

Documento. Presentación

“Introducción a la Interfaz gráfica usuario con Java”

The image displays a series of 10 presentation slides arranged in a 5x2 grid, detailing the basics of Java Swing for creating graphical user interfaces.

- Slide 1:** Titled "Introducción a la interfaz gráfica de Java". It includes the logo of the University of Cádiz and identifies the course as "Java para Cibernética y Computación II" taught by Prof. Sara García Martínez at the "Colegio de Ciencias y Humanidades - Plantel Vallejo".
- Slide 2:** Titled "Interfaz gráfica en Java". It features a small icon of a computer monitor displaying the Java logo.
- Slide 3:** Titled "Java Swing". It explains that Swing is part of the Java Foundation Classes (JFC) and provides a more powerful set of GUI components than AWT, being platform-independent and portable across operating systems.
- Slide 4:** Titled "Ejemplo de aplicaciones Swing". It lists several example applications: Nota, Muñeca, Vehículo, Reloj, and Calculadora.
- Slide 5:** Titled "JFrame - Ventana". It shows a screenshot of a standard Java JFrame window titled "Componente".
- Slide 6:** Titled "JPanel - Contenedor". It describes JPanel as a container for other components and shows a simple window with a single text field.
- Slide 7:** Titled "JTextField - Cajas de texto". It details how to instantiate a JTextField, add it to a panel, and retrieve or set its text value using methods like getText() and setText().
- Slide 8:** Titled "JLabel - Etiquetas". It explains how to use JLabel for displaying text and shows a code snippet for creating and setting the text of a label.
- Slide 9:** Titled "JButton - Botones". It describes JButton as a control object used for actions and lists properties such as Text (label), Font (appearance), Enabled (state), and ActionPerformed (event).
- Slide 10:** Titled "JTextField - Cajas de texto". This slide continues the discussion on text fields, showing code for parsing integer values from the text entered in a field.