

# INTERFACE GRÁFICO

JAVA



# **PACOTES**

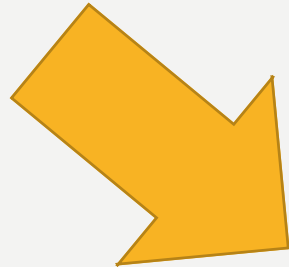
Java.awt

Java.swing

# COMPONENTES

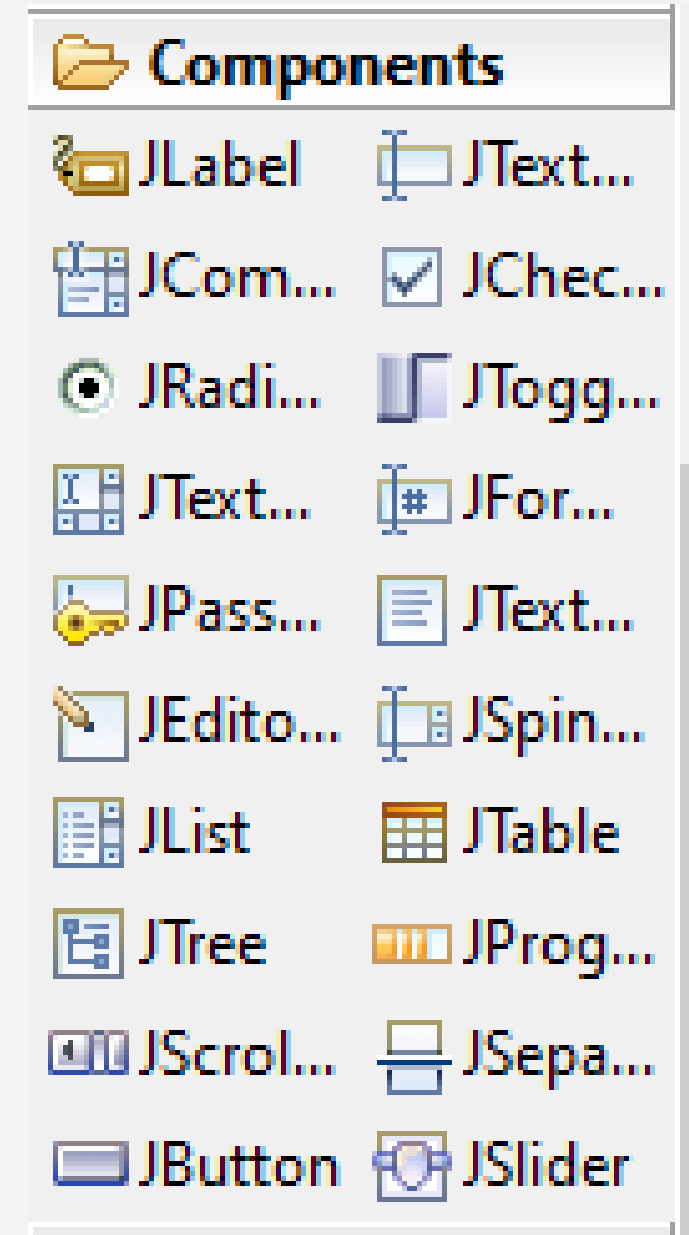
Os objetos da Classe `Java.swing` denominam-se componentes

Todas as interfaces gráficas constroem-se através de componentes denominados de contentores ( Janelas e Painéis)

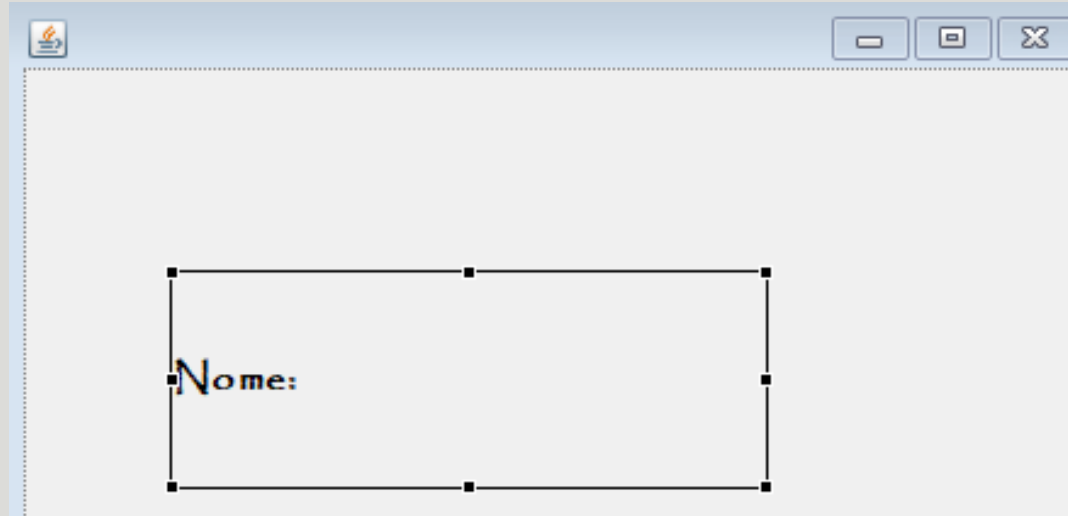


Botões, Rótulos, Caixas de Texto

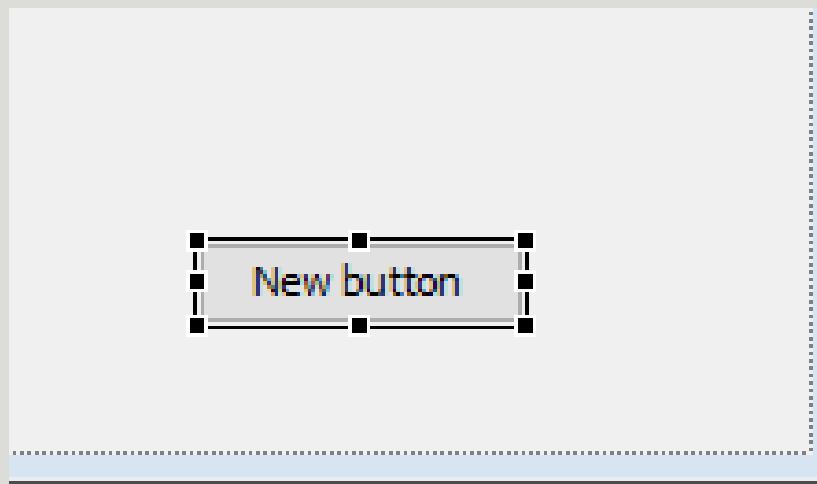
# COMPONENTES



# PROPRIEDADES



Variable	lblNewLabel
Construc...	(Constructor pr...
Bounds	(61, 84, 244, 88)
Class	javax.swing.JLa...
backgrou...	240,240,240 ...
displaye...	
enabled	<input checked="" type="checkbox"/> true
font	Papyrus 16 B... ...
foreground	0,0,0 ...
horizonta...	LEADING
icon	...
labelFor	...
text	Nome: ...
toolTipText	...
verticalAl...	CENTER



Proper	
<b>Variable</b>	btnNewButton
<b>Construc...</b>	(Constructor pr...
<b>Bounds</b>	(267, 203, 89, 23)
x	267
y	203
width	89
height	23
<b>Class</b>	javax.swing.JBu...
backgrou...	<input type="checkbox"/> 240,240,240 ...
enabled	<input checked="" type="checkbox"/> true
font	Tahoma 11 ...
foreground	<input type="checkbox"/> 0,0,0 ...
horizonta...	CENTER
<b>icon</b>	...
<b>mnemon...</b>	
selectedl...	...
<b>text</b>	New button ...
toolTipText	...
verticalAl...	CENTER