

UD 6 Distribución de aplicaciones

DI DAM 2

General fichero .jar

Crear la clase principal

</> ud4repaso8\GraficoventasCategoria.jasper

© HelloApplication.java

© Launcher.java ×

```
package com.example.ud4repaso8;

import javafx.application.Application;

public class Launcher {
    public static void main (String[] args) {
        Application.launch(HelloApplication.class,args);
    }
}
```



Project Structure

← →

Project Settings

Project

Modules

Libraries

Facets

Artifacts

Platform Settings

SDKs

Global Libraries

Problems

+ - ⌂

Add

❖ JAR

❖ Run-time image (JLink)

❖ JavaFx application

❖ Platform specific package

❖ JavaFx preloader

❖ Other

Empty

From modules with dependencies...



Create JAR from Modules

Module:Main Class:

JAR files from libraries



extract to the target JAR



copy to the output directory and link via manifest

Directory for META-INF/MANIFEST.MF:



Include tests



OK

Cancel

Refactor Build Run Tools VCS Window DB Navigator Help

-  [Build Project](#) Ctrl+F9
-  [Build Module 'UD4repaso8'](#)
-  [Recompile 'Launcher.java'](#) Ctrl+Mayús+F9
-  [Rebuild Project](#)
-  [Build Artifacts...](#)
-  [Groovy Resources](#) >

8] C:\Users

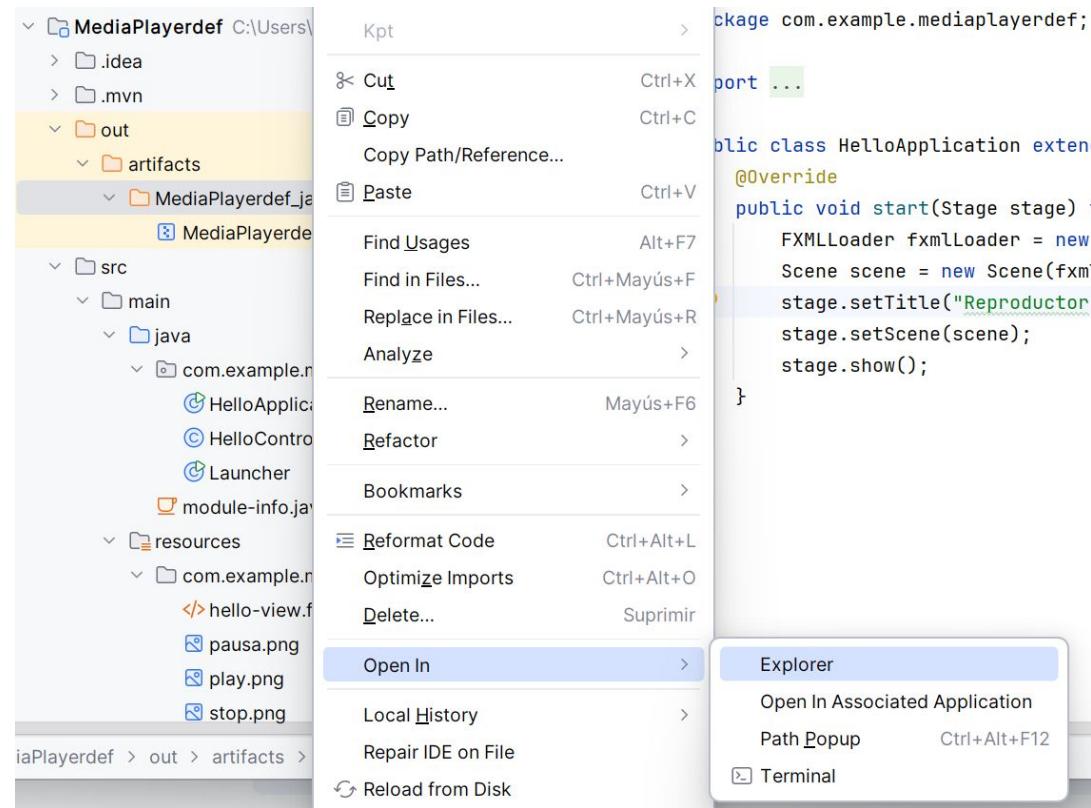
Properties

7

Application.lau

En la carpeta out/artifacts aparecerá la carpeta

- Abrirla en el explorador



Kpt

- Cut Ctrl+X
- Copy Ctrl+C
- Copy Path/Reference...
- Paste Ctrl+V
- Find Usages Alt+F7
- Find in Files... Ctrl+Mayús+F
- Replace in Files... Ctrl+Mayús+R
- Analyze >
- Rename... Mayús+F6
- Refactor >
- Bookmarks >
- Reformat Code Ctrl+Alt+L
- Optimize Imports Ctrl+Alt+O
- Delete... Suprimir
- Open In >
- Local History >
- Repair IDE on File
- Reload from Disk

ckage com.example.mediaplayerdef;
port ...
public class HelloApplication extends
@Override
public void start(Stage stage) {
 FXMLLoader fxmlLoader = new
 Scene scene = new Scene(fxml
 stage.setTitle("Reproductor");
 stage.setScene(scene);
 stage.show();
}

Explorer

- Open In Associated Application
- Path Popup Ctrl+Alt+F12
- Terminal

Añadir a la carpeta los ficheros externos que sean necesarios

| Nombre | Fecha de modificación | Tipo | Tamaño |
|---|-----------------------|---------------------|-----------|
| ▼ hoy | | | |
|  MediaPlayerdef.jar | 14/11/2025 17:24 | Executable Jar File | 11.857 KB |
| ▼ El mes pasado | | | |
|  music.mp3 | 31/10/2025 16:03 | Archivo MP3 | 7.501 KB |
|  music2.mp3 | 27/10/2025 16:21 | Archivo MP3 | 6.968 KB |

Crear ejecutable

Generar un .exe a partir de un .jar

Descargar Launch4j

<https://sourceforge.net/projects/launch4j/files/launch4j-3/3.50/>

Icono

- Imagen asociada al archivo ejecutable
- Deberá tener la extensión .ico



Calculadora.exe

Imagen Splash

- Imagen que aparece mientras se carga la aplicación
- Deberá tener la extensión .bmp

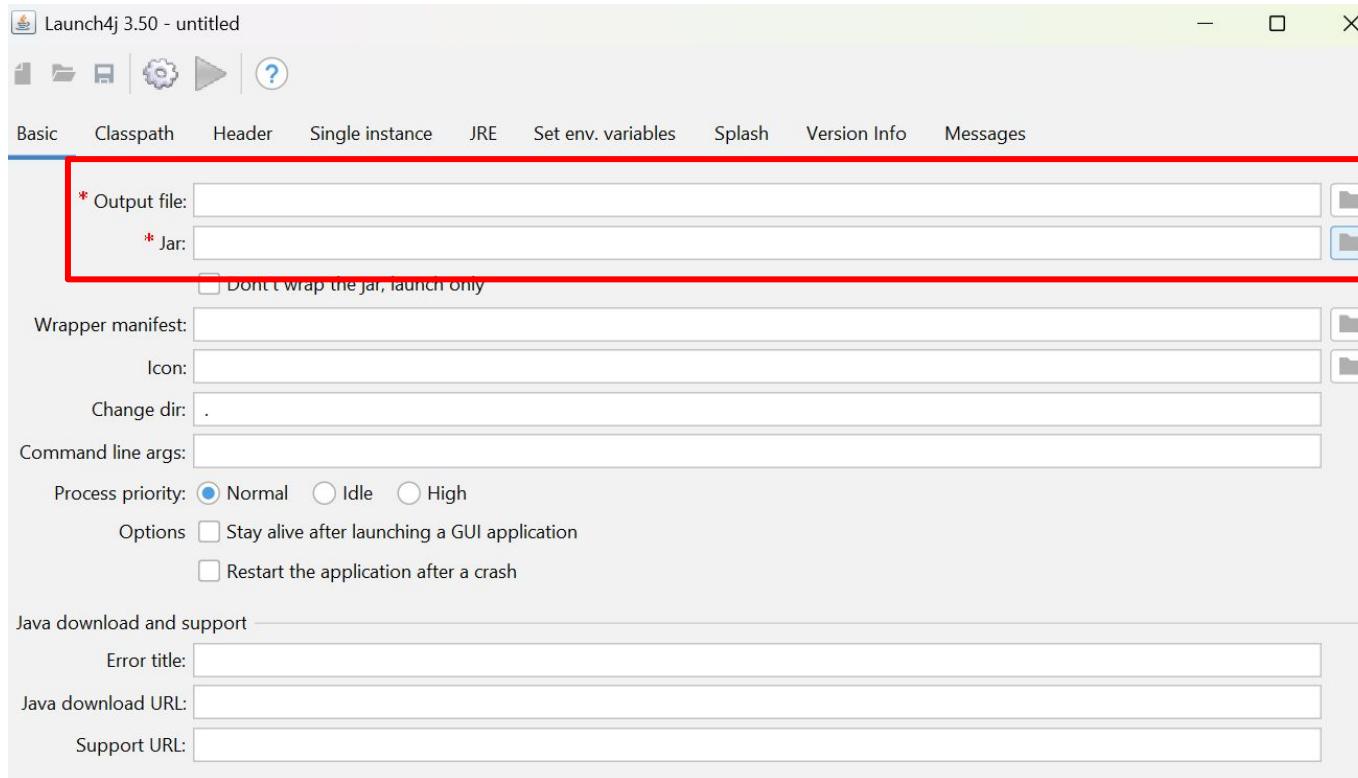
Además de texto e imágenes puede incluir una barra de progreso.



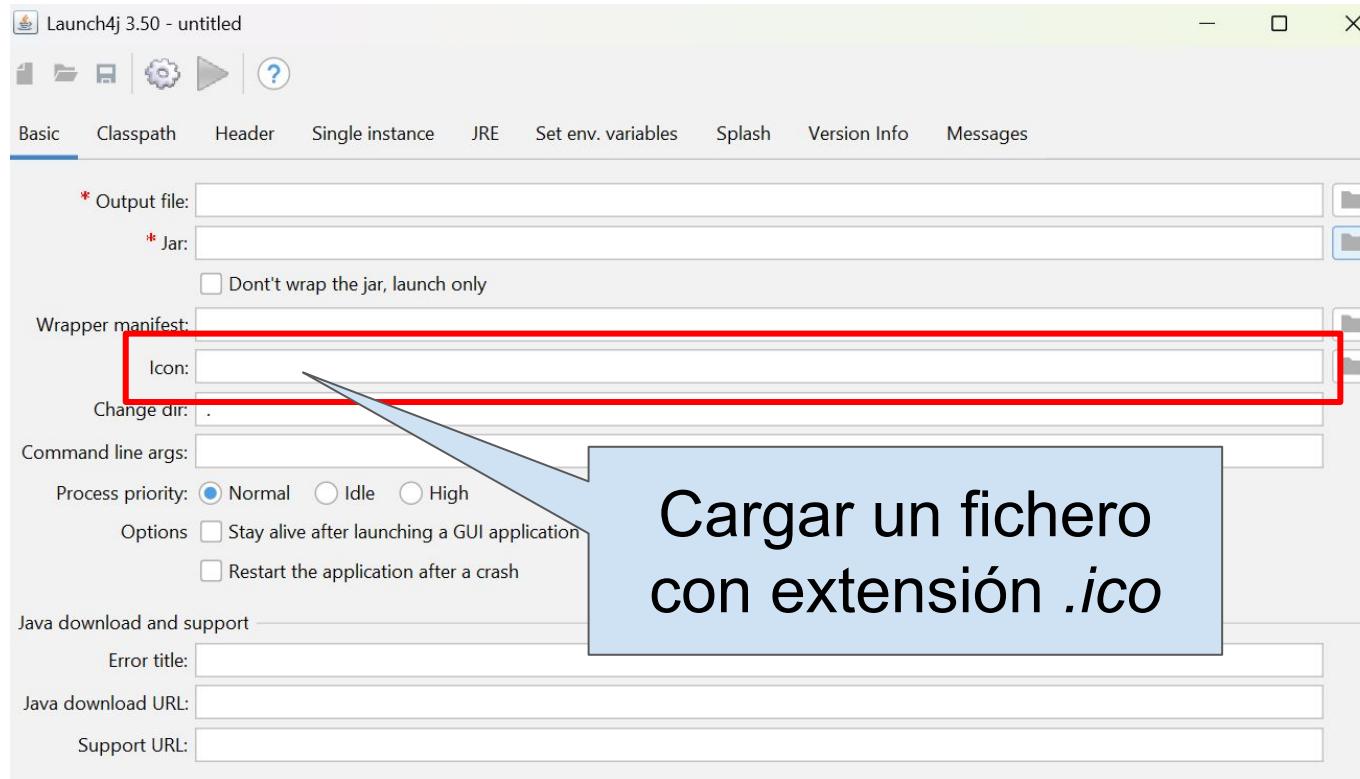
Launch4j

- Crear una carpeta donde se copiará el fichero *.jar*
- Copiar también el fichero *.ico* que se utilizará como icono

Launch4j



Launch4j



Launch4j

- **Output file:** fichero de extensión .exe con el nombre y la ubicación que establezca el usuario
- **Jar:** fichero .jar generado en *IntelliJ*



Pulsar *Build wrapper*
para generar el
ejecutable

Crear instalable

Contenido a insertar

Insertar en una carpeta todos los documentos que deben componer la instalación:

- Fichero .jar
- Manual en pdf
- Fichero Readme
-

Inno Setup Compiler

Pulsar en *File/New*

Inno Setup Script Wizard X

 Application Information

Please specify some basic information about your application.

Application name:

Application version:

Application publisher:

Application website:

bold = required

Back Next Cancel

Inno Setup Compiler

Inno Setup Script Wizard X

Application Folder
Please specify folder information about your application.



Application destination base folder:
 ▼

Application folder name:

 Allow user to change the application folder
Other:
 The application doesn't need a folder

bold = required Back Next Cancel

Inno Setup Compiler

- Seleccionar el fichero .jar
- Y añadir otros ficheros necesarios

Añadir aquí el icono de la aplicación

Inno Setup Script Wizard

Application Files
Please specify the files that are part of your application.

Application main executable file:
C:\Users\USUARIO\Documents\David\Juego.jar

Allow user to start the application after Setup has finished
 The application doesn't have a main executable file

Other application files:
C:\Users\USUARIO\Documents\David\pez.ico

bold = required

Back Next Cancel

Application File Association

Please specify which file association should be created for your application.



- Associate a file type to the main executable

Application file type name:

Informes File

Application file type extension:

Application Shortcuts

Please specify which shortcuts should be created for your application.



- Create a shortcut to the main executable in the Start Menu Programs folder

Application Start Menu folder name:

Informes

- Allow user to change the Start Menu folder name
- Allow user to disable Start Menu folder creation
- Create an Internet shortcut in the Start Menu folder
- Create an Uninstall shortcut in the Start Menu folder

Other shortcuts to the main executable:

- Allow user to create a desktop shortcut

Application Documentation

Please specify which documentation files should be shown by Setup during installation.



License file:

Browse...

Information file shown before installation:

Browse...

Information file shown after installation:

Browse...

Back

Next

Cancel

Setup Install Mode

Please specify in which install mode Setup should run.

**Install mode:**

- Administrative install mode (install for all users)
- Non administrative install mode (install for current user only)
- Allow user to override the install mode via the command line
- Ask the user to choose the install mode at startup

Application Registry Keys And Values

Please specify the registry keys and values that are part of your application.



Windows registry file (.reg) to import:

Browse...

Settings (for all keys and values):

Delete keys which are empty on uninstall

Also delete keys which are not empty

Delete values on uninstall

Create only if Windows' version is at least:

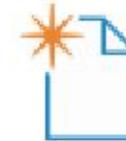
Back

Next

Cancel

Setup Languages

Please specify which Setup languages should be included.

**Languages:**

- Norwegian
- Polish
- Portuguese
- Russian
- Slovak
- Slovenian
- Spanish
- Swedish
- Tamil
- Turkish
- Ukrainian

Select all**Deselect all**

Compiler Settings

Please specify some basic compiler settings.



Custom compiler output folder:

Browse...

Compiler output base file name:

Custom Setup icon file:

Browse...

Setup password:

Use the password to encrypt the application

Icono para el instalable,
se puede utilizar una
ruta absoluta

Back

Next

Cancel

Inno Setup Preprocessor

Please specify whether Inno Setup Preprocessor should be used.



The Inno Setup Script Wizard can use `#define` compiler directives to simplify your script. Although this is not necessary, it will make it easier to manually change the script later.

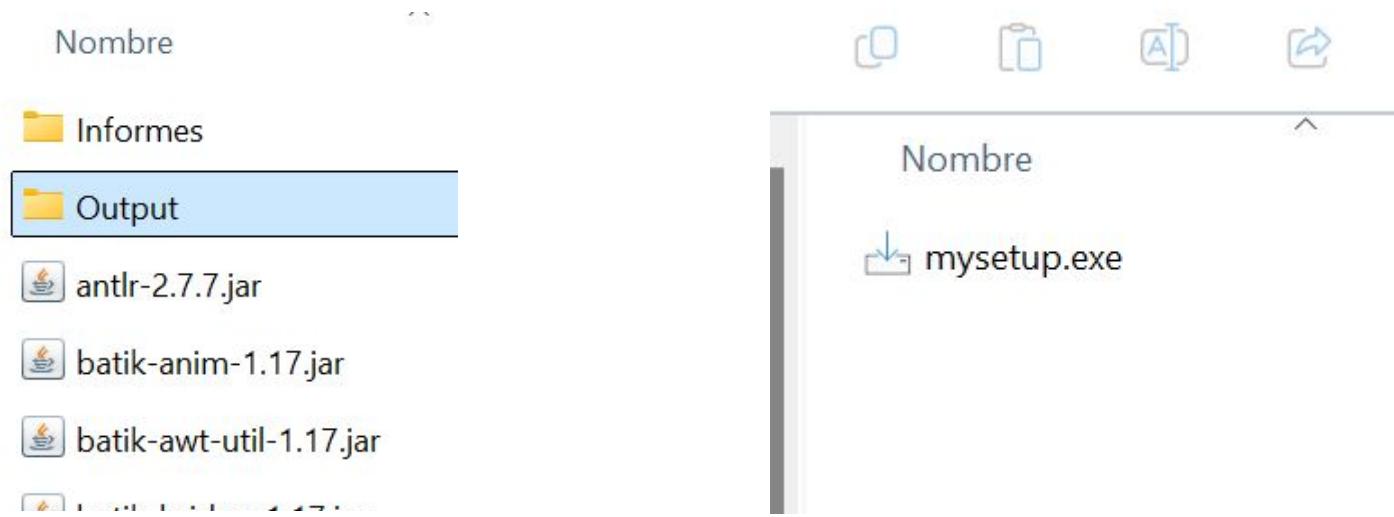
Do you want the Inno Setup Script Wizard to use `#define` compiler directives?



Yes, use `#define` compiler directives

Inno Setup Compiler

Se habrá creado una carpeta Output donde aparecerá nuestro instalador

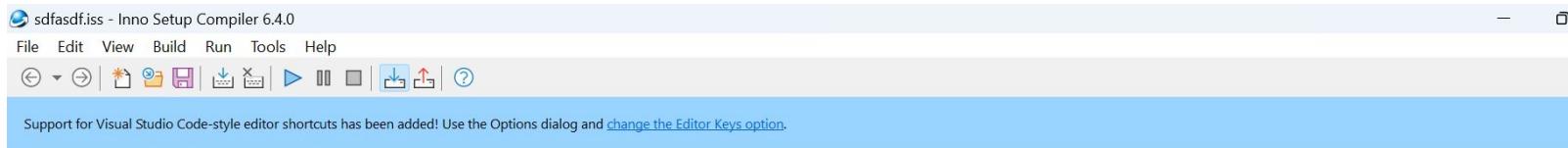


Modificar un script

Secciones del Script

<https://jrsoftware.org/ishelp/index.php?topic=scriptformatoverview>

Volver a compilar el script una vez modificado



The screenshot shows the Inno Setup Compiler 6.4.0 interface with a blue status bar message: "Support for Visual Studio Code-style editor shortcuts has been added! Use the Options dialog and [change the Editor Keys option](#). ". The main window displays a portion of an Inno Setup script:

```
; Script generated by the Inno Setup Script Wizard.  
; SEE THE DOCUMENTATION FOR DETAILS ON CREATING INNO SETUP SCRIPT FILES!  
  
#define MyAppName "Informes"  
#define MyAppVersion "1.5"  
#define MyAppPublisher "My Company, Inc."  
#define MyAppURL "https://www.example.com/"  
#define MyAppExeName "UD4repaso8.jar"  
  
-[Setup]  
; NOTE: The value of AppId uniquely identifies this application. Do not use the same AppId value in installers  
; (To generate a new GUID, click Tools | Generate GUID inside the IDE.)  
AppId={{5FF7588D-B834-4CE9-9465-8F8537BDE836}  
AppName=#MyAppName  
AppVersion=#MyAppVersion  
;AppVerName=#MyAppName {#MyAppVersion}  
AppPublisher=#MyAppPublisher  
AppPublisherURL=#MyAppURL  
AppSupportURL=#MyAppURL  
AppUpdatesURL=#MyAppURL
```

Añadir ícono al ejecutable

Añadir un archivo de tipo .ico

Inno Setup Script Wizard X

Compiler Settings
Please specify some basic compiler settings.



Custom compiler output folder:
 Browse...

Compiler output base file name:
 Browse...

Custom Setup icon file:
 Browse...

Setup password:

Use the password to encrypt the application files

Back Next Cancel

Modificar o añadir ícono desde el script

```
AppVersion={#MyAppVersion}
;AppVerName={#MyAppName} {#MyAppVersion}
AppPublisher={#MyAppPublisher}
AppPublisherURL={#MyAppURL}
AppSupportURL={#MyAppURL}
AppUpdatesURL={#MyAppURL}
DefaultDirName={autopf}\{#MyAppName}
DisableProgramGroupPage=yes
; Uncomment the following line to run in non administrat
;PrivilegesRequired=lowest
OutputDir=C:\Users\USUARIO\Desktop
OutputBaseFilename=Informes
SetupIconFile=C:\Users\USUARIO\Downloads\icono.ico
SolidCompression=yes
WizardStyle=modern
```

Añadir ícono a la aplicación

Añadir IconFilename a la sección [Icons]

IconFilename

The filename of a custom icon (located on the user's system icons or a .ico file. If this parameter is not specified or is left blank, it uses the default icon constants.

Example:

```
IconFilename: "{app}\myicon.ico"
```

Note: when Setup is running on 64-bit Windows, it will automatically add '%ProgramFiles(x86)%\' to work around a bug in 64-bit Windows. This is incorrect.

Añadir IconFilename en cada línea

```
; Uncomment the following line to run in full administrative install mode (install for current user only).
;PrivilegesRequired=lowest
OutputBaseFilename=mysetup
SetupIconFile=C:\Users\USUARIO\Downloads\icono.ico
SolidCompression=yes
WizardStyle=modern

-[Languages]
Name: "spanish"; MessagesFile: "compiler:Languages\Spanish.isl"

-[Tasks]
Name: "desktopicon"; Description: "{cm>CreateDesktopIcon}"; GroupDescription: "{cm:AdditionalIcons}"; Flags: unchecked

-[Files]
Source: "C:\Program Files (x86)\Inno Setup 6\Examples\{#MyAppExeName}"; DestDir: "{app}"; Flags: ignoreversion
; NOTE: Don't use "Flags: ignoreversion" on any shared system files

-[Icons]
Name: "{autoprograms}\{#MyAppName}"; Filename: "{app}\{#MyAppExeName}"; IconFilename: "{app}\icono.ico"
Name: "{autodesktop}\{#MyAppName}"; Filename: "{app}\{#MyAppExeName}"; Tasks: desktopicon; IconFilename: "{app}\icono.ico"

-[Run]
Filename: "{app}\{#MyAppExeName}"; Description: "{cm:LaunchProgram,{#StringChange(MyAppName, '&', '&&')}}"; Flags: nowait po
```

Modificar Script y compilar de nuevo

Para cada cambio, volver a compilar o reinstalar

