Лабораторна робота 10

Візуальне програмування

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/\*

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package Lab10;

;

/\*\*

\*

\* @author parsh

\*/

public class headpiece extends javax.swing.JFrame {

/\*\*

\* Creates new form headpiece

\*/

public headpiece() {

initComponents();

}

private void formMouseClicked(java.awt.event.MouseEvent evt) {

// TODO add your handling code here:

this.setVisible(false);

lab10.Visible1(true);

}

private void formKeyPressed(java.awt.event.KeyEvent evt) {

// TODO add your handling code here:

this.setVisible(false);

lab10.Visible1(true);

}

/\*\*

\* @param args the command line arguments

\*/

public static void main(String args[]) {

/\* Create and display the form \*/

java.awt.EventQueue.invokeLater(new Runnable() {

public void run() {

new headpiece().setVisible(true);

}

});

}

// Variables declaration - do not modify

private javax.swing.JLabel jLabel1;

private javax.swing.JLabel jLabel2;

private javax.swing.JLabel jLabel3;

private javax.swing.JLabel jLabel4;

// End of variables declaration

}

/\*

\*/

package Lab10;

import javax.swing.JOptionPane;

;

/\*\*

\*

\* @author parsh

\*/

public class lab10 extends javax.swing.JFrame {

/\*\*

\* Creates new form lab10

\*/

public lab10() {

initComponents();

}

private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {

// TODO add your handling code here:

int width = jTextField1.getWidth();

int height = jTextField1.getHeight();

try{

width = Integer.parseInt(jTextField2.getText());

height = Integer.parseInt(jTextField3.getText());

}

catch(NumberFormatException a)

{

JOptionPane.showMessageDialog(null, "Ошибка входных данных");

}

jTextField1.setSize(width, height);

}

/\*\*

\* @param args the command line arguments

\*/

public static void main(String args[]) {

/\* Create and display the form \*/

java.awt.EventQueue.invokeLater(new Runnable() {

public void run() {

//new lab10().setVisible(true);

}

});

}

public static void Visible1(boolean a)

{

new lab10().setVisible(a);

}

// Variables declaration - do not modify

private javax.swing.JButton jButton1;

private javax.swing.JLabel jLabel1;

private javax.swing.JLabel jLabel2;

private javax.swing.JTextField jTextField1;

private javax.swing.JTextField jTextField2;

private javax.swing.JTextField jTextField3;

// End of variables declaration

}



