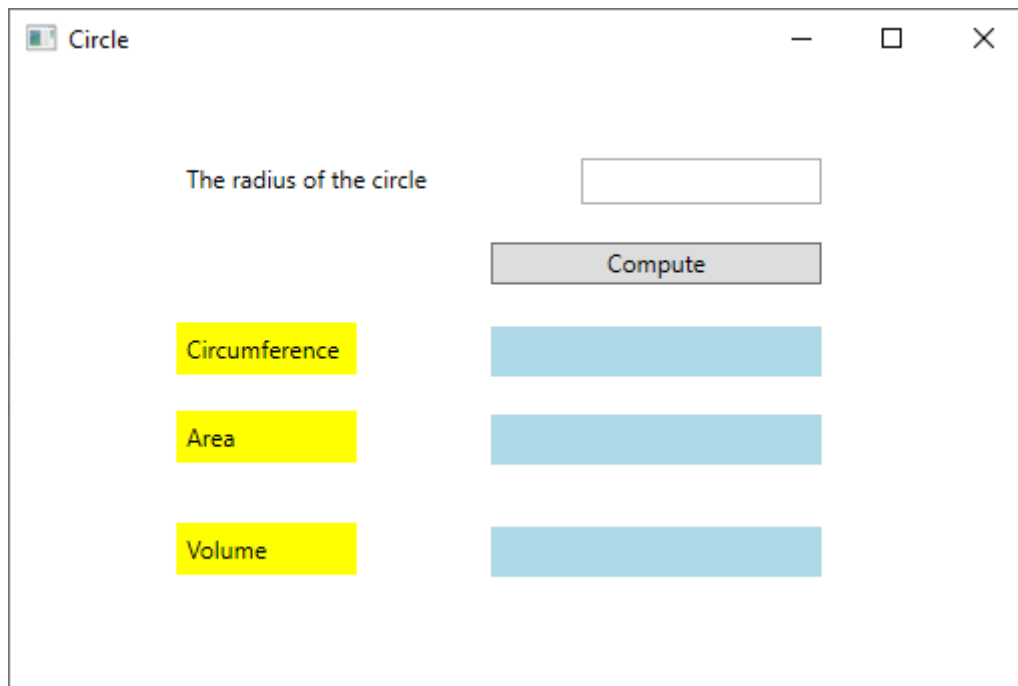


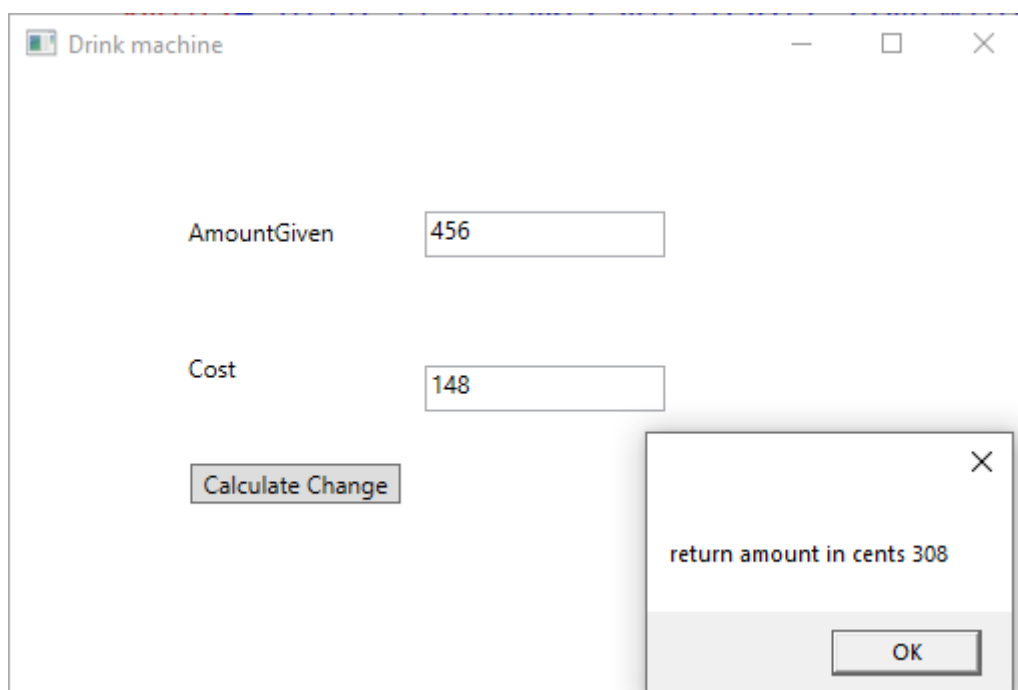
Hoofdstuk 4: Visuele voorstelling van de te maken oefeningen

Opgave 4.2



The screenshot shows a Java Swing window titled "Circle". Inside the window, there is a text label "The radius of the circle" followed by an empty text input field. Below this, there is a grey button labeled "Compute". To the left of the "Compute" button, there are three yellow rectangular labels: "Circumference", "Area", and "Volume". To the right of each of these yellow labels is a light blue rectangular output field.

Opgave 4.9



The screenshot shows a Java Swing window titled "Drink machine". Inside the window, there are two text labels: "AmountGiven" and "Cost". The "AmountGiven" label is followed by a text input field containing the value "456". The "Cost" label is followed by a text input field containing the value "148". Below these inputs is a grey button labeled "Calculate Change". A modal dialog box is open in the foreground, displaying the text "return amount in cents 308" and an "OK" button.

Opgave 4.11



DecimalToBinary



Number between 0 and 255

Convert

1010