プログラミング II 第13週

課題 13-1 のプログラム例

```
private Button b1;
                                                      private Label 11;
import java.awt.*;
                                                      MySticky() {
import java.awt.event.*;
                                                          f1 = new Frame("Sticky");
                                                          tf1 = new TextField("何か入力してくださ
class MyFrame implements ActionListener {
                                                  い");
    private Frame f1;
                                                          b1 = new Button("New");
   private Button ok, cancel, exit;
                                                          11 = new Label("ラベル");
   MyFrame() {
        f1 = new Frame("Buttons");
                                                          f1.add(tf1, BorderLayout.NORTH);
        cancel = new Button("Cancel");
                                                          f1.add(b1, BorderLayout.CENTER);
        ok = new Button("OK");
                                                          f1.add(l1, BorderLayout.SOUTH);
        exit = new Button("Exit");
                                                          //課題 13-2
        f1.setLayout(new FlowLayout());
                                                          tf1.addActionListener(this);
        f1.add(cancel);
                                                          //課題 13-3
        f1.add(ok);
                                                          b1.addActionListener(this);
        f1.add(exit);
        cancel.addActionListener(this);
                                                          f1.pack();
        ok.addActionListener(this);
                                                          f1.setVisible(true);
        exit.addActionListener(this);
                                                      }
        f1.pack();
                                                      public void actionPerformed(ActionEvent e) {
        f1.setVisible(true);
                                                          //課題 13-2
                                                          if(e.getSource()==tf1) {
   public void actionPerformed(ActionEvent e) {
                                                              String s1;
        if(e.getSource()==cancel) {
                                                              int n1;
            System.out.println("キャンセル");
                                                              s1 = tf1.getText();
                                                              n1 = Integer.parseInt(s1);
        if(e.getSource()==ok) {
                                                              n1++;
            System.out.println("OK");
                                                              s1 = String.valueOf(n1);
                                                              11.setText(s1);
        //課題 13-1
        if(e.getSource()==exit) {
                                                          //課題 13-3
            System.exit(0);
                                                          if(e.getSource()==b1) {
                                                              String str;
    }
                                                              str = tf1.getText();
   public static void main(String[] args) {
                                                              Frame sticky = new Frame();
        MyFrame obj = new MyFrame();
                                                              Label stickylabel = new Label();
    }
                                                              sticky.add(stickylabel, BorderLayout.CENTER);
}
                                                              stickylabel.setText(str);
                                                              sticky.pack();
課題 13-2, 13-3 のプログラム例
                                                              sticky.setVisible(true);
package week11301;
                                                          }
import java.awt.*;
                                                      }
import java.awt.event.*;
                                                      public static void main(String[] args) {
                                                          MySticky obj = new MySticky();
class MySticky implements ActionListener {
                                                      }
   private Frame f1;
                                                  }
   private TextField tf1;
```