Actividad 09 (QScene)



# RAFAEL ARTURO GUTIERREZ CRUZ

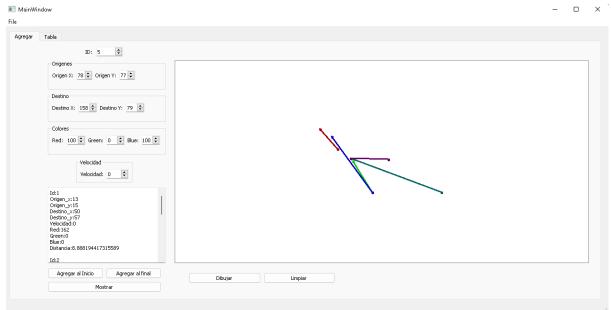
Seminario de Solucion de Problemas de Algoritmia

## 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 captura de pantalla de lo que se pide en el punto 2.

### **Desarrollo**

Captura de pantalla de al menos 5 partículas desplegadas en el QScene



## **Conclusiones**

No tuve muchas complicaciones con la práctica, siendo que en el video de referencia es algo más diferente a los otros, tuve menos complicaciones a la hora de desarrollar esta práctica que en la anterior.

## Referencias

MICHEL DAVALOS BOITES. (2020c, noviembre 5). *PySide2 - QScene (Qt for Python)(VI)* [Vídeo]. YouTube. Recuperado 23 de octubre de 2022, de https://www.youtube.com/watch?v=3jHTFzPpZY8

# Código

#### algoritmos.py

```
import math

def distancia_euclidiana(x_1, y_1, x_2, y_2):

   valor1 = x_1 - y_1
   valor1**2

   valor2 = x_2 - y_2
   valor2**2

   return math.sqrt(valor1+valor2)
```

#### main.py

```
from PySide2.QtWidgets import QApplication
from mainwindow import MainWindow
from scipy.optimize import linprog
import sys

app =QApplication()

window = MainWindow()

window.show()

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

#### mainwindow.py

```
from base64 import decodebytes

from contextlib import redirect_stderr

from PySide2.QtWidgets import QMainWindow, QFileDialog, QMessageBox,
QTableWidgetItem, QGraphicsScene

from PySide2.QtCore import Slot

from PySide2.QtGui import QPen, QColor, QTransform

from ui_mainwindow import Ui_MainWindow

from particle_adminstrator import administrador
```

```
from particulas import Particula
class MainWindow(QMainWindow):
   def init (self):
       super(MainWindow, self). init ()
       self.administrador = administrador()
       self.ui = Ui MainWindow()
        self.ui.setupUi(self)
self.ui.agregarFinal pushButton.clicked.connect(self.click agregar)
self.ui.AgragrInicio pushButton.clicked.connect(self.click agregar inic
io)
        self.ui.Mostrar pushButton.clicked.connect(self.click mostrar)
self.ui.actionAbrir.triggered.connect(self.action abrir archivo)
self.ui.actionGuardar.triggered.connect(self.action quardar archivo)
self.ui.Mostrar Tabla pushButton 2.clicked.connect(self.mostrar tabla)
        self.ui.buscar pushButton.clicked.connect(self.Buscar)
        self.ui.Limpiar_pushButton_2.clicked.connect(self.Limpiar)
        self.ui.Dibujar pushButton.clicked.connect(self.Dibujar)
       self.scene = QGraphicsScene()
        self.ui.Particulas graphicsView.setScene(self.scene)
   @Slot()
   def Dibujar(self):
       Pen = QPen()
       Pen.setWidth(3)
        for particle in self.administrador:
            r = particle.Red
            g = particle.Green
           b = particle.Blue
            color = QColor(r, g, b)
```

```
Pen.setColor(color)
self.scene.addEllipse(particle.OrigenX,particle.OrigenY,3,3, Pen)
self.scene.addEllipse(particle.DestinoX,particle.DestinoY,3,3, Pen)
            self.scene.addLine(particle.OrigenX, particle.OrigenY,
particle.DestinoX, particle.DestinoY, Pen)
   @Slot()
    def Limpiar(self):
        self.scene.clear()
    @Slot()
    def Buscar(self):
        Codigo Buscado = self.ui.Buscar lineEdit.text()
        encontrado = False
        for particle in self.administrador:
            if Codigo Buscado == str(particle.Codigo):
                self.ui.Tabla.clear()
                self.ui.Tabla.setRowCount(1)
                Codigo Widget = QTableWidgetItem(str(particle.Codigo))
                OrigenesX Widget =
QTableWidgetItem(str(particle.OrigenX))
                OrigenesY Widget =
QTableWidgetItem(str(particle.OrigenY))
                DestinoX Widget =
QTableWidgetItem(str(particle.DestinoX))
                DestinoY Widget =
QTableWidgetItem(str(particle.DestinoY))
                Velocidad Widget =
QTableWidgetItem(str(particle.Velocidad))
                Red Widget = QTableWidgetItem(str(particle.Red))
                Green Widget = QTableWidgetItem(str(particle.Green))
                Blue_Widget = QTableWidgetItem(str(particle.Blue))
                Distancia Widget =
QTableWidgetItem(str(particle.Distancia))
                self.ui.Tabla.setItem(0, 0, Codigo_Widget)
```

```
self.ui.Tabla.setItem(0, 1, OrigenesX Widget)
                self.ui.Tabla.setItem(0, 2, OrigenesY Widget)
                self.ui.Tabla.setItem(0, 3, DestinoX Widget)
                self.ui.Tabla.setItem(0, 4, DestinoY Widget)
                self.ui.Tabla.setItem(0, 5, Velocidad Widget)
                self.ui.Tabla.setItem(0, 6, Red Widget)
                self.ui.Tabla.setItem(0, 7, Green Widget)
                self.ui.Tabla.setItem(0, 8, Blue Widget)
                self.ui.Tabla.setItem(0, 9, Distancia Widget)
                encontrado = True
                return
        print(Codigo Buscado)
        if not encontrado:
            QMessageBox.warning(self, "Atencion", f'Particula
"{Codigo Buscado}"no encontrada')
    @Slot()
    def mostrar tabla(self):
        self.ui.Tabla.setColumnCount(10)
        headers = ["ID" ,"Origen X" ,"Origen Y" ,"Destino X" ,"Destino
Y" ,"Velocidad" ,"Red" ,"Green" ,"Blue" ,"Distancia"]
        self.ui.Tabla.setHorizontalHeaderLabels(headers)
        self.ui.Tabla.setRowCount(len(self.administrador))
        self.ui.Tabla.setColumnWidth(0,50)
        self.ui.Tabla.setColumnWidth(9,200)
        row = 0
        for particle in self.administrador:
            Codigo Widget = QTableWidgetItem(str(particle.Codigo))
            OrigenesX Widget = QTableWidgetItem(str(particle.OrigenX))
            OrigenesY Widget = QTableWidgetItem(str(particle.OrigenY))
            DestinoX Widget = QTableWidgetItem(str(particle.DestinoX))
            DestinoY Widget = QTableWidgetItem(str(particle.DestinoY))
            Velocidad Widget =
QTableWidgetItem(str(particle.Velocidad))
            Red Widget = QTableWidgetItem(str(particle.Red))
            Green Widget = QTableWidgetItem(str(particle.Green))
            Blue Widget = QTableWidgetItem(str(particle.Blue))
            Distancia Widget =
QTableWidgetItem(str(particle.Distancia))
```

```
self.ui.Tabla.setItem(row, 0, Codigo Widget)
            self.ui.Tabla.setItem(row, 1, OrigenesX Widget)
            self.ui.Tabla.setItem(row, 2, OrigenesY Widget)
            self.ui.Tabla.setItem(row, 3, DestinoX Widget)
            self.ui.Tabla.setItem(row, 4, DestinoY Widget)
            self.ui.Tabla.setItem(row, 5, Velocidad Widget)
            self.ui.Tabla.setItem(row, 6, Red Widget)
            self.ui.Tabla.setItem(row, 7, Green Widget)
            self.ui.Tabla.setItem(row, 8, Blue Widget)
            self.ui.Tabla.setItem(row, 9, Distancia Widget)
            row += 1
    @Slot()
    def action abrir archivo(self):
        ubicacion = QFileDialog.getOpenFileName(self, 'Abrir', '.',
'JSON (*.json)')[0]
        if self.administrador.abrir(ubicacion):
            QMessageBox.information(self, "Exito", "Archivo Cargado de:
" + ubicacion)
        else:
            QMessageBox.critical(self, "Error", "No se pudo cargar el
archivo")
    @Slot()
    def action guardar archivo(self):
        ubicacion = QFileDialog.getSaveFileName(self, 'Guardar', '.',
'JSON (*.json)')[0]
        print(ubicacion)
        if self.administrador.guardar(ubicacion):
            QMessageBox.information(self, "Exito", "Archivo Guardado en:
" + ubicacion)
        else:
            QMessageBox.critical(self, "Error", "No se pudo guardar el
archivo")
    @Slot()
    def click mostrar(self):
```

```
self.ui.salida.clear()
        self.ui.salida.insertPlainText(str(self.administrador))
   @Slot()
   def click agregar inicio(self):
        codigo = self.ui.ID pinBox.value()
       OrigX = self.ui.OrigenX spinBox.value()
       OrigY = self.ui.OrigenY spinBox 2.value()
       desX = self.ui.DesX pinBox.value()
       desY = self.ui.DesY spinBox 2.value()
       velocidad = self.ui.Velocidad spinBox 3.value()
       red = self.ui.Red spinBox 4.value()
       green = self.ui.Green spinBox 5.value()
       blue = self.ui.Blue_spinBox 6.value()
        Particle = Particula(id=codigo, origen x=OrigX,
origen y=OrigY,destino x=desX, destino y=desY, velocidad=velocidad,
red=red, green=green, blue=blue)
        self.administrador.agregar incio(Particle)
   @Slot()
   def click agregar(self):
        codigo = self.ui.ID pinBox.value()
        OrigX = self.ui.OrigenX spinBox.value()
       OrigY = self.ui.OrigenY spinBox 2.value()
       desX = self.ui.DesX pinBox.value()
       desY = self.ui.DesY spinBox 2.value()
       velocidad = self.ui.Velocidad spinBox 3.value()
       red = self.ui.Red spinBox 4.value()
       green = self.ui.Green spinBox 5.value()
       blue = self.ui.Blue_spinBox_6.value()
        Particle = Particula(id=codigo, origen x=OrigX, origen y=OrigY,
destino x=desX, destino y=desY, velocidad=velocidad, red=red,
green=green, blue=blue)
        self.administrador.agregar final(Particle)
```

#### particle\_administrador.py

```
from particulas import Particula
import json
```

```
class administrador:
    def init (self):
        self.__particles = []
   def agregar_final(self, particle:Particula):
        self. particles.append(particle)
    def agregar_incio(self, particle:Particula):
        self.__particles.insert(0,particle)
    def mostrar(self):
        for particle in self. particles:
            print(particle)
   def __str__(self):
        return "".join(
            str(particle) + '\n' for particle in self. particles
    def guardar(self, ubicacion):
        try:
            with open(ubicacion, 'w') as file:
                lista = [particle.to dict() for particle in
self.__particles]
                print(lista)
                json.dump(lista, file, indent=5)
            return 1
        except:
            return 0
    def __len__(self):
        return len(self._particles)
   def iter (self):
        self.cont = 0
        return self
    def __next__(self):
        if self.cont < len(self. particles):</pre>
            particle = self.__particles[self.cont]
            self.cont += 1
            return particle
```

```
else:
            raise StopIteration
   def abrir(self, ubicacion):
        try:
            with open(ubicacion, 'r') as file:
                lista = json.load(file)
                self. particles = [Particula(**particle)for particle
in lista]
            return 1
       except:
           return 0
particulas.py
import json
from algoritmos import distancia euclidiana
class Particula:
   def init (self, id=0, origen x=0,
                    origen y=0, destino x=0,
                    destino y=0, velocidad=0,
                    red=0, green=0, blue=0):
        self. id = id
       self.__origen_x = origen_x
       self.__origen_y = origen_y
       self. destino x = destino x
       self. destino_y = destino_y
       self. velocidad = velocidad
       self. red = red
       self.__green = green
        self.__blue = blue
        self.__distancia = distancia_euclidiana(destino_x, origen_x,
destino y, origen y)
   def str (self):
       return (
            'Id: ' + str(self. id) + '\n'
            'Origen_x:' + str(self.__origen_x) + '\n' +
            'Origen_y:' + str(self.__origen_y) + '\n' +
            'Destino_x:' + str(self.__destino_x) + '\n' +
            'Destino_y:' + str(self.__destino_y) + '\n' +
            'Velocidad: ' + str(self.__velocidad) + '\n' +
            'Red: ' + str(self. red) + '\n' +
```

'Green: ' + str(self. green) +  $\sqrt{n'}$  +

```
'Blue: ' + str(self.__blue) + '\n' +
        'Distancia: ' + str(self. distancia) + '\n'
    )
@property
def Codigo(self):
    return self. id
@property
def OrigenX(self):
    return self.__origen_x
@property
def OrigenY(self):
    return self.__origen_y
@property
def DestinoX(self):
    return self. destino x
@property
def DestinoY(self):
    return self.__destino_y
@property
def Velocidad(self):
    return self. velocidad
@property
def Red(self):
    return self.__red
@property
def Green(self):
    return self. green
@property
def Blue(self):
    return self. blue
@property
def Distancia(self):
    return self. distancia
def to_dict(self):
    return {
        "id":self. id,
        "origen x":self. origen x,
        "origen_y":self.__origen_y,
        "destino_x":self.__destino_x,
        "destino_y":self.__destino_y,
        "velocidad":self. velocidad,
        "red":self.__red,
```

```
"green":self.__green,
"blue":self.__blue
}
```

#### ui\_mainwindow.py

```
from PySide2.QtCore import *
from PySide2.QtGui import *
from PySide2.QtWidgets import *
   def setupUi(self, MainWindow):
        if not MainWindow.objectName():
            MainWindow.setObjectName(u"MainWindow")
        MainWindow.resize(1285, 630)
        self.actionAbrir = QAction(MainWindow)
        self.actionAbrir.setObjectName(u"actionAbrir")
        self.actionGuardar = QAction(MainWindow)
        self.actionGuardar.setObjectName(u"actionGuardar")
        self.centralwidget = QWidget(MainWindow)
        self.centralwidget.setObjectName(u"centralwidget")
        self.tabWidget = QTabWidget(self.centralwidget)
        self.tabWidget.setObjectName(u"tabWidget")
        self.tabWidget.setGeometry(QRect(10, 10, 1261, 571))
        self.tab = QWidget()
        self.tab.setObjectName(u"tab")
        self.salida = QPlainTextEdit(self.tab)
        self.salida.setObjectName(u"salida")
        self.salida.setGeometry(QRect(80, 310, 251, 161))
        self.Mostrar pushButton = QPushButton(self.tab)
        self.Mostrar pushButton.setObjectName(u"Mostrar pushButton")
        self.Mostrar pushButton.setGeometry(QRect(80, 510, 241, 23))
        self.groupBox 3 = QGroupBox(self.tab)
        self.groupBox 3.setObjectName(u"groupBox 3")
        self.groupBox 3.setGeometry(QRect(140, 250, 120, 51))
        self.widget = QWidget(self.groupBox 3)
        self.widget.setObjectName(u"widget")
        self.widget.setGeometry(QRect(10, 20, 102, 22))
        self.horizontalLayout 4 = QHBoxLayout(self.widget)
        self.horizontalLayout 4.setObjectName(u"horizontalLayout 4")
        self.horizontalLayout 4.setContentsMargins(0, 0, 0, 0)
        self.label 3 = QLabel(self.widget)
```

```
self.label 3.setObjectName(u"label 3")
        self.horizontalLayout 4.addWidget(self.label 3)
       self.Velocidad spinBox 3 = QSpinBox(self.widget)
        self.Velocidad spinBox 3.setObjectName(u"Velocidad spinBox 3")
        self.Velocidad spinBox 3.setMaximum(1000)
        self.horizontalLayout 4.addWidget(self.Velocidad spinBox 3)
        self.Particulas graphicsView = QGraphicsView(self.tab)
self.Particulas graphicsView.setObjectName(u"Particulas graphicsView")
        self.Particulas graphicsView.setGeometry(QRect(350, 40, 881,
431))
       self.widget1 = QWidget(self.tab)
       self.widget1.setObjectName(u"widget1")
       self.widget1.setGeometry(QRect(160, 10, 80, 22))
       self.horizontalLayout 2 = QHBoxLayout(self.widget1)
       self.horizontalLayout 2.setObjectName(u"horizontalLayout 2")
       self.horizontalLayout 2.setContentsMargins(0, 0, 0, 0)
       self.label 7 = QLabel(self.widget1)
        self.label 7.setObjectName(u"label 7")
        self.horizontalLayout 2.addWidget(self.label 7)
       self.ID pinBox = QSpinBox(self.widget1)
       self.ID pinBox.setObjectName(u"ID pinBox")
        self.ID pinBox.setMaximum(500000)
       self.horizontalLayout_2.addWidget(self.ID_pinBox)
       self.widget2 = QWidget(self.tab)
       self.widget2.setObjectName(u"widget2")
        self.widget2.setGeometry(QRect(80, 40, 251, 201))
        self.verticalLayout = QVBoxLayout(self.widget2)
        self.verticalLayout.setObjectName(u"verticalLayout")
       self.verticalLayout.setContentsMargins(0, 0, 0, 0)
        self.groupBox 4 = QGroupBox(self.widget2)
       self.groupBox 4.setObjectName(u"groupBox 4")
        self.widget3 = QWidget(self.groupBox 4)
        self.widget3.setObjectName(u"widget3")
        self.widget3.setGeometry(QRect(10, 20, 176, 22))
```

```
self.horizontalLayout 5 = QHBoxLayout(self.widget3)
self.horizontalLayout 5.setObjectName(u"horizontalLayout 5")
self.horizontalLayout 5.setContentsMargins(0, 0, 0, 0)
self.label 8 = QLabel(self.widget3)
self.label 8.setObjectName(u"label 8")
self.horizontalLayout 5.addWidget(self.label 8)
self.OrigenX spinBox = QSpinBox(self.widget3)
self.OrigenX_spinBox.setObjectName(u"OrigenX spinBox")
self.horizontalLayout_5.addWidget(self.OrigenX_spinBox)
self.label 9 = QLabel(self.widget3)
self.label 9.setObjectName(u"label 9")
self.horizontalLayout 5.addWidget(self.label 9)
self.OrigenY spinBox 2 = QSpinBox(self.widget3)
self.OrigenY spinBox 2.setObjectName(u"OrigenY spinBox 2")
self.horizontalLayout 5.addWidget(self.OrigenY spinBox 2)
self.verticalLayout.addWidget(self.groupBox 4)
self.groupBox = QGroupBox(self.widget2)
self.groupBox.setObjectName(u"groupBox")
self.widget4 = QWidget(self.groupBox)
self.widget4.setObjectName(u"widget4")
self.widget4.setGeometry(QRect(10, 20, 196, 22))
self.horizontalLayout 3 = QHBoxLayout(self.widget4)
self.horizontalLayout 3.setObjectName(u"horizontalLayout 3")
self.horizontalLayout 3.setContentsMargins(0, 0, 0, 0)
self.label = QLabel(self.widget4)
self.label.setObjectName(u"label")
self.horizontalLayout 3.addWidget(self.label)
self.DesX pinBox = QSpinBox(self.widget4)
self.DesX pinBox.setObjectName(u"DesX pinBox")
self.DesX pinBox.setMaximum(500)
```

```
self.horizontalLayout 3.addWidget(self.DesX pinBox)
self.label 2 = QLabel(self.widget4)
self.label 2.setObjectName(u"label 2")
self.horizontalLayout 3.addWidget(self.label 2)
self.DesY_spinBox_2 = QSpinBox(self.widget4)
self.DesY spinBox 2.setObjectName(u"DesY spinBox 2")
self.DesY_spinBox_2.setMaximum(500)
self.horizontalLayout 3.addWidget(self.DesY spinBox 2)
self.verticalLayout.addWidget(self.groupBox)
self.groupBox 2 = QGroupBox(self.widget2)
self.groupBox 2.setObjectName(u"groupBox 2")
self.widget5 = QWidget(self.groupBox 2)
self.widget5.setObjectName(u"widget5")
self.widget5.setGeometry(QRect(10, 20, 229, 22))
self.horizontalLayout = QHBoxLayout(self.widget5)
self.horizontalLayout.setObjectName(u"horizontalLayout")
self.horizontalLayout.setContentsMargins(0, 0, 0, 0)
self.label 4 = QLabel(self.widget5)
self.label 4.setObjectName(u"label 4")
self.horizontalLayout.addWidget(self.label 4)
self.Red spinBox 4 = QSpinBox(self.widget5)
self.Red_spinBox_4.setObjectName(u"Red_spinBox_4")
self.Red spinBox 4.setMaximum(255)
self.horizontalLayout.addWidget(self.Red spinBox 4)
self.label 5 = QLabel(self.widget5)
self.label 5.setObjectName(u"label 5")
self.horizontalLayout.addWidget(self.label 5)
self.Green spinBox 5 = QSpinBox(self.widget5)
self.Green spinBox 5.setObjectName(u"Green spinBox 5")
self.Green spinBox 5.setMaximum(255)
```

```
self.horizontalLayout.addWidget(self.Green spinBox 5)
        self.label 6 = QLabel(self.widget5)
        self.label 6.setObjectName(u"label 6")
        self.horizontalLayout.addWidget(self.label 6)
       self.Blue spinBox 6 = QSpinBox(self.widget5)
       self.Blue spinBox 6.setObjectName(u"Blue spinBox 6")
       self.Blue spinBox 6.setMaximum(255)
       self.horizontalLayout.addWidget(self.Blue spinBox 6)
        self.verticalLayout.addWidget(self.groupBox 2)
       self.widget6 = QWidget(self.tab)
       self.widget6.setObjectName(u"widget6")
       self.widget6.setGeometry(QRect(80, 480, 241, 25))
        self.horizontalLayout 6 = QHBoxLayout(self.widget6)
       self.horizontalLayout 6.setObjectName(u"horizontalLayout 6")
        self.horizontalLayout 6.setContentsMargins(0, 0, 0, 0)
        self.AgragrInicio pushButton = QPushButton(self.widget6)
self.AgragrInicio pushButton.setObjectName(u"AgragrInicio pushButton")
        self.horizontalLayout 6.addWidget(self.AgragrInicio pushButton)
        self.agregarFinal pushButton = QPushButton(self.widget6)
self.agregarFinal pushButton.setObjectName(u"agregarFinal pushButton")
        self.horizontalLayout 6.addWidget(self.agregarFinal pushButton)
       self.widget7 = QWidget(self.tab)
       self.widget7.setObjectName(u"widget7")
       self.widget7.setGeometry(QRect(380, 490, 311, 25))
        self.horizontalLayout 7 = QHBoxLayout(self.widget7)
        self.horizontalLayout_7.setObjectName(u"horizontalLayout_7")
        self.horizontalLayout 7.setContentsMargins(0, 0, 0, 0)
       self.Dibujar pushButton = QPushButton(self.widget7)
        self.Dibujar pushButton.setObjectName(u"Dibujar pushButton")
```

```
self.horizontalLayout 7.addWidget(self.Dibujar pushButton)
        self.Limpiar pushButton 2 = QPushButton(self.widget7)
self.Limpiar pushButton 2.setObjectName(u"Limpiar pushButton 2")
        self.horizontalLayout 7.addWidget(self.Limpiar pushButton 2)
       self.tabWidget.addTab(self.tab, "")
       self.tab 2 = QWidget()
       self.tab 2.setObjectName(u"tab 2")
       self.gridLayout = QGridLayout(self.tab 2)
       self.gridLayout.setObjectName(u"gridLayout")
       self.Tabla = QTableWidget(self.tab 2)
        self.Tabla.setObjectName(u"Tabla")
       self.gridLayout.addWidget(self.Tabla, 0, 0, 1, 3)
       self.Buscar lineEdit = QLineEdit(self.tab 2)
        self.Buscar lineEdit.setObjectName(u"Buscar lineEdit")
        self.gridLayout.addWidget(self.Buscar_lineEdit, 1, 0, 1, 1)
        self.buscar pushButton = QPushButton(self.tab 2)
        self.buscar pushButton.setObjectName(u"buscar pushButton")
       self.gridLayout.addWidget(self.buscar pushButton, 1, 1, 1, 1)
        self.Mostrar Tabla pushButton 2 = QPushButton(self.tab 2)
self.Mostrar Tabla pushButton 2.setObjectName(u"Mostrar Tabla pushButto
        self.gridLayout.addWidget(self.Mostrar Tabla pushButton 2, 1,
2, 1, 1)
       self.tabWidget.addTab(self.tab 2, "")
       MainWindow.setCentralWidget(self.centralwidget)
       self.menubar = QMenuBar(MainWindow)
       self.menubar.setObjectName(u"menubar")
        self.menuFile = QMenu(self.menubar)
```

```
self.menuFile.setObjectName(u"menuFile")
        MainWindow.setMenuBar(self.menubar)
        self.statusbar = QStatusBar(MainWindow)
        self.statusbar.setObjectName(u"statusbar")
        MainWindow.setStatusBar(self.statusbar)
        self.menubar.addAction(self.menuFile.menuAction())
        self.menuFile.addAction(self.actionAbrir)
        self.menuFile.addAction(self.actionGuardar)
        self.retranslateUi(MainWindow)
        self.tabWidget.setCurrentIndex(0)
        QMetaObject.connectSlotsByName (MainWindow)
    def retranslateUi(self, MainWindow):
MainWindow.setWindowTitle(QCoreApplication.translate("MainWindow",
u"MainWindow", None))
self.actionAbrir.setText(QCoreApplication.translate("MainWindow",
u"Abrir", None))
self.actionAbrir.setShortcut(QCoreApplication.translate("MainWindow",
u"Ctrl+O", None))
self.actionGuardar.setText(QCoreApplication.translate("MainWindow",
u"Guardar", None))
self.actionGuardar.setShortcut(QCoreApplication.translate("MainWindow",
u"Ctrl+S", None))
self.Mostrar pushButton.setText(QCoreApplication.translate("MainWindow"
```

```
self.groupBox 3.setTitle(QCoreApplication.translate("MainWindow",
u"Velocidad", None))
       self.label 3.setText(QCoreApplication.translate("MainWindow",
u"Velocidad:", None))
       self.label 7.setText(QCoreApplication.translate("MainWindow",
u"ID:", None))
self.groupBox 4.setTitle(QCoreApplication.translate("MainWindow",
u"Origenes", None))
       self.label 8.setText(QCoreApplication.translate("MainWindow",
u"Origen X:", None))
       self.label 9.setText(QCoreApplication.translate("MainWindow",
u"Origen Y:", None))
       self.groupBox.setTitle(QCoreApplication.translate("MainWindow",
u"Destino", None))
       self.label.setText(QCoreApplication.translate("MainWindow",
u"Destino X:", None))
       self.label 2.setText(QCoreApplication.translate("MainWindow",
u"Destino Y:", None))
self.groupBox 2.setTitle(QCoreApplication.translate("MainWindow",
u"Colores", None))
       self.label 4.setText(QCoreApplication.translate("MainWindow",
u"Red:", None))
       self.label 5.setText(QCoreApplication.translate("MainWindow",
u"Green:", None))
       self.label 6.setText(QCoreApplication.translate("MainWindow",
u"Blue:", None))
ndow", u"Agregar al Inicio", None))
self.agregarFinal pushButton.setText(QCoreApplication.translate("MainWi
ndow", u"Agregar al final", None))
self.Dibujar pushButton.setText(QCoreApplication.translate("MainWindow"
u"Dibujar", None))
self.Limpiar pushButton 2.setText(QCoreApplication.translate("MainWindo
w", u"Limpiar", None))
       self.tabWidget.setTabText(self.tabWidget.indexOf(self.tab),
QCoreApplication.translate("MainWindow", u"Agregar", None))
```