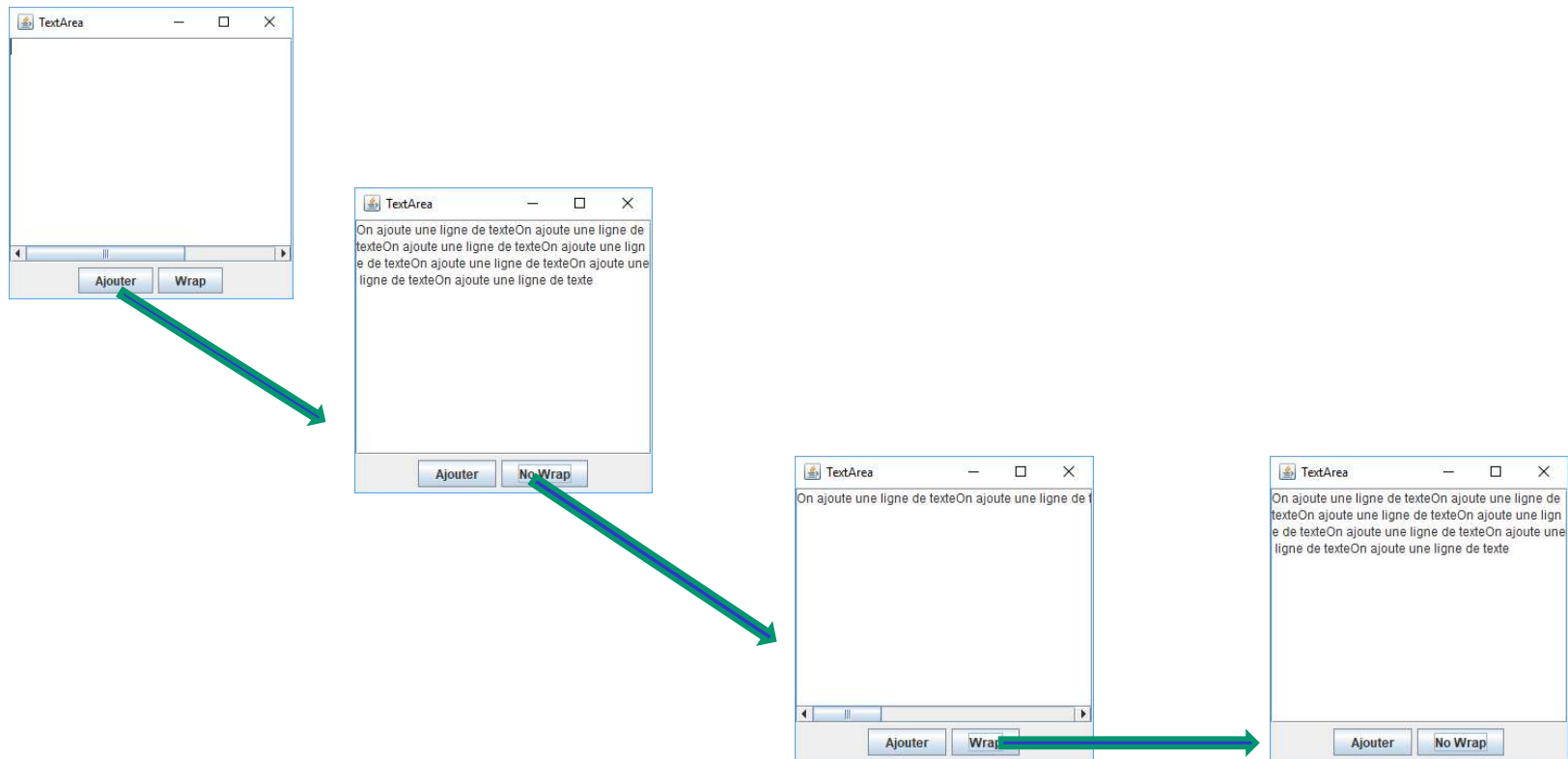
4.5 - JSpinner



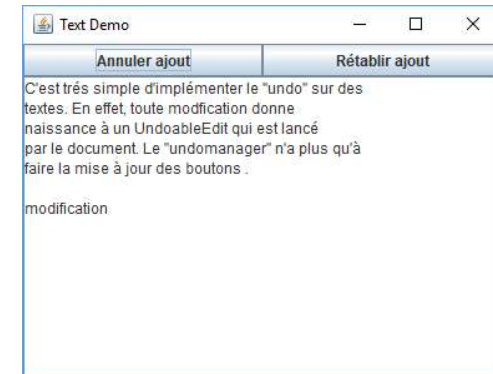
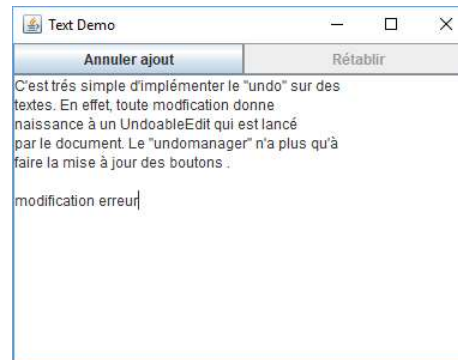
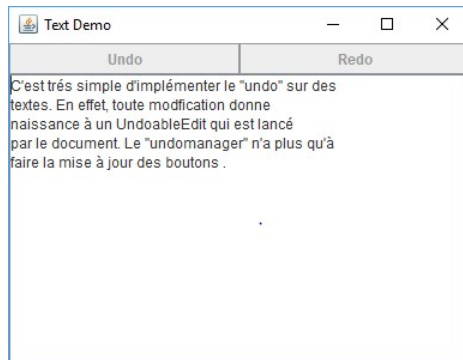
4.6 - JProgressBar



4.7 - JTextArea



4.8 - UndoManager



4.9 – Afficher carte

Tirer des cartes au hasard et afficher les cartes

