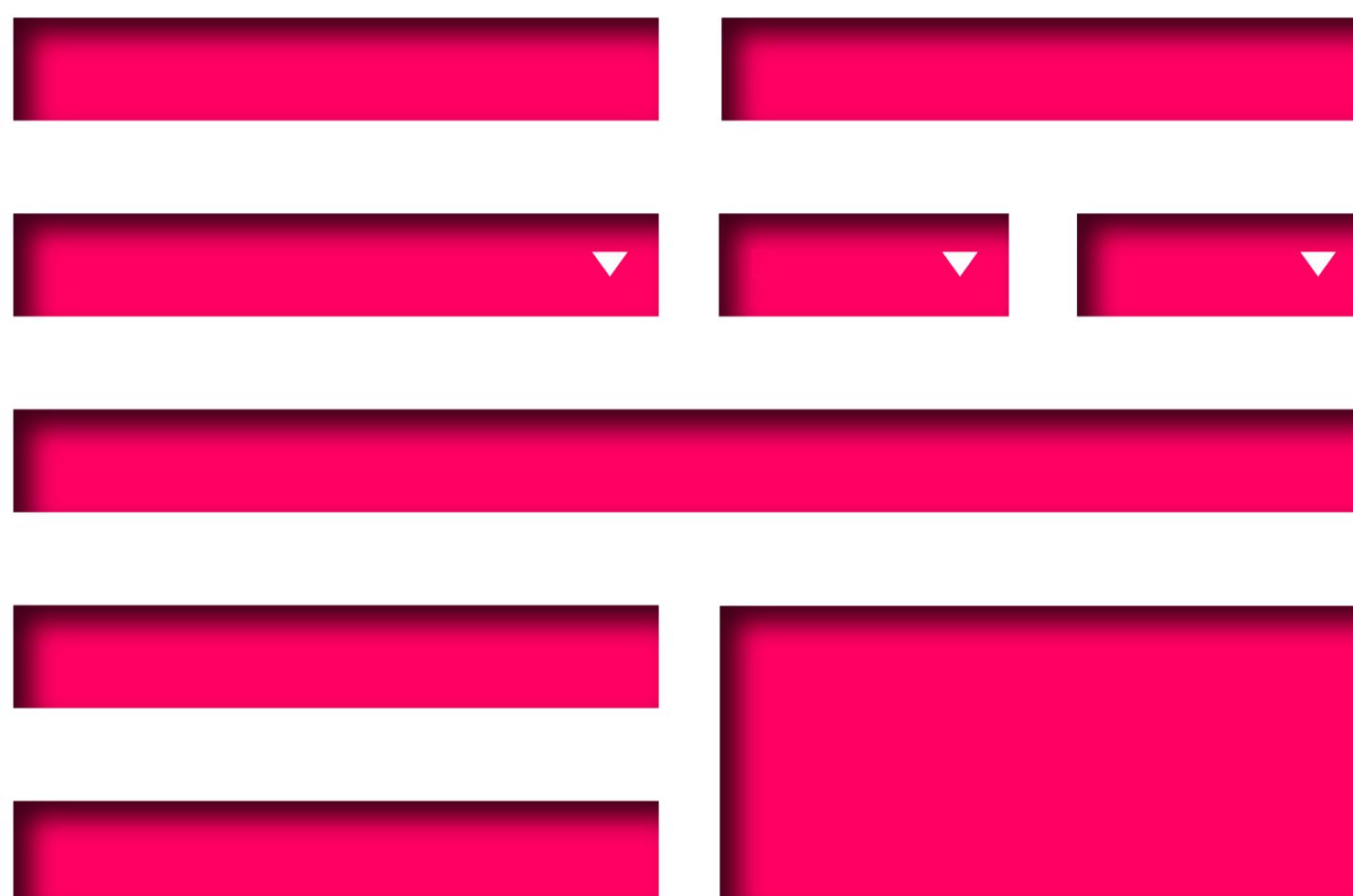




El futuro digital
es de todos

MinTIC



Eventos de la GUI Parte 1

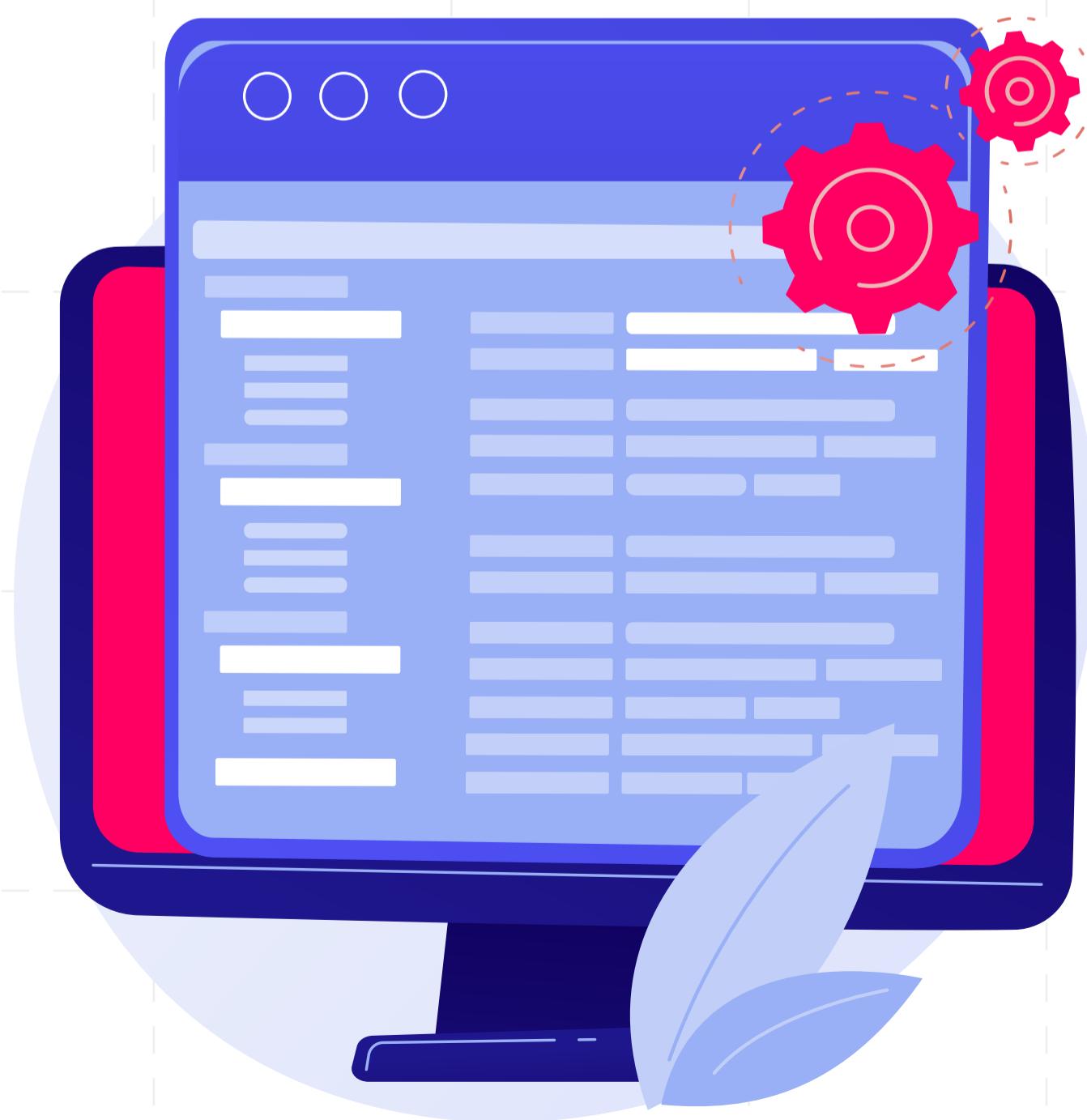


Universidad de Caldas

Hola:

Una vez tengamos claridad sobre la visualización de controles visuales en Java y las diferentes categorías de estos, vamos a utilizarlos para capturar los eventos y programar las acciones a realizar dependiendo de las selecciones del usuario. Veamos cómo se hace en la primera parte del ejemplo.

Video de implementación de funcionalidades de eventos en los controles swing.



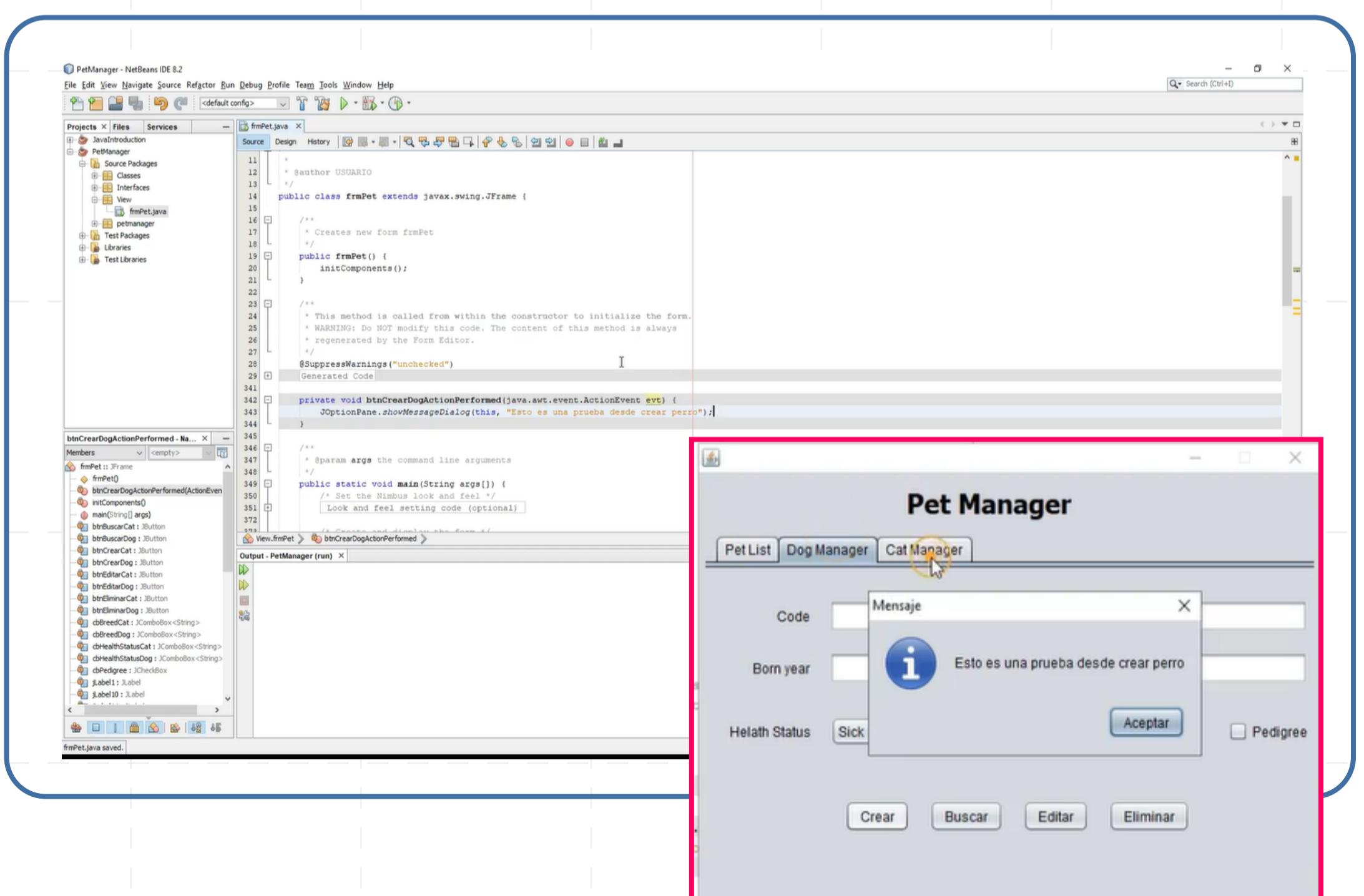
PetManager - NetBeans IDE 8.2

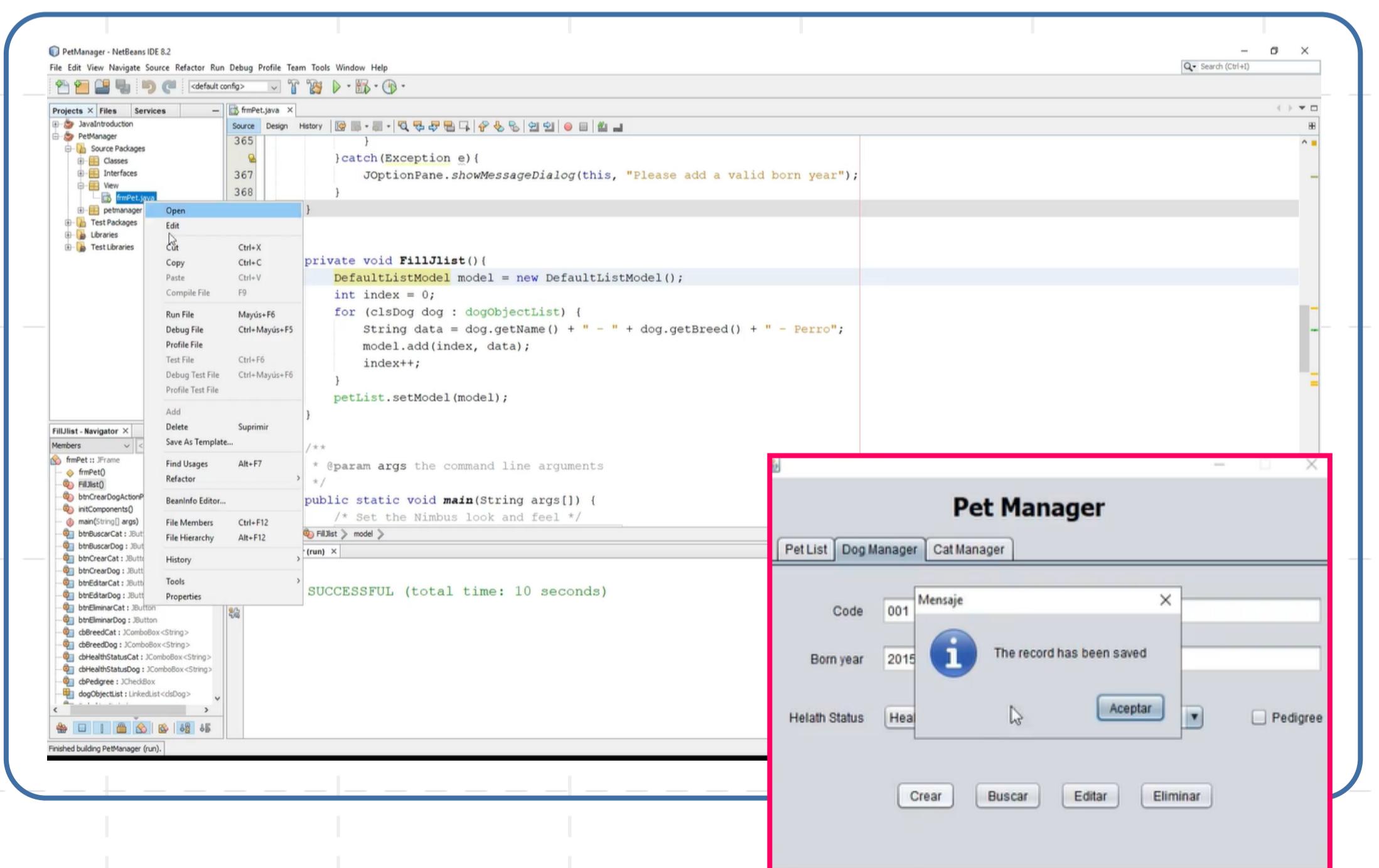
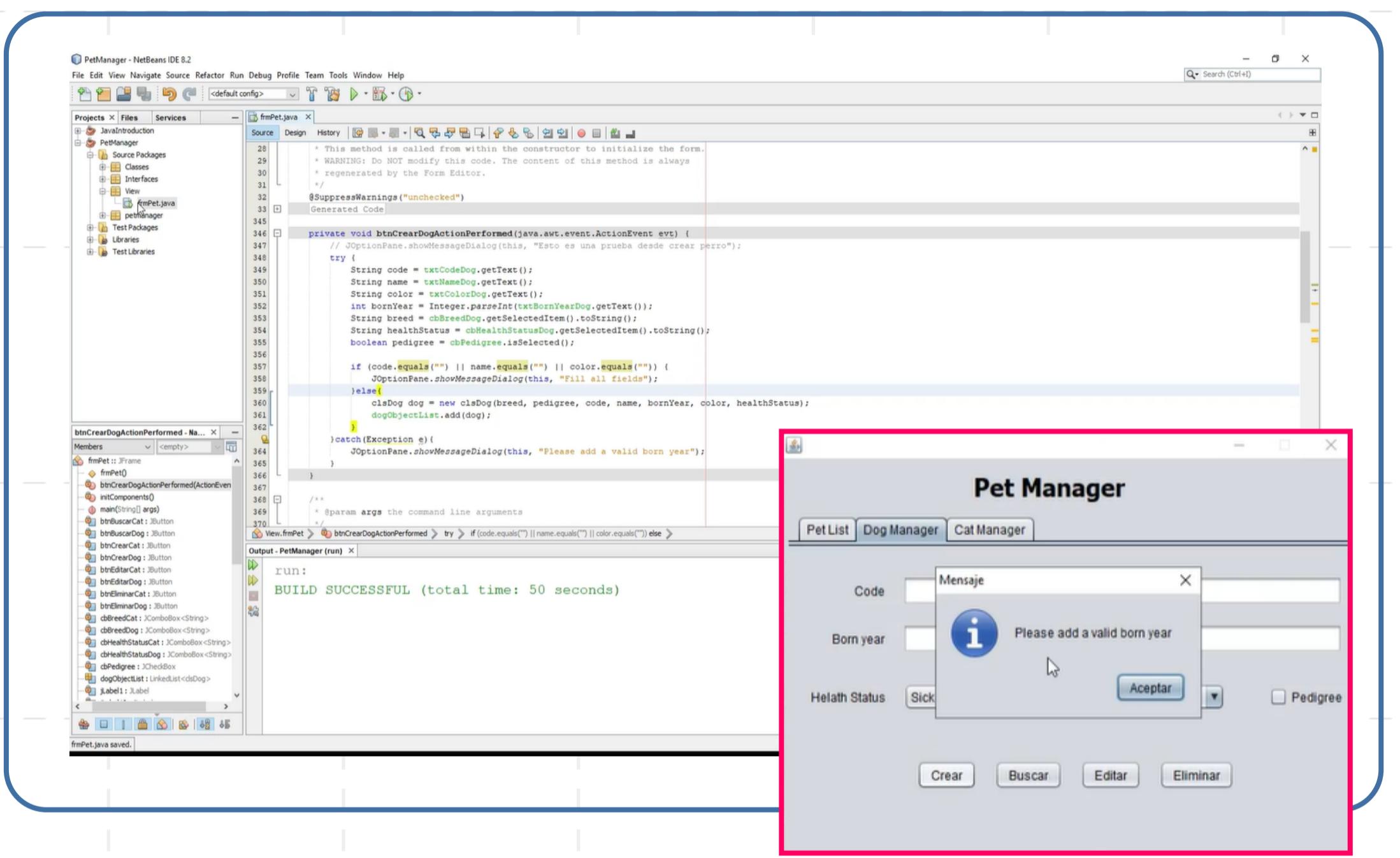
frmPet.java

```

 340     Look and feel setting code (optional)
 341
 342     /* Create and display the form */
 343     java.awt.EventQueue.invokeLater(new Runnable() {
 344         public void run() {
 345             new frmPet().setVisible(true);
 346         }
 347     });
 348
 349     // Variables declaration - do not modify
 350     private javax.swing.JButton btnBuscarCat;
 351     private javax.swing.JButton btnBuscarDog;
 352     private javax.swing.JButton btnCrearCat;
 353     private javax.swing.JButton btnCrearDog;
 354     private javax.swing.JButton btnEditarCat;
 355     private javax.swing.JButton btnEditarDog;
 356     private javax.swing.JButton btnEliminarCat;
 357     private javax.swing.JButton btnEliminarDog;
 358     private javax.swing.JComboBox<String> cbBreedCat;
 359     private javax.swing.JComboBox<String> cbBreedDog;
 360     private javax.swing.JComboBox<String> cbHealthStatusCat;
 361     private javax.swing.JComboBox<String> cbHealthStatusDog;
 362     private javax.swing.JCheckBox cbPedigree;
 363     private javax.swing.JLabel jLabel1;
 364     private javax.swing.JLabel jLabel10;
 365     private javax.swing.JLabel jLabel11;
 366     private javax.swing.JLabel jLabel12;
 367     private javax.swing.JLabel jLabel13;
 368     private javax.swing.JLabel jLabel2;
 369     private javax.swing.JLabel jLabel3;
 370     private javax.swing.JLabel jLabel4;
 371     private javax.swing.JLabel jLabel5;
 372     private javax.swing.JLabel jLabel6;
 373     private javax.swing.JLabel jLabel7;
 374     private javax.swing.JLabel jLabel8;
 375     private javax.swing.JLabel jLabel9;
 376     private javax.swing.JPanel jPanel1;
 377     private javax.swing.JPanel jPanel2;
 378     private javax.swing.JPanel jPanel3;
 379     private javax.swing.JPanel jPanel4;
 380     private javax.swing.JPanel jPanel5;
 381     private javax.swing.JPanel jPanel6;
 382     private javax.swing.JPanel jPanel7;
 383     private javax.swing.JPanel jPanel8;
 384     private javax.swing.JPanel jPanel9;
 385     private javax.swing.JPanel jPanel10;
 386     private javax.swing.JPanel jPanel11;
 387     private javax.swing.JPanel jPanel12;
 388     private javax.swing.JPanel jPanel13;
 389     private javax.swing.JPanel jPanel14;
 390     private javax.swing.JPanel jPanel15;
 391
 392     // End of variables declaration
 393
 394     // Variables declaration - do not modify
 395     private javax.swing.JButton btnCrearDog;
 396     private javax.swing.JButton btnEliminarDog;
 397     private javax.swing.JComboBox<String> cbBreedCat;
 398     private javax.swing.JComboBox<String> cbBreedDog;
 399     private javax.swing.JComboBox<String> cbHealthStatusCat;
 400     private javax.swing.JComboBox<String> cbHealthStatusDog;
 401     private javax.swing.JCheckBox cbPedigree;
 402     private javax.swing.JLabel jLabel1;
 403     private javax.swing.JLabel jLabel10;
 404     private javax.swing.JLabel jLabel11;
 405     private javax.swing.JLabel jLabel12;
 406     private javax.swing.JLabel jLabel13;
 407     private javax.swing.JLabel jLabel2;
 408     private javax.swing.JLabel jLabel3;
 409     private javax.swing.JLabel jLabel4;
 410     private javax.swing.JLabel jLabel5;
 411     private javax.swing.JLabel jLabel6;
 412     private javax.swing.JLabel jLabel7;
 413     private javax.swing.JLabel jLabel8;
 414     private javax.swing.JLabel jLabel9;
 415     private javax.swing.JPanel jPanel1;
 416     private javax.swing.JPanel jPanel2;
 417     private javax.swing.JPanel jPanel3;
 418     private javax.swing.JPanel jPanel4;
 419     private javax.swing.JPanel jPanel5;
 420     private javax.swing.JPanel jPanel6;
 421     private javax.swing.JPanel jPanel7;
 422     private javax.swing.JPanel jPanel8;
 423     private javax.swing.JPanel jPanel9;
 424     private javax.swing.JPanel jPanel10;
 425     private javax.swing.JPanel jPanel11;
 426     private javax.swing.JPanel jPanel12;
 427     private javax.swing.JPanel jPanel13;
 428     private javax.swing.JPanel jPanel14;
 429     private javax.swing.JPanel jPanel15;
 430
 431     // End of variables declaration
 432
 433     /**
 434      * @author USUARIO
 435      */
 436
 437     public frmPet() {
 438         initComponents();
 439     }
 440
 441     /**
 442      * This method is called from within the constructor to initialize the form.
 443      * WARNING: Do NOT modify this code. The content of this method is always
 444      * regenerated by the Form Editor.
 445      */
 446     @SuppressWarnings("unchecked")
 447     // Generated Code
 448     //
```

Output - PetManager (run) >





Ya hemos conocido cómo asociar eventos a los elementos gráficos de Java, además, aprendieron cómo almacenar información de manera temporal. Los invitamos a practicar con nuevos formularios agregando estas funcionalidades.





Universidad de Caldas