Лабораторна робота 10

Візуальне програмування

Паршин Олександр

package my.numberaddition;

/\*\*

\*

\* @author parsh

\*/

public class NumberAdditionUI extends javax.swing.JFrame {

/\*\*

\* Creates new form NumberAdditionUI

\*/

public NumberAdditionUI() {

initComponents();

}

/\*\*

\* This method is called from within the constructor to initialize the form.

\* WARNING: Do NOT modify this code. The content of this method is always

\* regenerated by the Form Editor.

\*/

@SuppressWarnings("unchecked")

private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {

// TODO add your handling code here:

System.exit(0);

}

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

// TODO add your handling code here:

jTextField1.setText("");

jTextField2.setText("");

jTextField3.setText("");

}

private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {

// TODO add your handling code here:

float x,y,result=0;

try

{

x = Float.parseFloat(jTextField1.getText());

y = Float.parseFloat(jTextField2.getText());

result = x + y;

}catch(Exception e){}

jTextField3.setText(String.valueOf(result));

}

/\*\*

\* @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 NumberAdditionUI().setVisible(true);

}

});

}

// Variables declaration - do not modify

private javax.swing.JButton jButton1;

private javax.swing.JButton jButton2;

private javax.swing.JButton jButton3;

private javax.swing.JLabel jLabel1;

private javax.swing.JLabel jLabel2;

private javax.swing.JLabel jLabel3;

private javax.swing.JPanel jPanel1;

private javax.swing.JTextField jTextField1;

private javax.swing.JTextField jTextField2;

private javax.swing.JTextField jTextField3;

// End of variables declaration

}

