

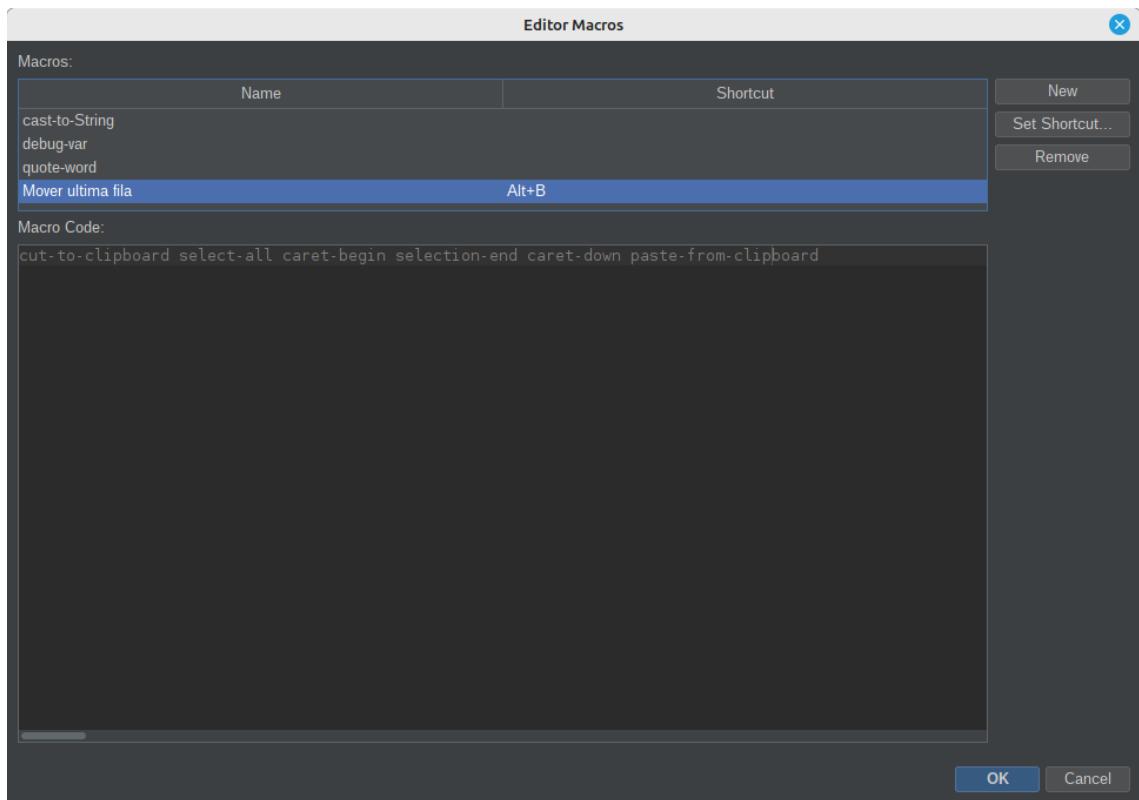
UD(2)

Actividad (4.1) :

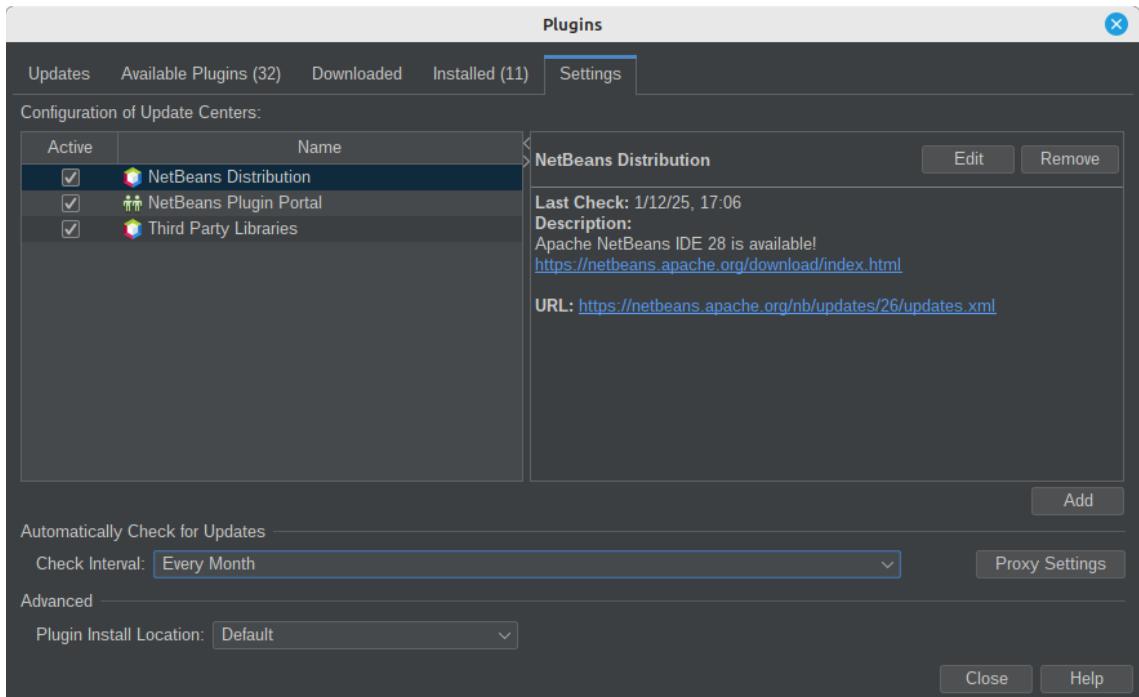
Netbeans

Óscar Vaz Falagan

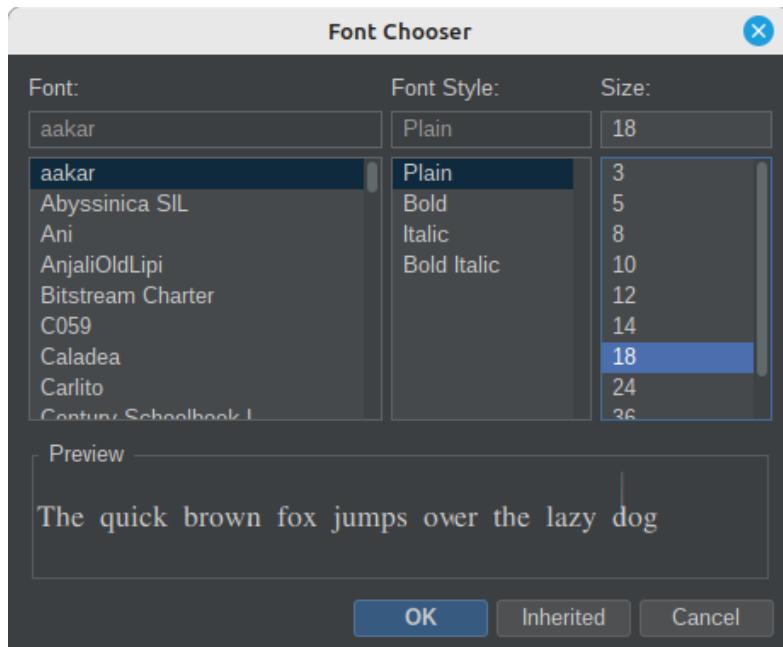
-Ej1:



-Ej2:



-Ej3:



No hay arial

-Ej4:

The screenshot shows the Apache NetBeans IDE 26 interface. At the top, there is a "Plugins" window with tabs for "Updates", "Available Plugins (1/32)", "Downloaded", "Installed (11)", and "Settings". A search bar at the top right contains the text "xpa". The main area of the Plugins window displays a single plugin entry for "XPathUtil". The entry includes a "Community Contributed Plugin" badge, version information (Version: 1.5, Author: Michael Bien, Date: 7/7/24), and links to the NetBeans Plugin Portal and GitHub repository (<https://github.com/mbien/xpath-util>). Below this, the "Plugin Description" section provides details about the utility's purpose (providing XPath search functionality), how to open it (Window -> XPath), its website (<https://github.com/mbien/xpath-util>), and its author (Michael Bien, <https://mbien.dev>). An "Install" button at the bottom left indicates one plugin is selected, totaling 41kB.

Apache NetBeans IDE 26

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects x Services Files

hola.xml - Navigator x

version: 1.0 encoding=UTF-8

biblioteca

libro

Filters: []

Output - Code-1 - /home/dawlat13/Repository/Codigo-1 | Git Repository Browser | XPath [hola.xml] x

Expression: /biblioteca/libro/titulo

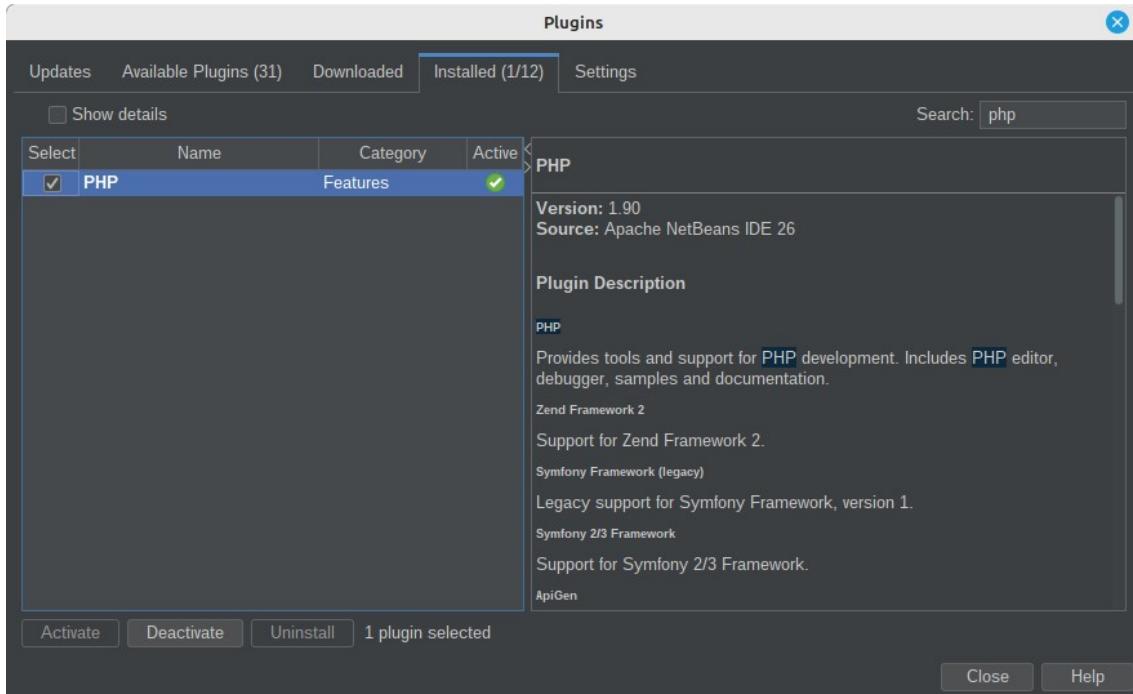
<titulo>Quijote</titulo>

<titulo>Cien años de soledad</titulo>

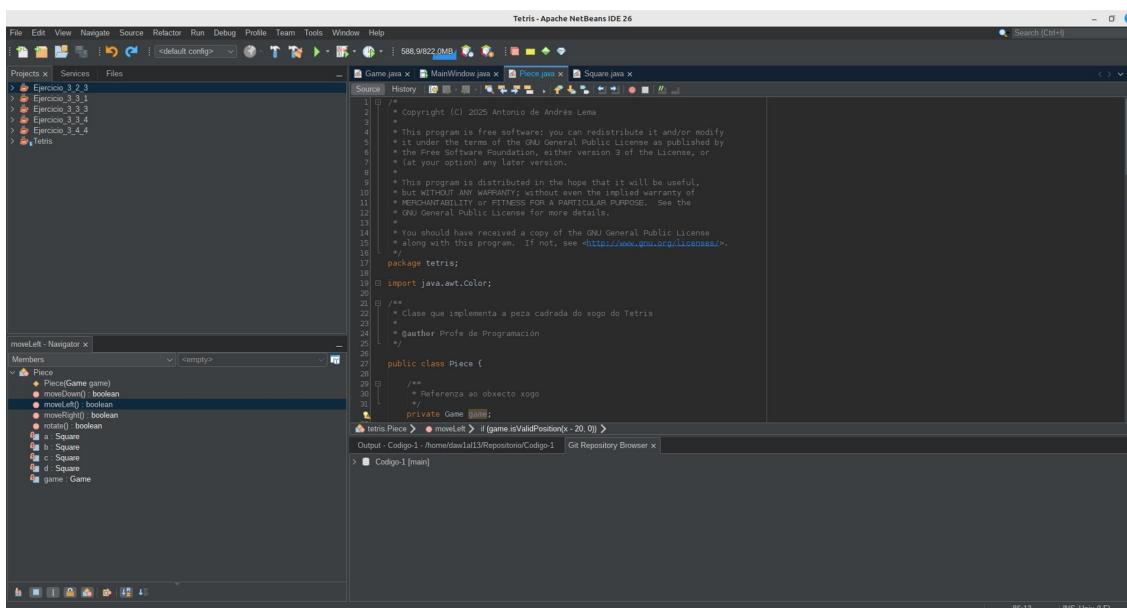
<titulo>1984</titulo>

Unix (LF)

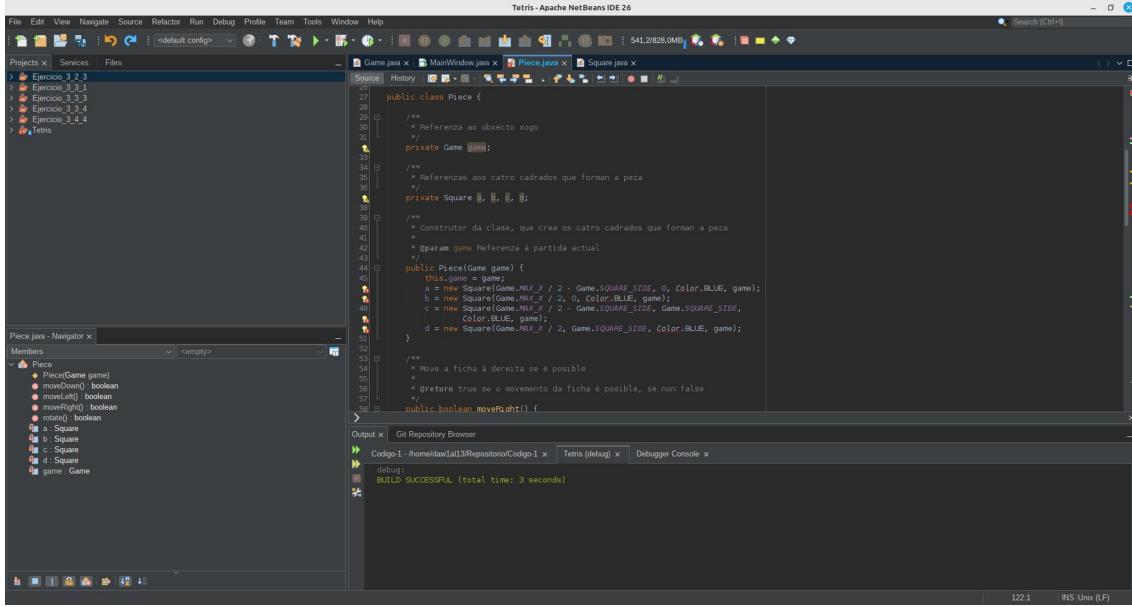
-Ej5:



-Ej6:



-EJ7:



```
public class Piece {
    /**
     * Referencia ao obxecto xogo
     */
    private Game game;
    /**
     * Referencias aos catro cadrados que forman a peza
     */
    private Square a, b, c, d;
    /**
     * Construtor da clase, que crea os catro cadrados que forman a peza
     * @param game Referencia á partida actual
     */
    public Piece(Game game) {
        this.game = game;
        a = new Square(Game.MAX_X / 2 - Game.SQUARE_SIZE, 0, Color.BLUE, game);
        b = new Square(Game.MAX_X / 2, 0, Color.BLUE, game);
        c = new Square(Game.MAX_X / 2 - Game.SQUARE_SIZE, Game.SQUARE_SIZE, Color.BLUE, game);
        d = new Square(Game.MAX_X / 2, Game.SQUARE_SIZE, Color.BLUE, game);
    }
    /**
     * Move a ficha á dereita se é posible
     *
     * @return true se o movemento da ficha é posible, se non false
     */
    public boolean moveRight() {
        if (a.x + Game.SQUARE_SIZE < Game.MAX_X) {
            a.x += Game.SQUARE_SIZE;
            b.x += Game.SQUARE_SIZE;
            c.x += Game.SQUARE_SIZE;
            d.x += Game.SQUARE_SIZE;
        }
        return true;
    }
}
```

Piece.java - Navigator x

Members

- Piece
 - Piece(Game game)
 - moveDown(): boolean
 - moveLeft(): boolean
 - moveRight(): boolean
 - a: Square
 - b: Square
 - c: Square
 - d: Square
 - game: Game

Output x

Codego-1 - /home/dawlati3/Repositorio/Codego-1 x Tetris (debug) x Debugger Console x

debug: BUILD SUCCESSFUL (total time: 3 seconds)