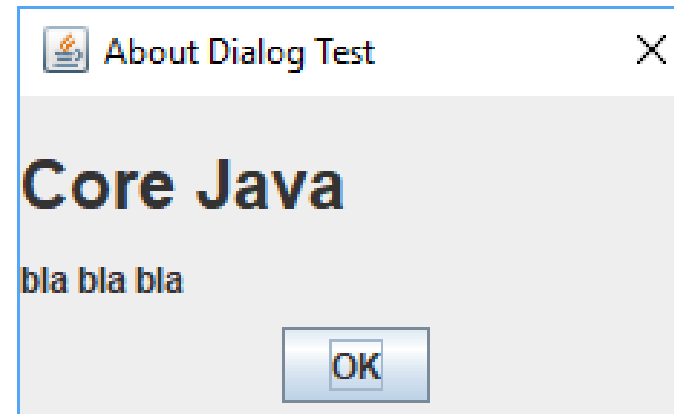
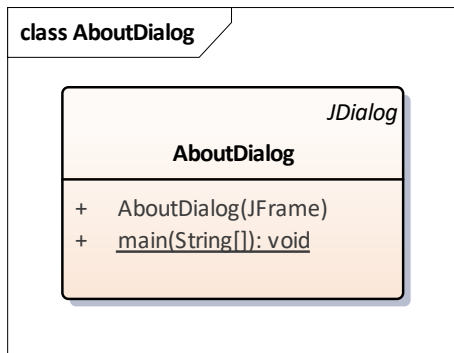


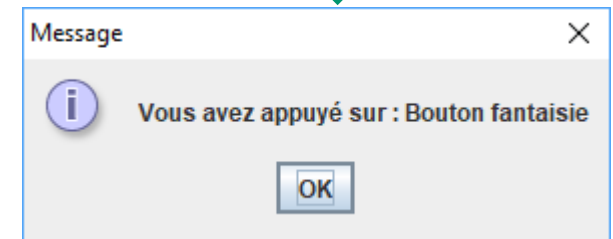
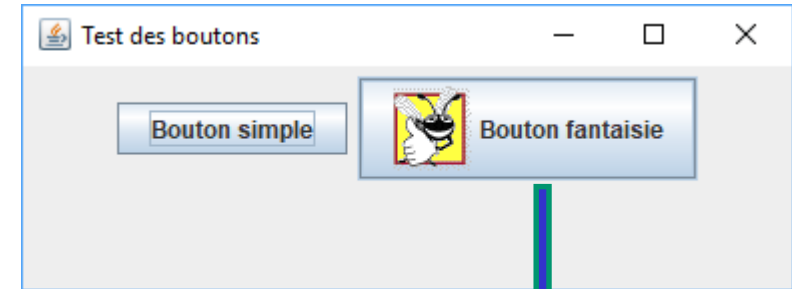
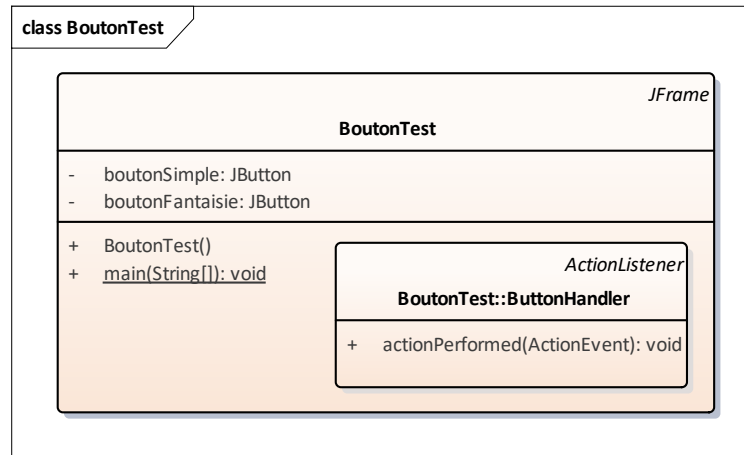
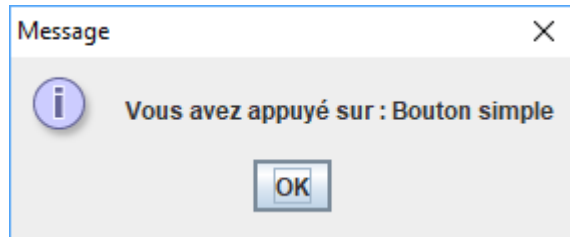
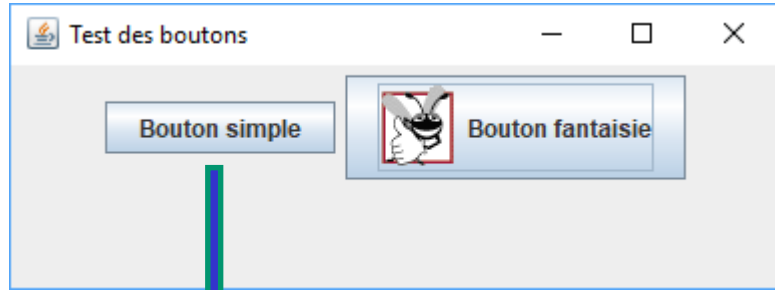
Java Initiation

Exercices : Partie Graphique

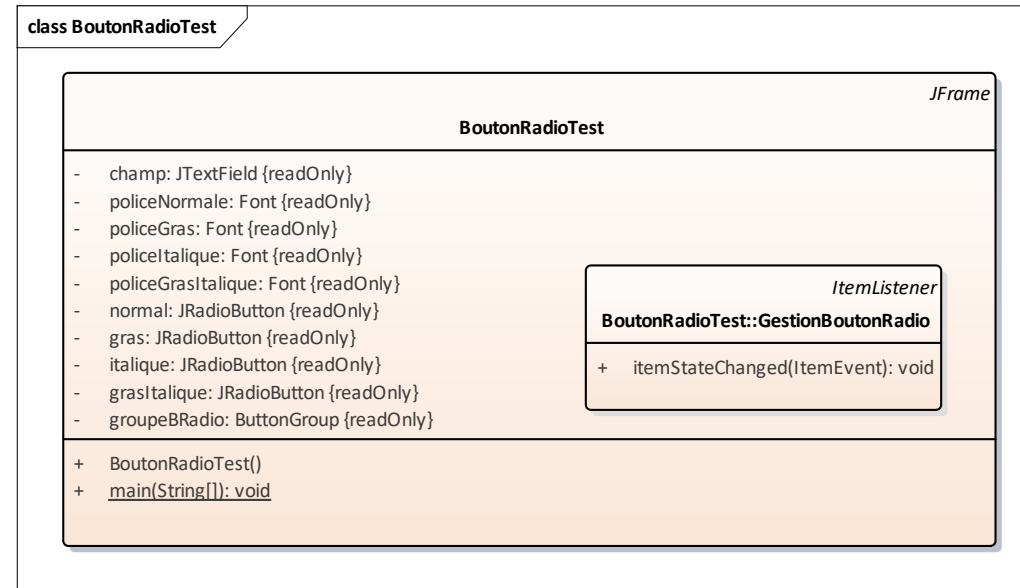
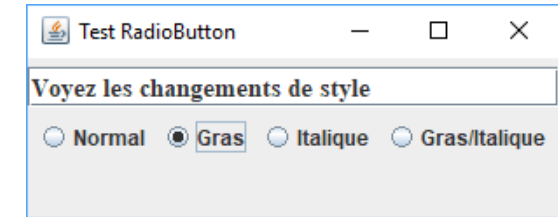
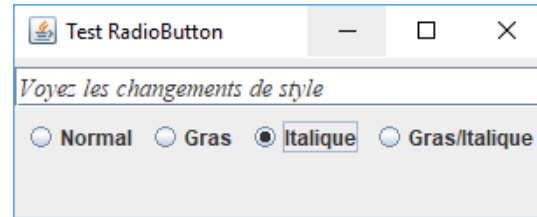
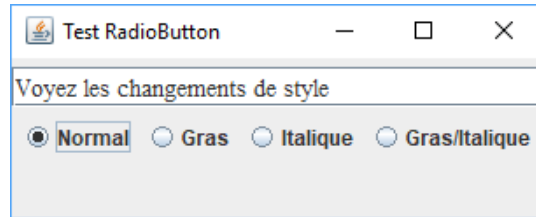
1 - JDialog



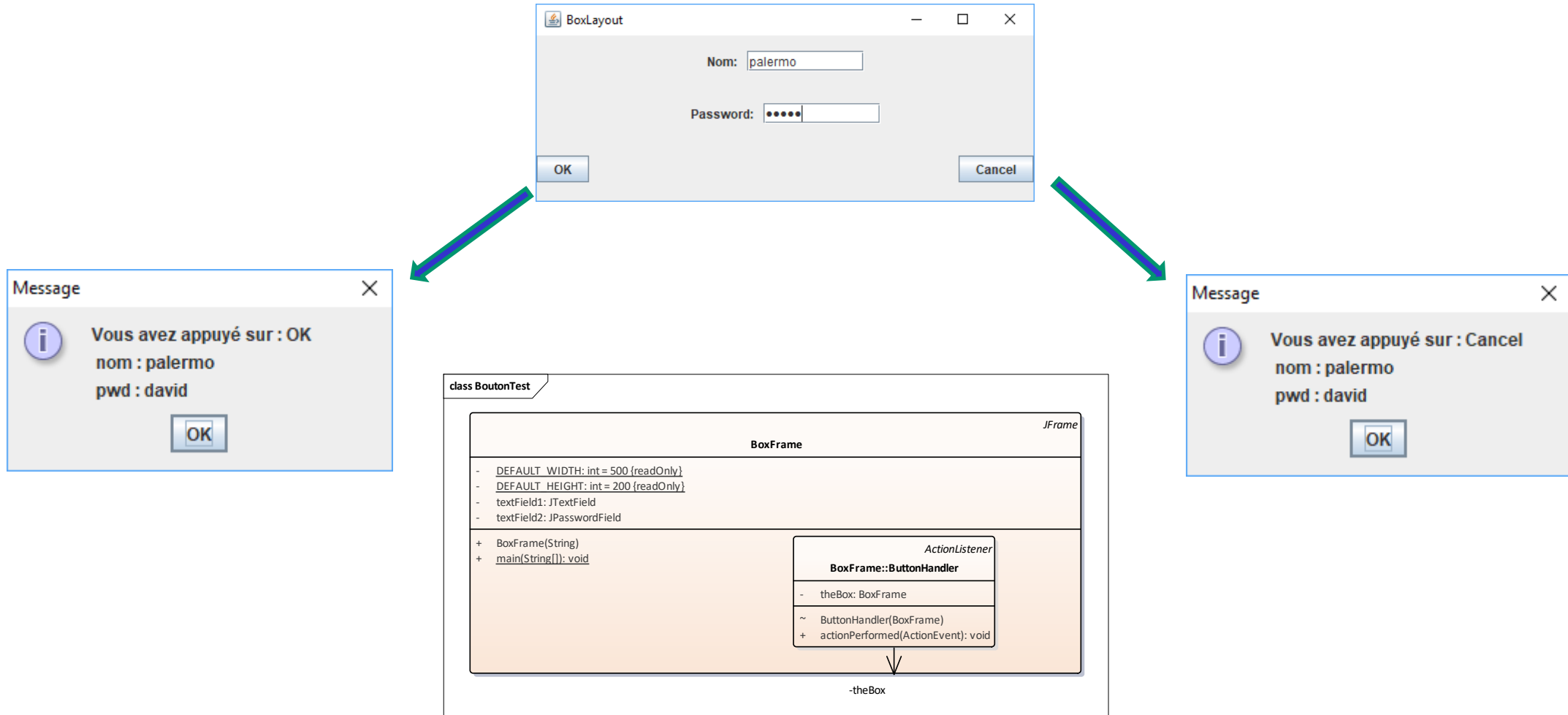
2 - Button



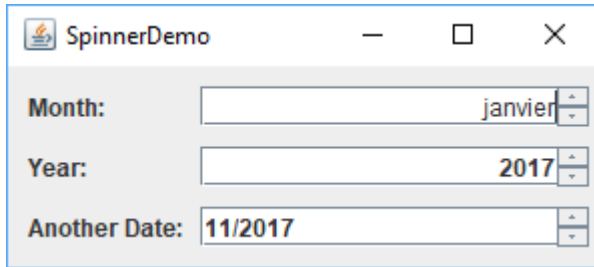
3 - RadioButton



4 - BorderLayout



5 - Spinner

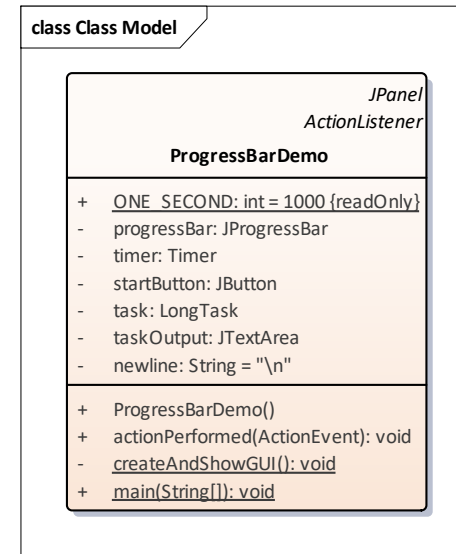
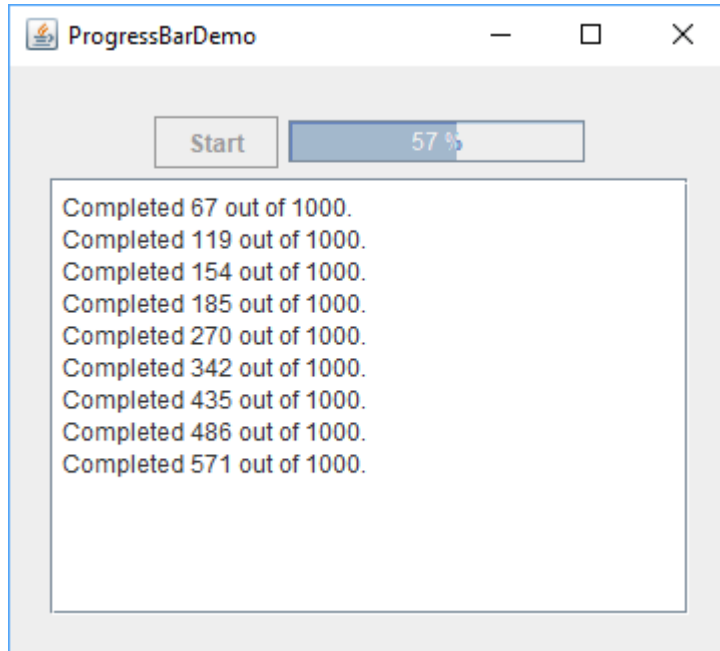


class BoutonTest

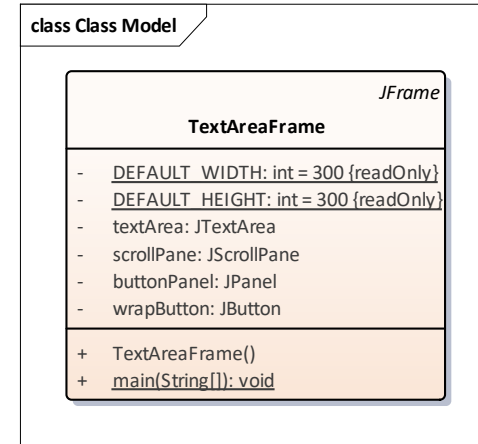
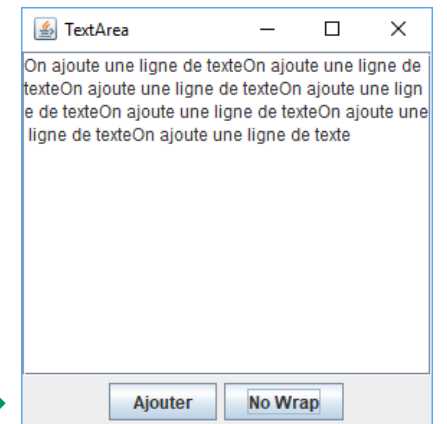
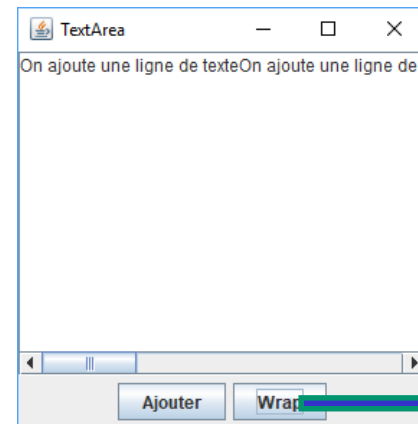
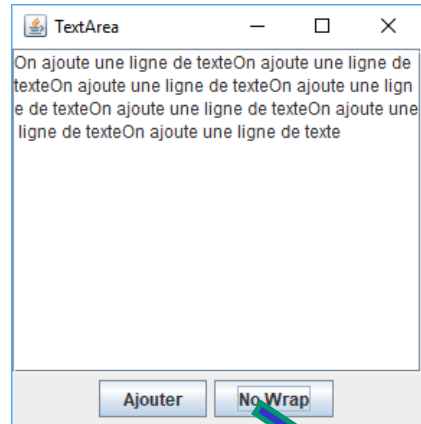
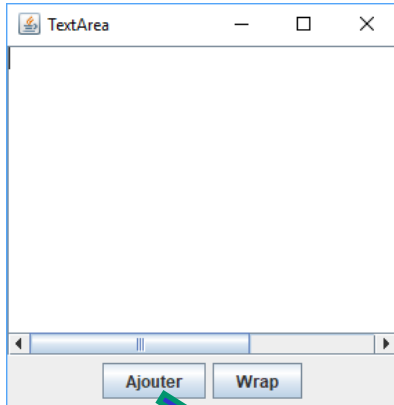
SpinnerDemo *JPanel*

- + SpinnerDemo(boolean)
- + getTextField(JSpinner): JFormattedTextField
- # getMonthStrings(): String[]
- # addLabeledSpinner(Container, String, SpinnerModel): JSpinner
- createAndShowGUI(): void
- + main(String[]): void

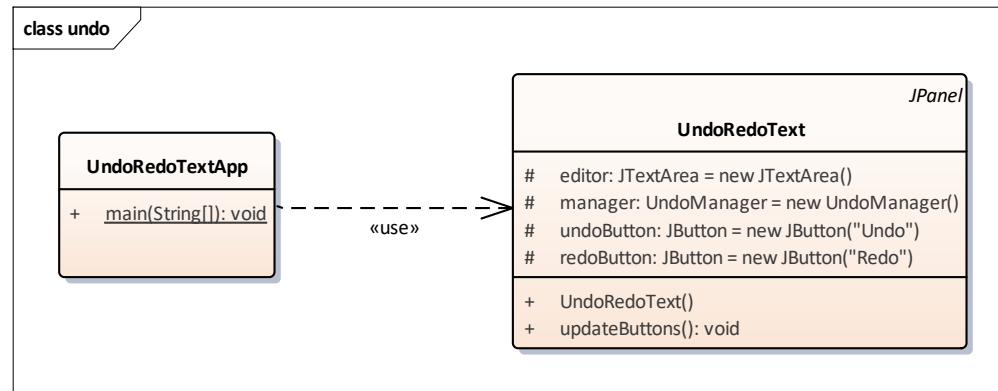
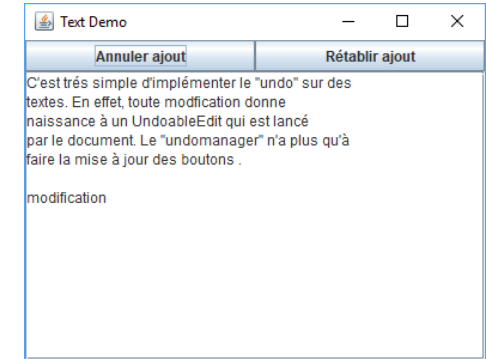
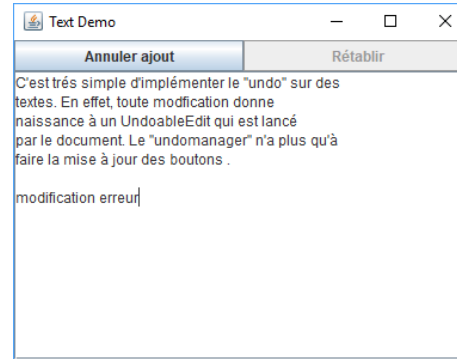
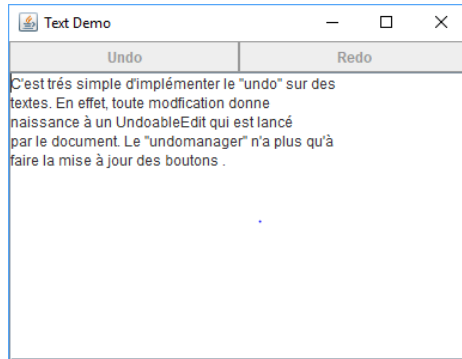
6 - "ProgressBar



7 - TextArea



8 - UndoManager



9 - Timer

