

Seguimiento 3 – Parte 2

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Programación orientada a objetos

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1) Ejercicios prueba figuras:

- Formulario principal:

```
private void btnCirculoActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Circulo circulo = new Circulo();  
    circulo.setVisible(true);  
}  
  
private void btnCuadradoActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Cuadrado cuadrado = new Cuadrado();  
    cuadrado.setVisible(true);  
}  
  
private void btnRectanguloActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Rectangulo rectangulo = new Rectangulo();  
    rectangulo.setVisible(true);  
}  
  
private void btnTrianguloRectanguloActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    TrianguloRectangulo trianguloRectangulo = new TrianguloRectangulo();  
    trianguloRectangulo.setVisible(true);  
}
```

- **Clase POOfiguras**

```
public class POOfiguras {  
    public static void main(String[] args) {  
        Formulario form = new Formulario();  
        form.setVisible(true);  
    }  
}
```

- **Clase circulo:**

```
private void btnCalcularActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
  
    int radio;  
    double calcularArea, calcularPerimetro;  
  
    radio = Integer.parseInt(txtRadio.getText());  
  
    calcularArea = Math.PI*Math.pow(radio,2);  
    calcularPerimetro= 2*Math.PI*radio;  
  
    if (radio > 0 ){  
        txtResultado1.setText("El Area es: "+calcularArea+" y el perimetro es: "+ calcularPerimetro);  
    }  
  
}
```

- **Clase Cuadrado:**

```
private void btnCalcularActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
  
    int lado;  
    double calcularArea, calcularPerimetro;  
  
    lado = Integer.parseInt(txtLado.getText());  
  
    calcularArea = lado*lado;  
    calcularPerimetro = (4*lado);  
  
    if (lado>0){  
        txtResultado2.setText("El Area del cuadrado es: "+ calcularArea+" y el perimetro es:  
+calcularPerimetro);  
    }  
}
```

- **Clase Rectángulo:**

```
private void btnCalcularActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
  
    int base, altura;  
    double calcularArea, calcularPerimetro;  
  
    base = Integer.parseInt(txtBaserectangulo.getText());  
    altura = Integer.parseInt(txtAlturarectangulo.getText());  
  
    calcularArea = base * altura;  
    calcularPerimetro = (2 * base) + (2 * altura);  
  
    if (base > 0 && altura>0){  
        txtResultado3.setText("El Area del cuadrado es: "+calcularArea+" y el  
perimetro es: "+calcularPerimetro);  
    }  
}
```

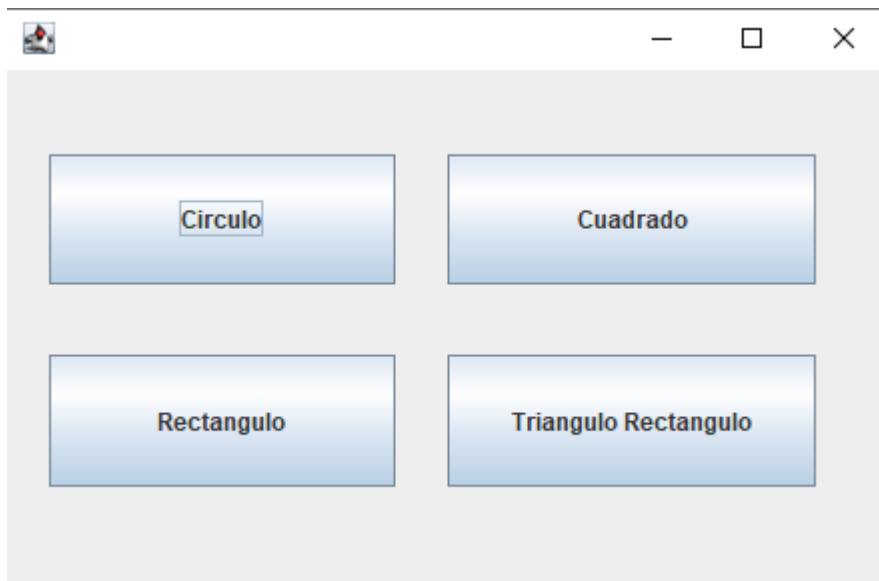
- **Clase Triangulo Rectángulo:**

```
private void btnCalcularActionPerformed(java.awt.event.ActionEvent evt) {  
    int base, altura;  
    double calcularArea, calcularPerimetro, calcularHipotenusa;  
    base = Integer.parseInt(txtBaseTriangulo.getText());  
    altura = Integer.parseInt(txtAlturaTriangulo.getText());  
    calcularHipotenusa = Math.pow(base*base + altura*altura, 0.5);  
    calcularArea= (base * altura / 2);  
    calcularPerimetro = (base + altura + calcularHipotenusa);  
    if (base > 0 && altura > 0){  
        txtResultado4.setText("El area del triangulo rectangulo es: "+calcularArea+ " El  
perimetro es: "+calcularPerimetro);  
    }  
    if ((base == altura) && (base == calcularHipotenusa && (altura ==  
calcularHipotenusa))){  
        txtTipo.setText("Es un triángulo equilátero");  
    }else if ((base != altura) && (base != calcularHipotenusa) &&(altura !=  
calcularHipotenusa)){  
        txtTipo.setText("Es un triángulo escaleno");  
    }else{  
        txtTipo.setText("Es un triángulo isósceles"); /* De otra manera, es isósceles */  
    }  
}
```

Link del proyecto en Github:

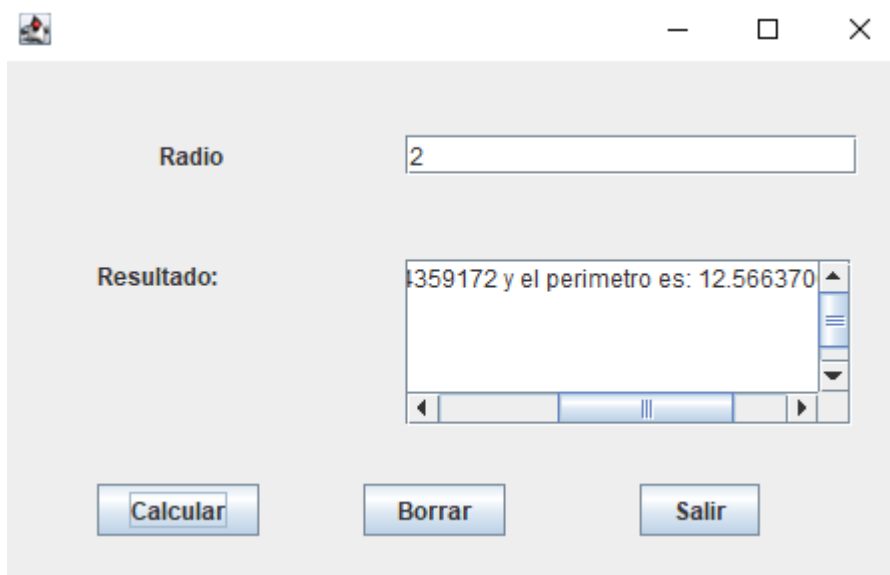
<https://github.com/Mrnicolas1999/POOEjercicios/tree/main/Seguimiento%203/Parte2/POOFiguras/src/main/java/com/mycompany/poofiguras>

Foto del formulario principal:



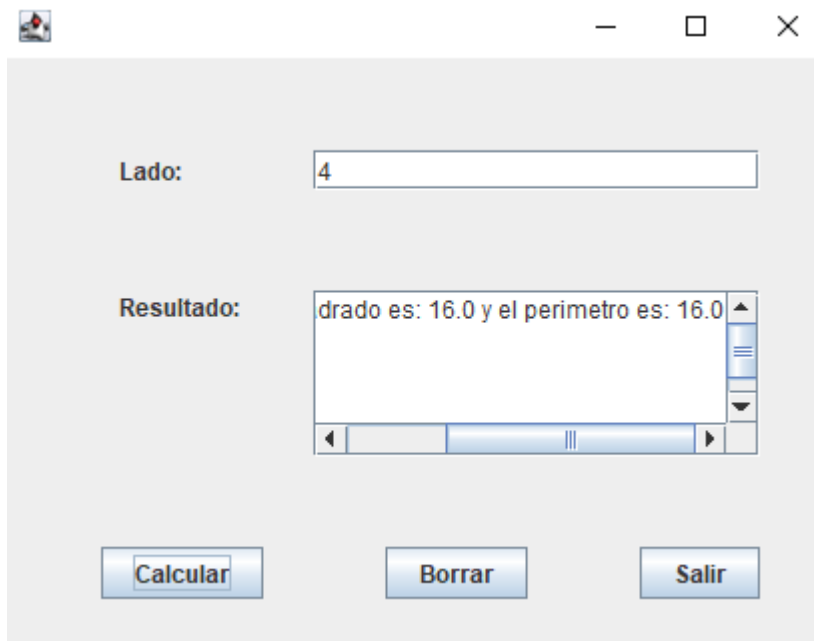
The screenshot shows a standard Windows application window with a title bar containing a small icon and three control buttons (minimize, maximize, close). The main area of the window has a light gray background and contains four blue rectangular buttons with white text, arranged in a 2x2 grid. The buttons are labeled 'Circulo', 'Cuadrado', 'Rectangulo', and 'Triangulo Rectangulo'.

Foto del formulario clase Círculo:



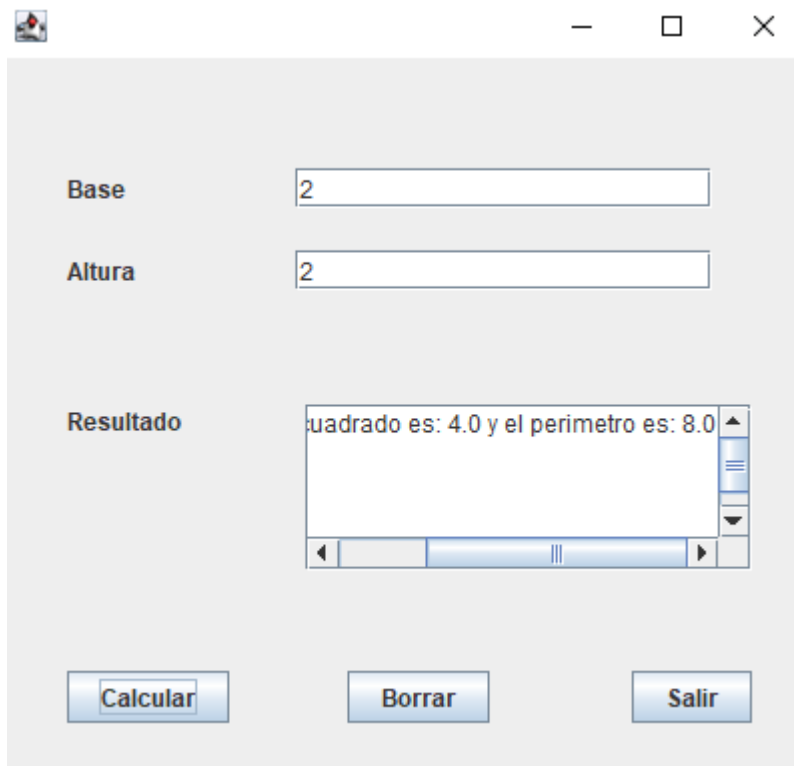
The screenshot shows a Windows application window titled 'Círculo'. The window contains a form with a light gray background. At the top, there is a label 'Radio' followed by a text input field containing the number '2'. Below this, there is a label 'Resultado:' followed by a text area containing the text '359172 y el perimetro es: 12.566370'. At the bottom of the window, there are three blue rectangular buttons with white text: 'Calcular', 'Borrar', and 'Salir'.

Foto del formulario clase Cuadrado:



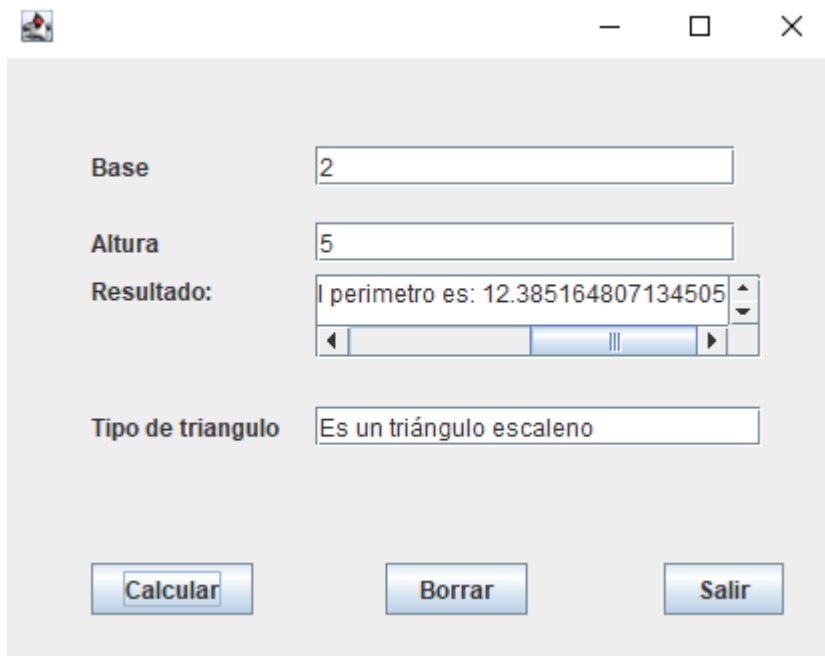
A screenshot of a Java Swing window titled "Cuadrado". The window has a standard title bar with a red close button, a yellow maximize button, and a green minimize button. The main content area has a light gray background. It contains a label "Lado:" followed by a text input field containing the number "4". Below this is a label "Resultado:" followed by a text area containing the text "Cuadrado es: 16.0 y el perimetro es: 16.0". At the bottom of the window, there are three buttons: "Calcular", "Borrar", and "Salir".

Foto del formulario clase Rectángulo:



A screenshot of a Java Swing window titled "Rectángulo". The window has a standard title bar with a red close button, a yellow maximize button, and a green minimize button. The main content area has a light gray background. It contains two labels: "Base" followed by a text input field containing the number "2", and "Altura" followed by a text input field containing the number "2". Below these is a label "Resultado" followed by a text area containing the text "Cuadrado es: 4.0 y el perimetro es: 8.0". At the bottom of the window, there are three buttons: "Calcular", "Borrar", and "Salir".

Foto del formulario clase Triangulo rectángulo:



The image shows a screenshot of a Java Swing window titled "Triangulo rectángulo". The window has a standard title bar with a minimize button, a maximize button, and a close button. The main content area is light gray and contains the following elements:

- Base:** A text input field containing the value "2".
- Altura:** A text input field containing the value "5".
- Resultado:** A text area containing the text "l perimetro es: 12.385164807134505". Below the text area is a horizontal scrollbar.
- Tipo de triangulo:** A text input field containing the text "Es un triángulo escaleno".
- Buttons:** At the bottom of the window, there are three buttons: "Calcular", "Borrar", and "Salir".

