

ACTIVIDAD 04//UI: User Interface

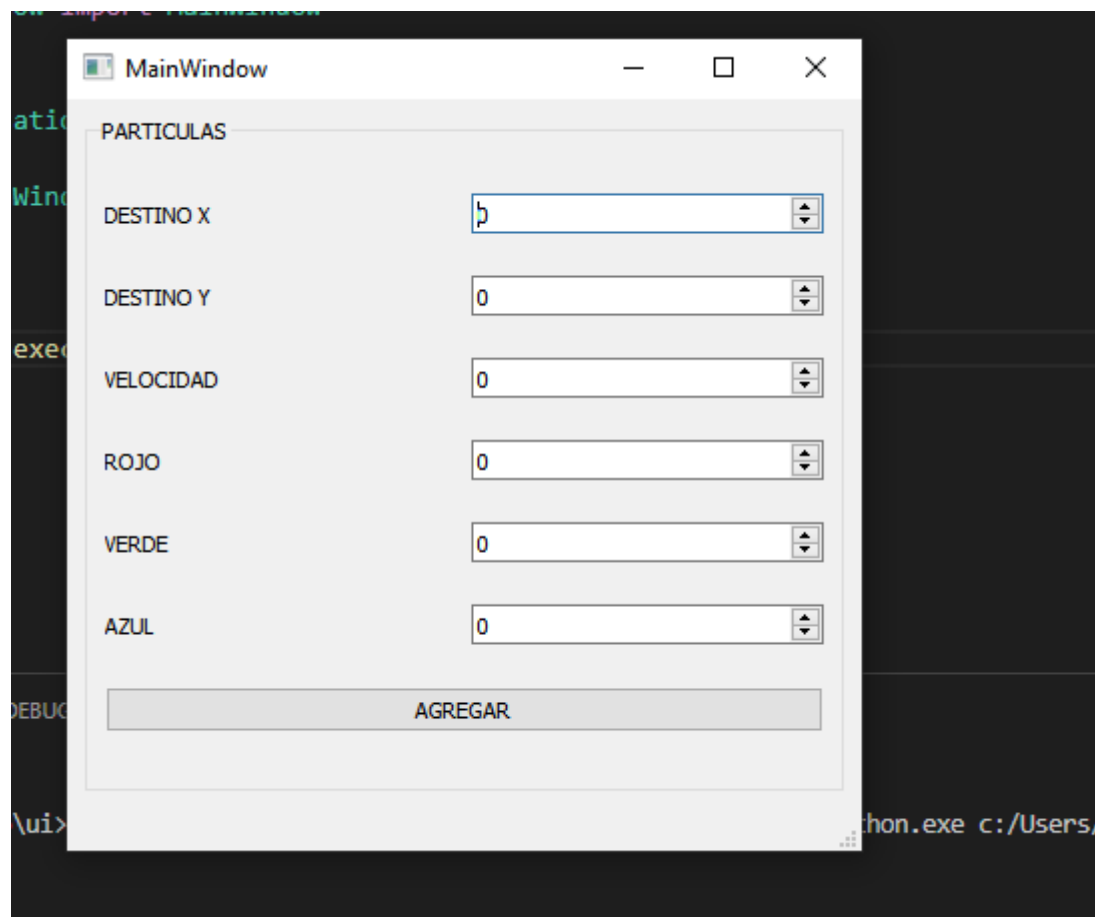
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SEMINARIO DE ALGORITMIA

Lineamientos de evaluación

- [] El reporte está en formato Google Docs o PDF.
- [] El reporte sigue las pautas del [Formato de Actividades](#).
- [] El reporte tiene desarrollada todas las pautas del [Formato de Actividades](#).
- [] Se muestra la captura de pantalla de la interfaz de usuario corriendo desde Python con los *widgets* para representar la información de una partícula (como se definió en el punto 1 de las instrucciones).

DESARROLLO:



CONCLUSIONES:

ME PARECIÓ UNA ACTIVIDAD MUY DIVERTIDA Y DEBO DE ADMITIR QUE SUFRÍ UN POCO PARA LA REALIZACIÓN DE LA MISMA Y TODO POR UNAS BARRAS BAJAS

REFERENCIAS:

<https://youtu.be/T0qJdF1fMqo>

CÓDIGO:

MAIN.PY:

```
from PySide2.QtWidgets import QApplication
from mainwindow import MainWindow
import sys
```

```
app = QApplication()
```

```
window = MainWindow()
```

```
window.show()
```

```
sys.exit(app.exec_())
```

MAINWINDOW.PY:

```
from PySide2.QtWidgets import QMainWindow
from PySide2.QtCore import Slot
from ui_mainwindow import Ui_MainWindow
```

```
class MainWindow(QMainWindow):
    def __init__(self):
        super(MainWindow,self).__init__()
        ui = Ui_MainWindow()
        ui.setupUi(self)
        ui.pushButton.clicked.connect(self.click_agregar)
```

```
@Slot()
```

```
def click_agregar(self):
    print('click')
```

UI_MAINWINDOW.PY

```
from PySide2.QtCore import *
from PySide2.QtGui import *
from PySide2.QtWidgets import *
```

```
class Ui_MainWindow(object):
    def setupUi(self, MainWindow):
```

```
if not MainWindow.setObjectName():
    MainWindow.setObjectName(u"MainWindow")
MainWindow.resize(368, 365)
self.centralwidget = QWidget(MainWindow)
self.centralwidget.setObjectName(u"centralwidget")
self.gridLayout_2 = QGridLayout(self.centralwidget)
self.gridLayout_2.setObjectName(u"gridLayout_2")
self.groupBox = QGroupBox(self.centralwidget)
self.groupBox.setObjectName(u"groupBox")
self.gridLayout = QGridLayout(self.groupBox)
self.gridLayout.setObjectName(u"gridLayout")
self.label = QLabel(self.groupBox)
self.label.setObjectName(u"label")

self.gridLayout.addWidget(self.label, 0, 0, 1, 1)

self.spinBox_3 = QSpinBox(self.groupBox)
self.spinBox_3.setObjectName(u"spinBox_3")

self.gridLayout.addWidget(self.spinBox_3, 0, 1, 1, 1)

self.label_2 = QLabel(self.groupBox)
self.label_2.setObjectName(u"label_2")

self.gridLayout.addWidget(self.label_2, 1, 0, 1, 1)

self.spinBox_4 = QSpinBox(self.groupBox)
self.spinBox_4.setObjectName(u"spinBox_4")

self.gridLayout.addWidget(self.spinBox_4, 1, 1, 1, 1)

self.label_3 = QLabel(self.groupBox)
self.label_3.setObjectName(u"label_3")

self.gridLayout.addWidget(self.label_3, 2, 0, 1, 1)

self.spinBox_2 = QSpinBox(self.groupBox)
self.spinBox_2.setObjectName(u"spinBox_2")

self.gridLayout.addWidget(self.spinBox_2, 2, 1, 1, 1)

self.label_6 = QLabel(self.groupBox)
self.label_6.setObjectName(u"label_6")
```

```
self.gridLayout.addWidget(self.label_6, 3, 0, 1, 1)

self.spinBox = QSpinBox(self.groupBox)
self.spinBox.setObjectName(u"spinBox")

self.gridLayout.addWidget(self.spinBox, 3, 1, 1, 1)

self.label_4 = QLabel(self.groupBox)
self.label_4.setObjectName(u"label_4")

self.gridLayout.addWidget(self.label_4, 4, 0, 1, 1)

self.spinBox_5 = QSpinBox(self.groupBox)
self.spinBox_5.setObjectName(u"spinBox_5")

self.gridLayout.addWidget(self.spinBox_5, 4, 1, 1, 1)

self.label_5 = QLabel(self.groupBox)
self.label_5.setObjectName(u"label_5")

self.gridLayout.addWidget(self.label_5, 5, 0, 1, 1)

self.spinBox_6 = QSpinBox(self.groupBox)
self.spinBox_6.setObjectName(u"spinBox_6")

self.gridLayout.addWidget(self.spinBox_6, 5, 1, 1, 1)

self.pushButton = QPushButton(self.groupBox)
self.pushButton.setObjectName(u"pushButton")

self.gridLayout.addWidget(self.pushButton, 6, 0, 1, 2)

self.gridLayout_2.addWidget(self.groupBox, 0, 0, 1, 1)

MainWindow.setCentralWidget(self.centralwidget)
self.menubar = QMenuBar(MainWindow)
self.menubar.setObjectName(u"menubar")
self.menubar.setGeometry(QRect(0, 0, 368, 21))
MainWindow.setMenuBar(self.menubar)
self.statusbar = QStatusBar(MainWindow)
self.statusbar.setObjectName(u"statusbar")
MainWindow.setStatusBar(self.statusbar)
```

```
self.retranslateUi(MainWindow)

QMetaObject.connectSlotsByName(MainWindow)
# setupUi

def retranslateUi(self, MainWindow):
    MainWindow.setWindowTitle(QCoreApplication.translate("MainWindow",
u"MainWindow", None))
    self.groupBox.setTitle(QCoreApplication.translate("MainWindow",
u"PARTICULAS", None))
    self.label.setText(QCoreApplication.translate("MainWindow", u"DESTINO X",
None))
    self.label_2.setText(QCoreApplication.translate("MainWindow", u"DESTINO Y",
None))
    self.label_3.setText(QCoreApplication.translate("MainWindow",
u"VELOCIDAD", None))
    self.label_6.setText(QCoreApplication.translate("MainWindow", u"ROJO",
None))
    self.label_4.setText(QCoreApplication.translate("MainWindow", u"VERDE",
None))
    self.label_5.setText(QCoreApplication.translate("MainWindow", u"AZUL",
None))
    self.pushButton.setText(QCoreApplication.translate("MainWindow",
u"AGREGAR", None))
    # retranslateUi
```