

Instalar primero el WindowBuilder para poder crear formularios en Java con Eclipse.

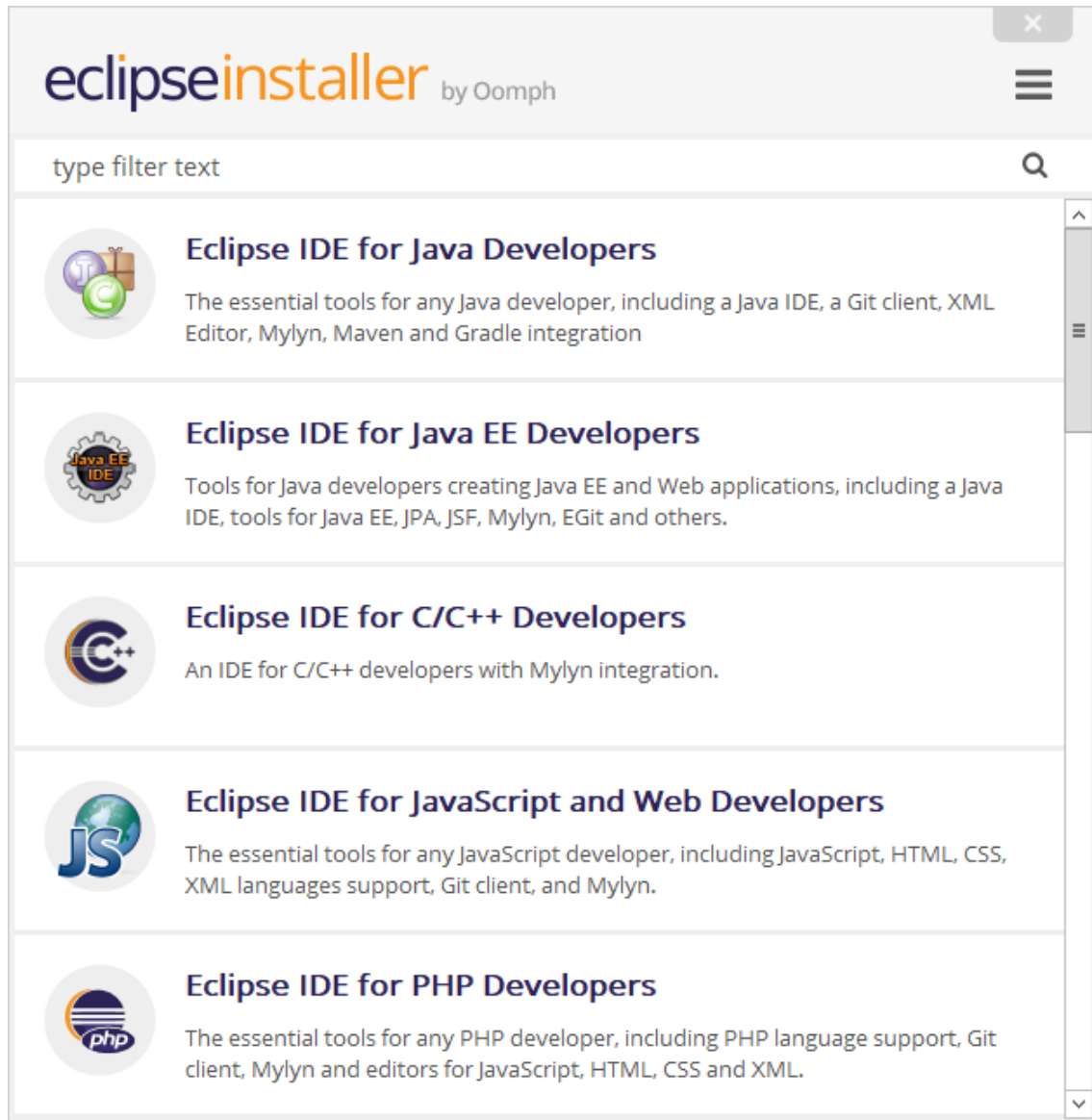
Tutorial crear formulario.

<https://es.slideshare.net/Metaconta2/interfaz-java-y-arduino>

<https://www.youtube.com/watch?v=E530t-WNTok>

<https://www.youtube.com/watch?v=Kw1XOi5ZPV8>

Instalación.





Eclipse IDE for Java Developers

The essential tools for any Java developer, including a Java IDE, a Git client, XML Editor, Mylyn, Maven and Gradle integration.

Product Version

Oxygen



32bit 64bit

Java 1.8+ VM

C:\Program Files\Java\jre1.8.0_144 (Current)



Installation Folder

C:\Users\Meta\eclipse\java-oxygen



create start menu entry



create desktop shortcut

↓ INSTALL

◀ BACK



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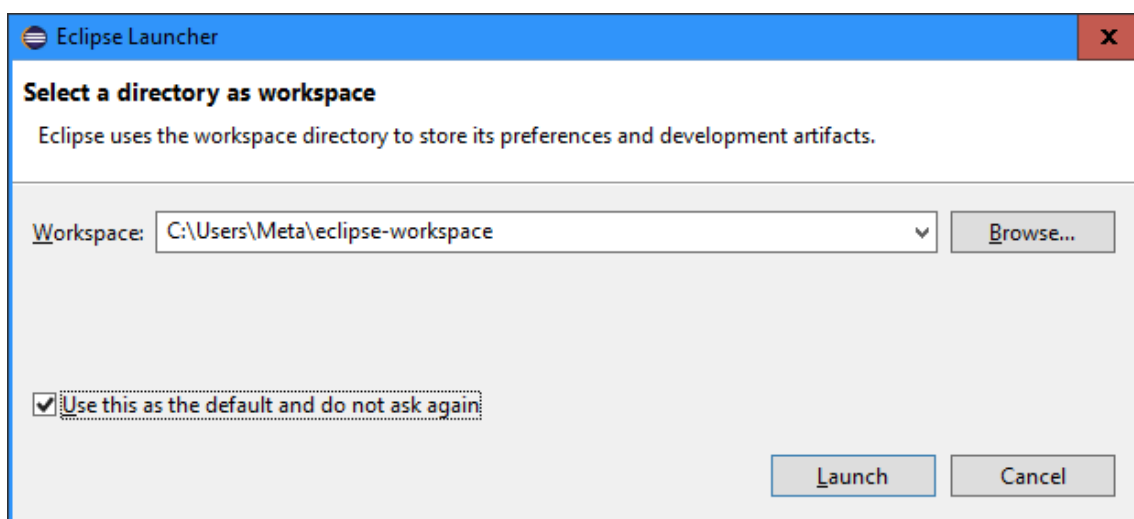
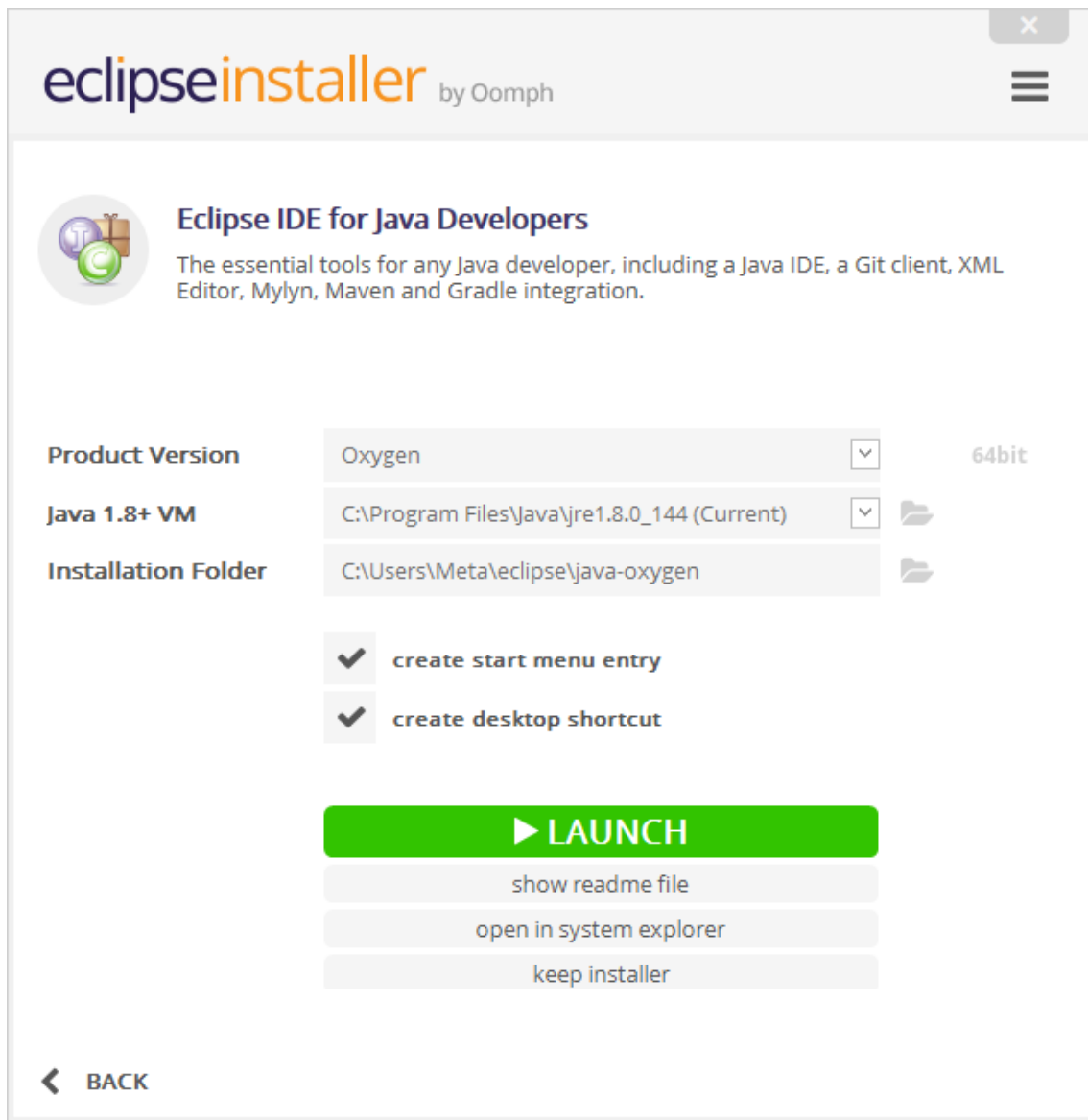


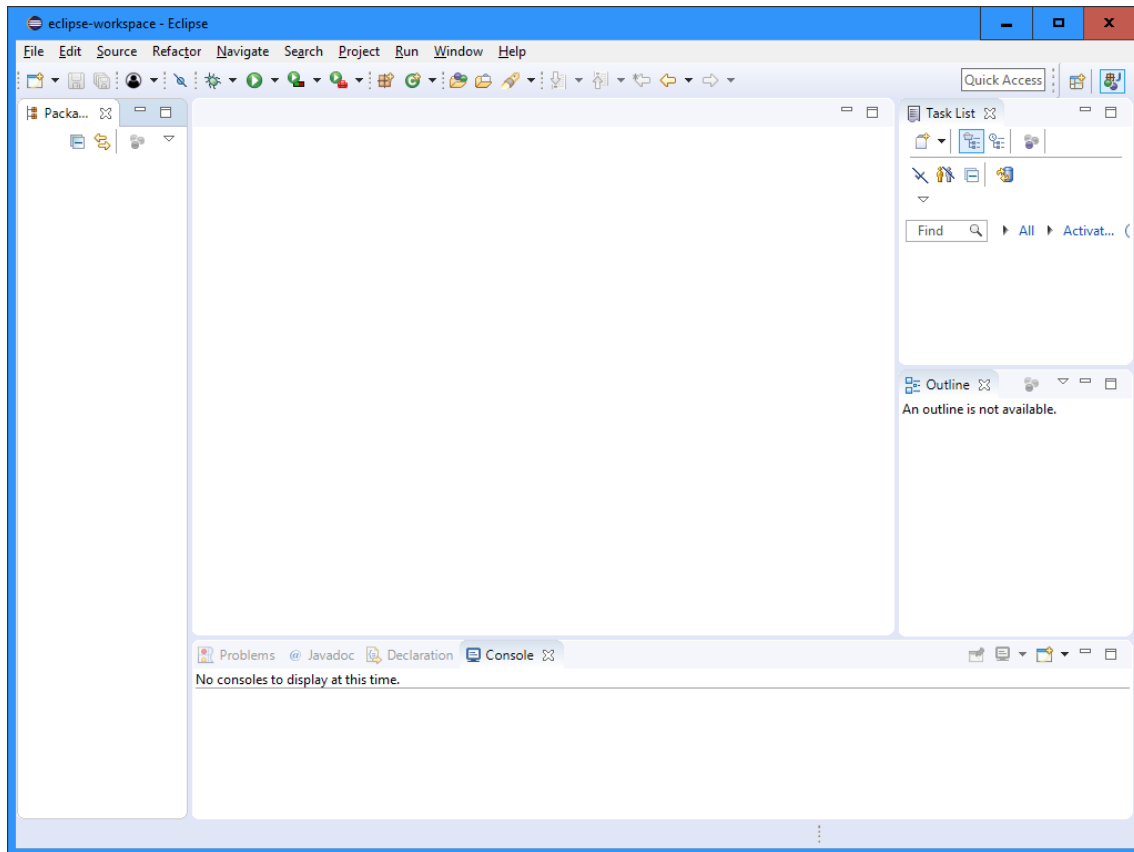
INSTALLING



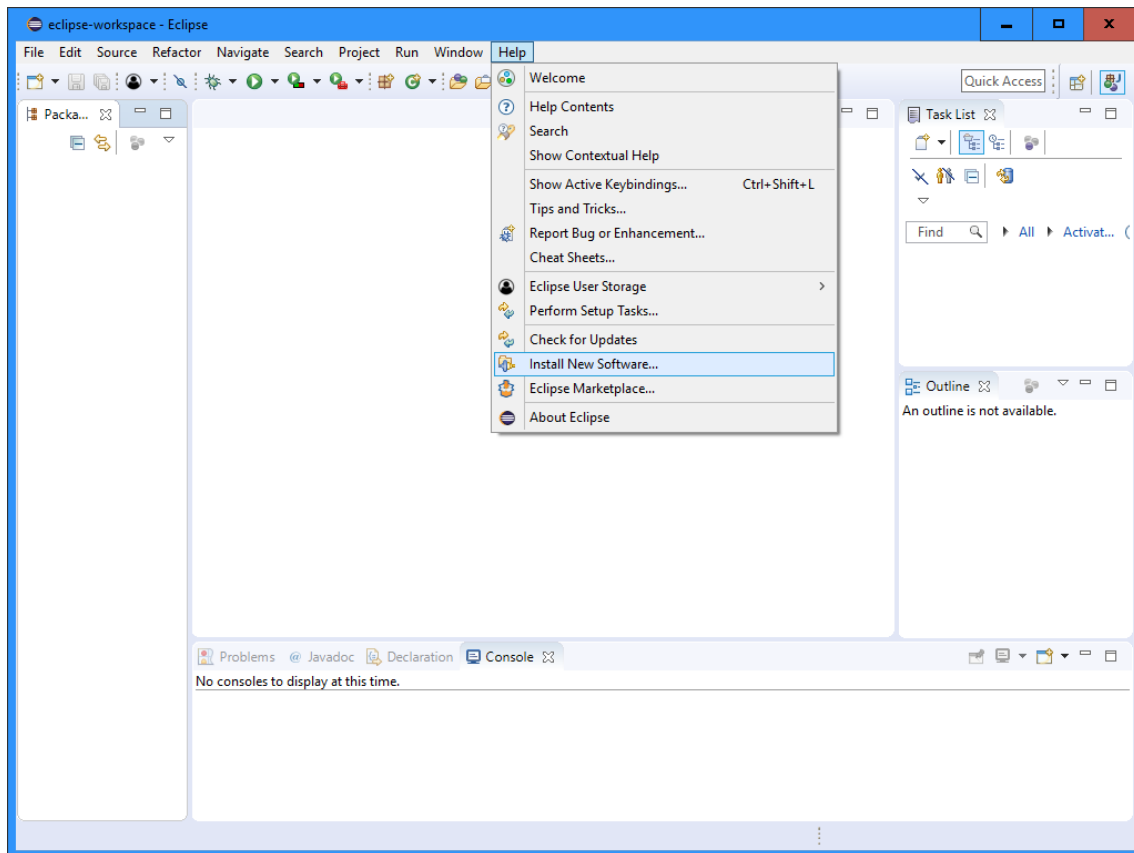
Cancel Installation

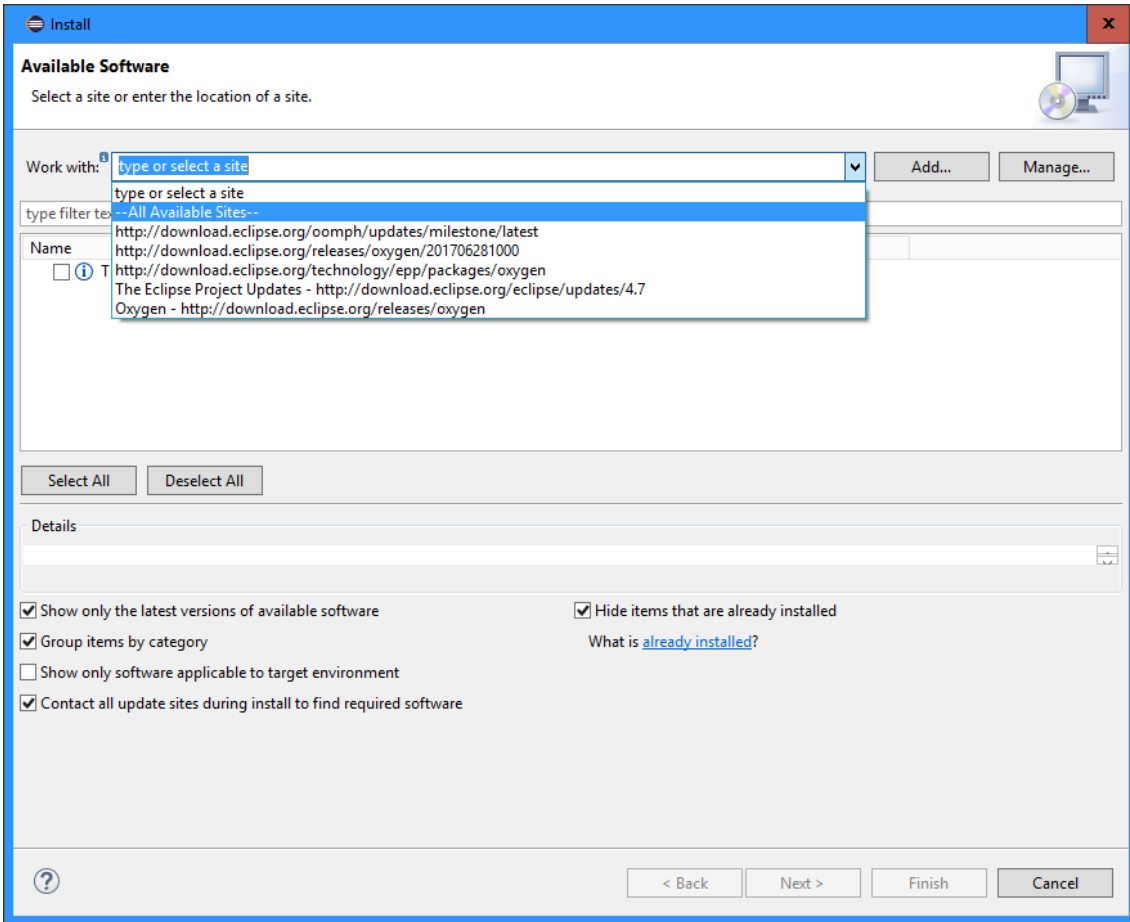
← BACK



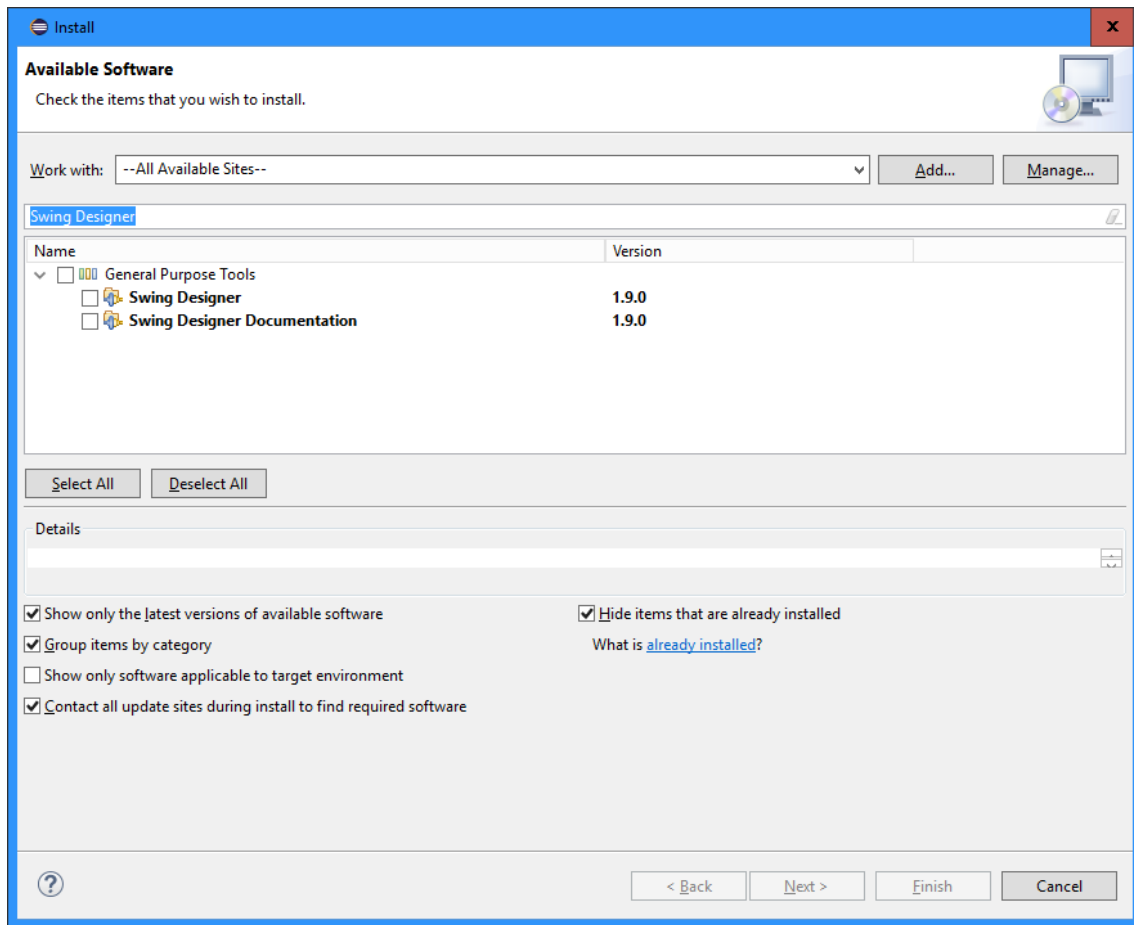


Actualizamos para encontrar **Swing Designer**.





Ponemos en filtro “Swing Designer”.



Install

X

Available Software

Check the items that you wish to install.



Work with: --All Available Sites--

Add...

Manage...

Swing Designer

Name	Version
☒  General Purpose Tools	
☒  Swing Designer	1.9.0
☒  Swing Designer Documentation	1.9.0

Select All

Deselect All

2 items selected

Details

☒ Show only the latest versions of available software

☒ Hide items that are already installed

☒ Group items by category

What is [already installed?](#)

☐ Show only software applicable to target environment

☒ Contact all update sites during install to find required software



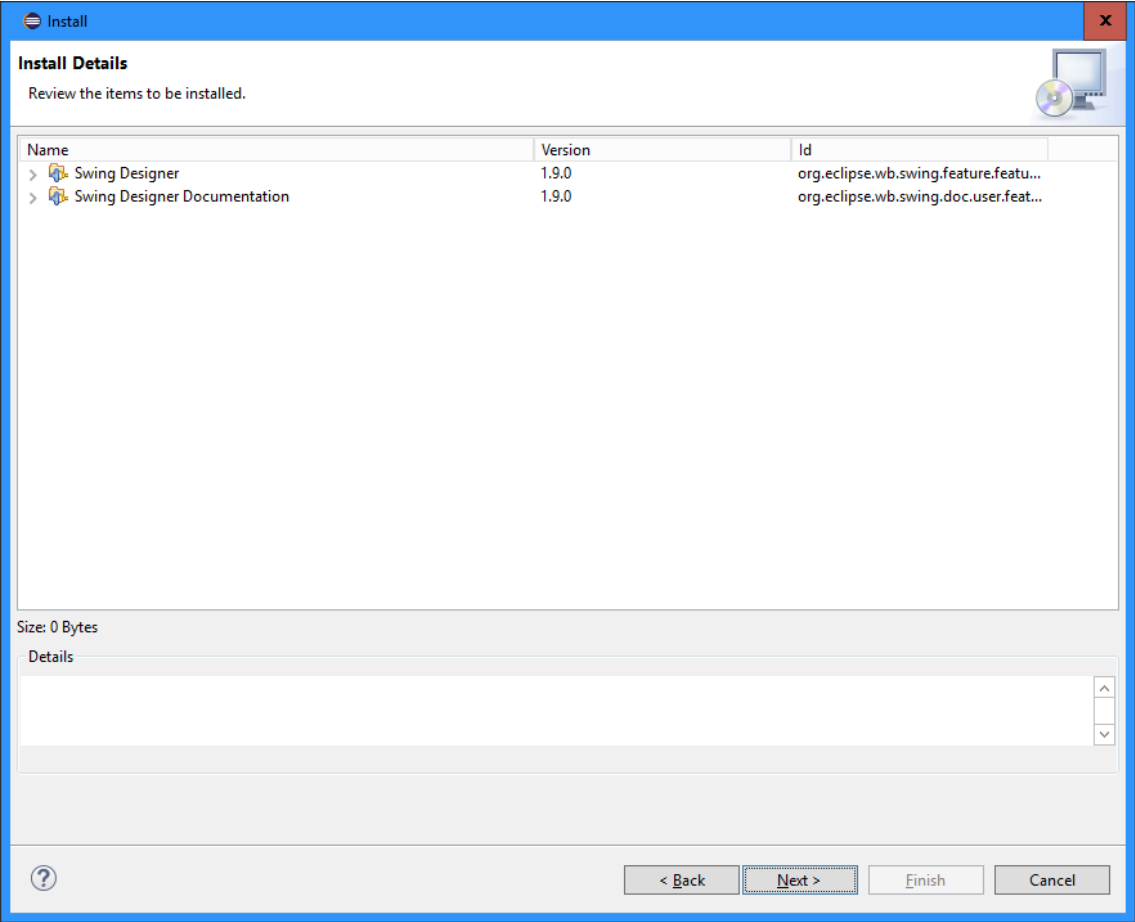
< Back

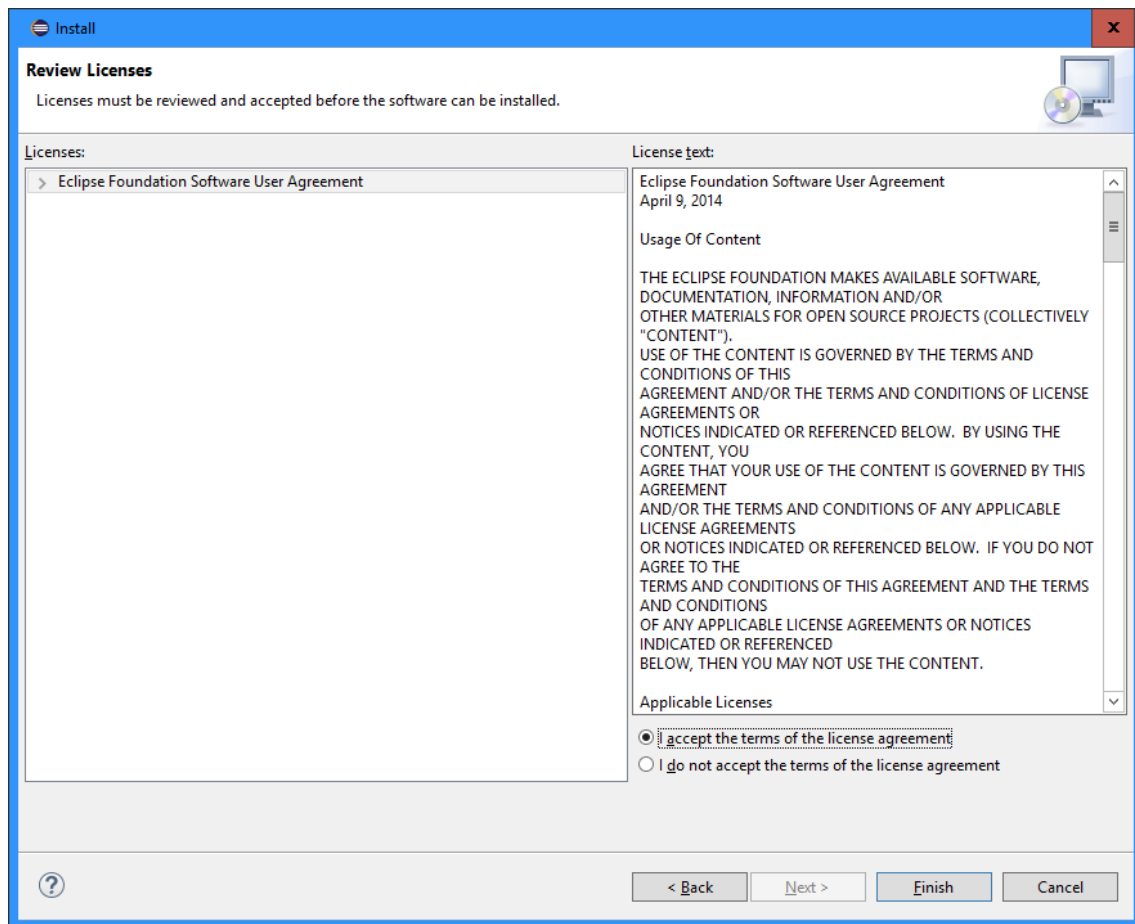
Next >

Finish

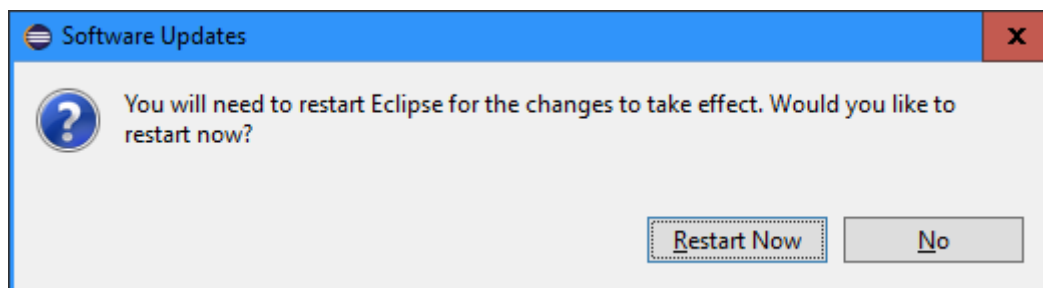
Cancel

Pulsamos Next.

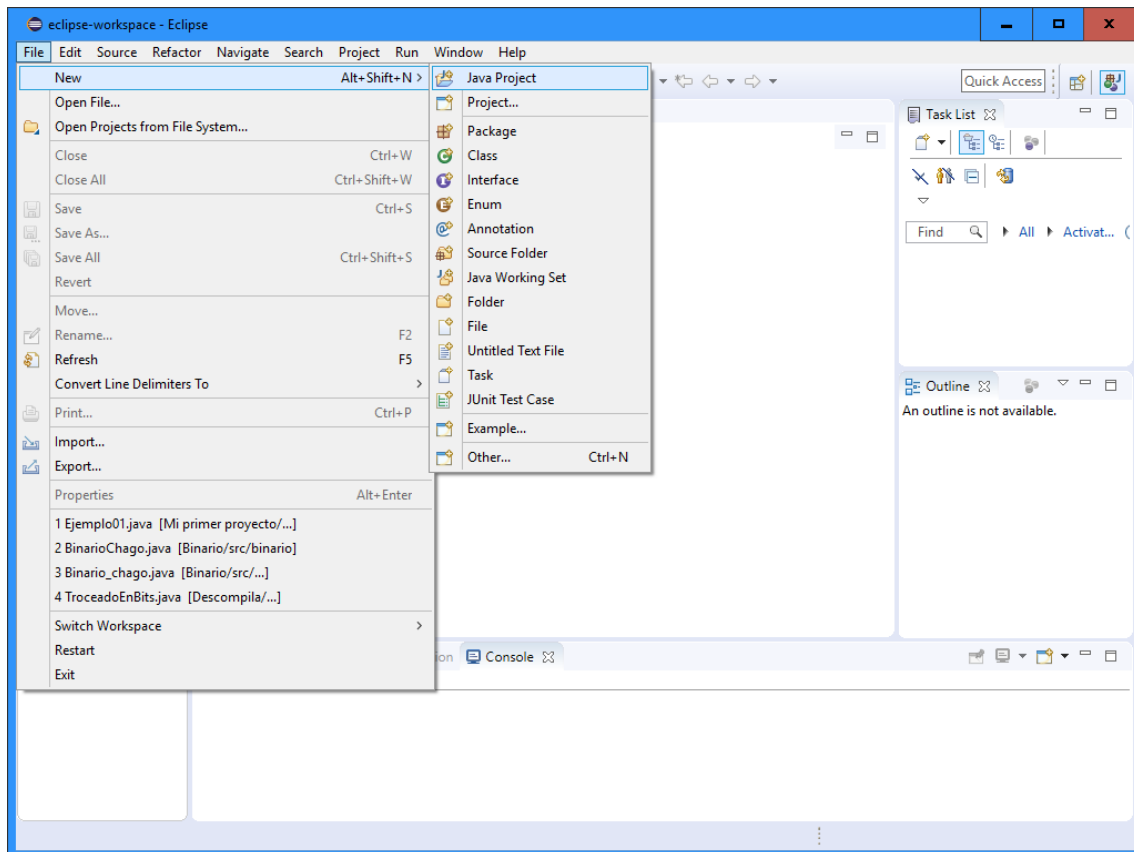




Esperas y cuando salga esta ventana, pulsa Restart Now. Reiniciar ahora.



Tutorial crear proyecto.



New Java Project

Create a Java Project

Create a Java project in the workspace or in an external location.

Project name:

☒ Use default location

Location:

JRE

☒ Use an execution environment JRE:

☐ Use a project specific JRE:

☐ Use default JRE (currently 'jre1.8.0_144') [Configure JREs...](#)

Project layout

☐ Use project folder as root for sources and class files

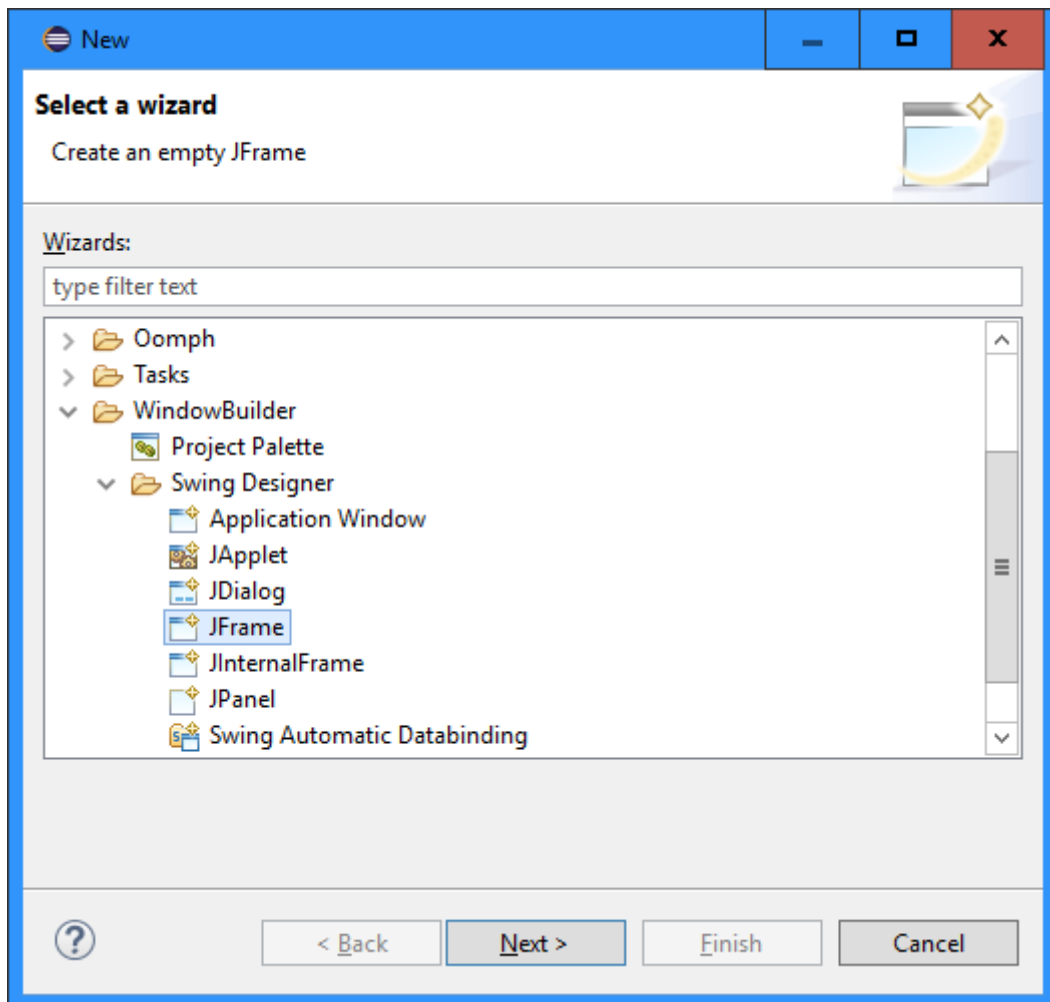
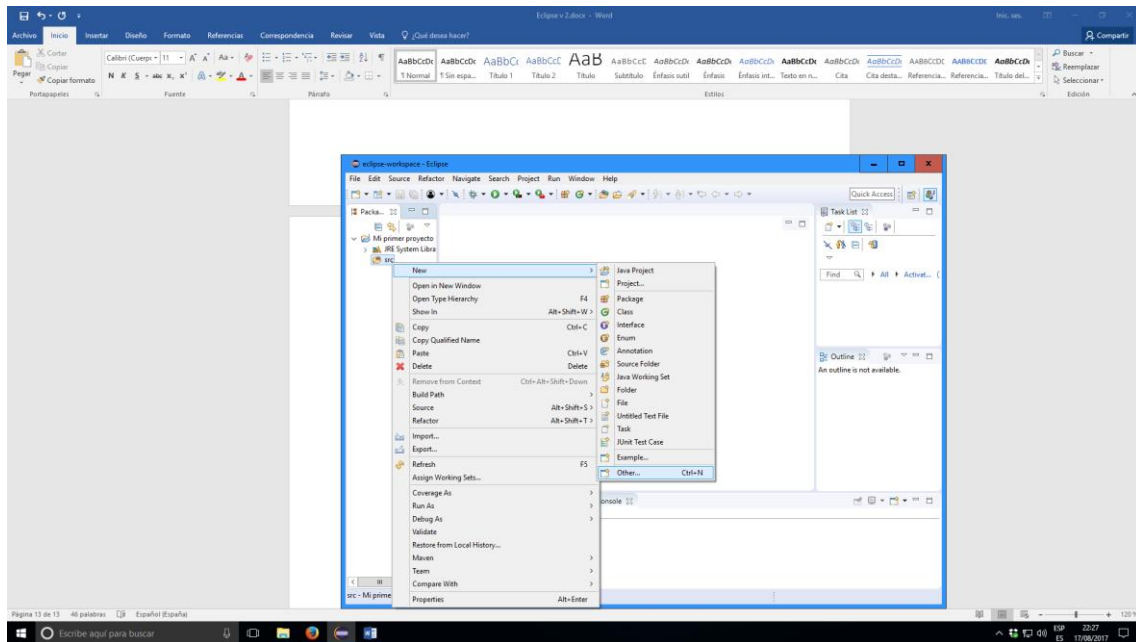
☒ Create separate folders for sources and class files [Configure default...](#)

Working sets

☐ Add project to working sets

Working sets:

Pulsa Finish.



New JFrame

Create JFrame



 This package name is discouraged. By convention, package names usually start with a lowercase letter

Source folder: Mi primer proyecto/src

Browse...

Package: Ejercicios

Browse...

Name: Ejemplo01

Superclass: javax.swing.JFrame

Browse...

☒ Use advanced template for generate JFrame



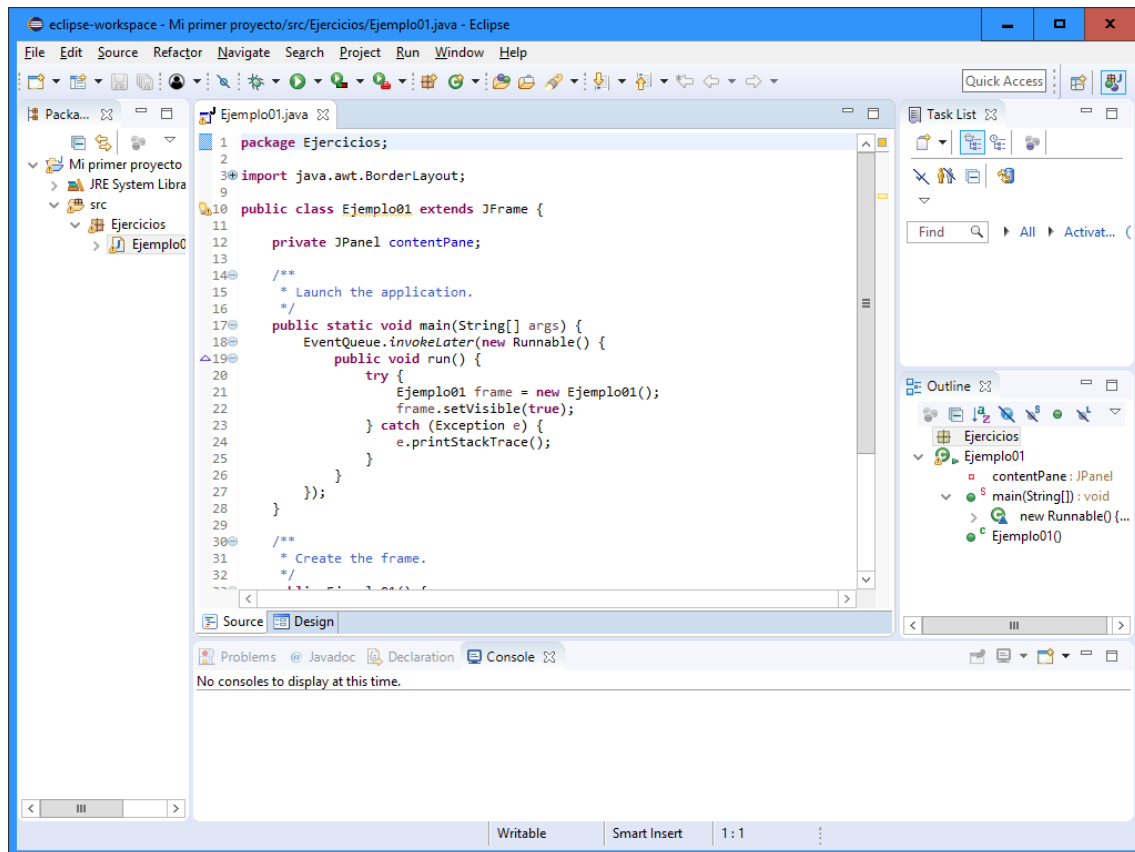
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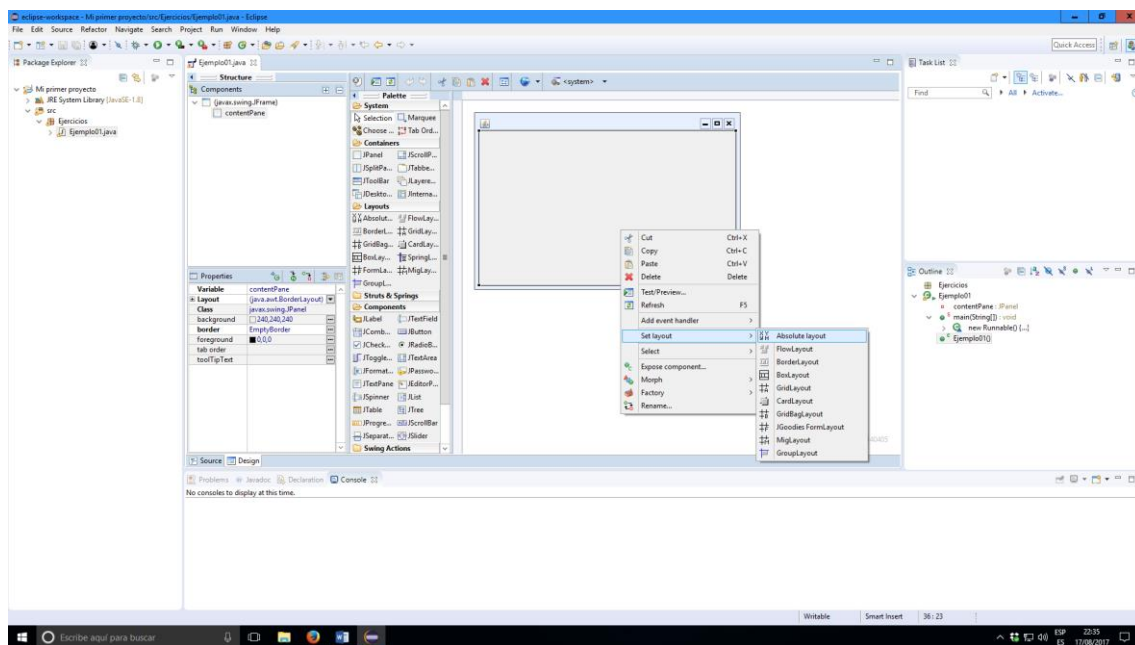
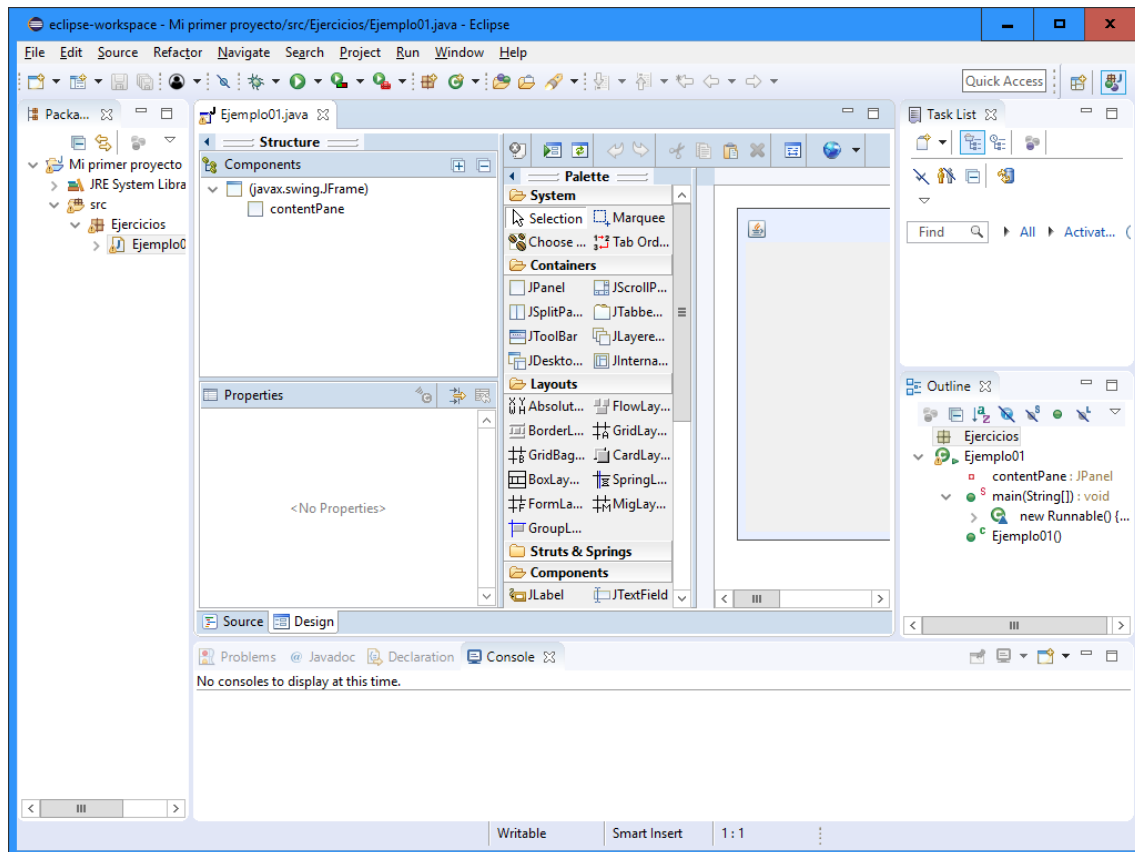
Finish

Cancel

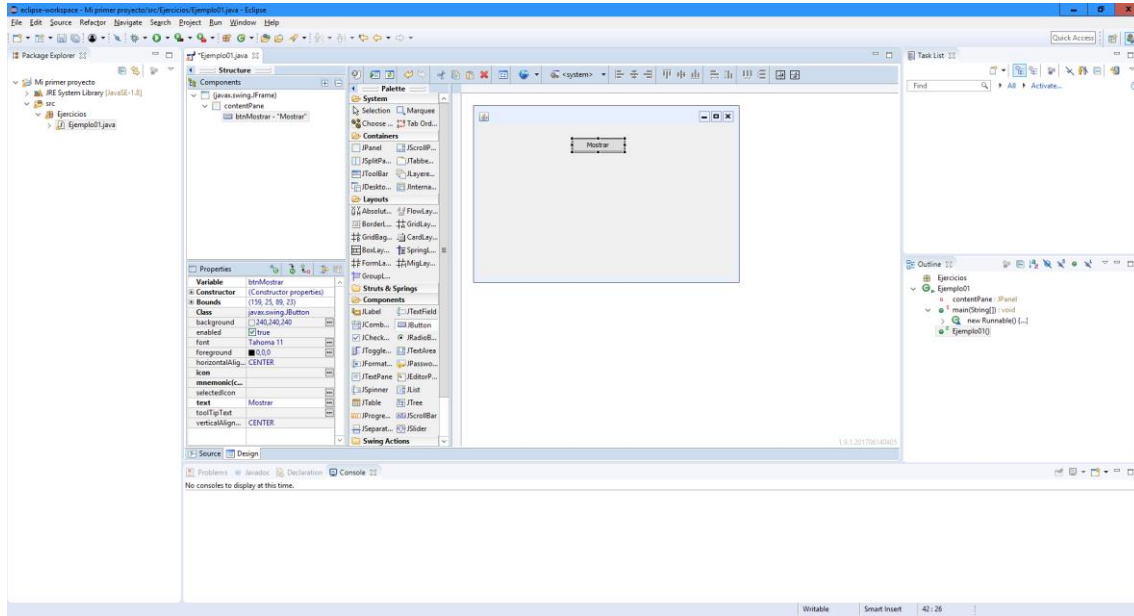
En Source abajo.



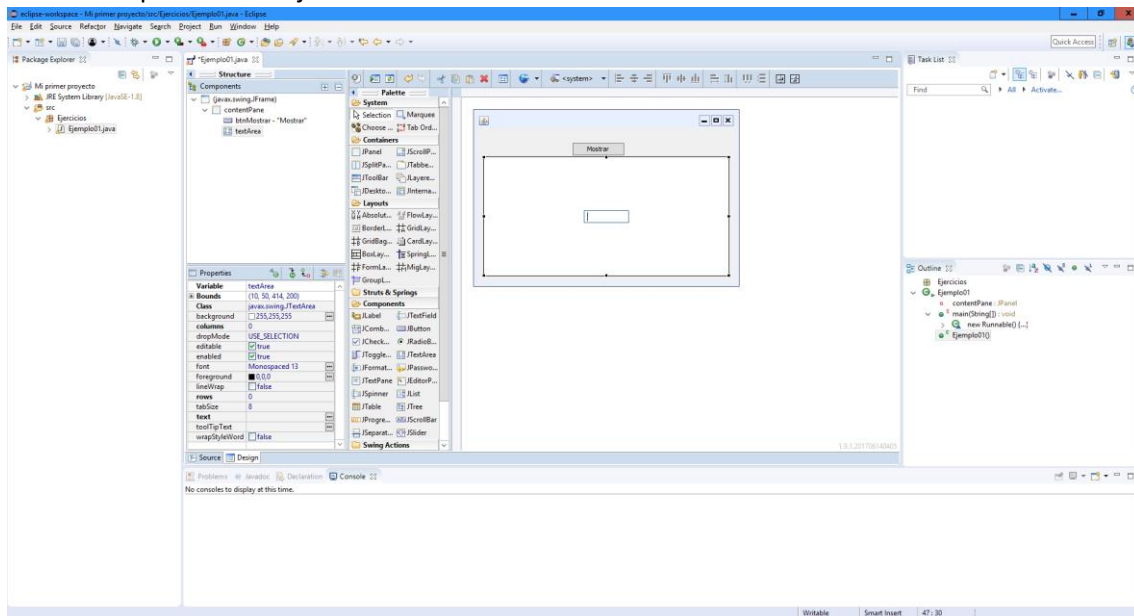
En Designer abajo.



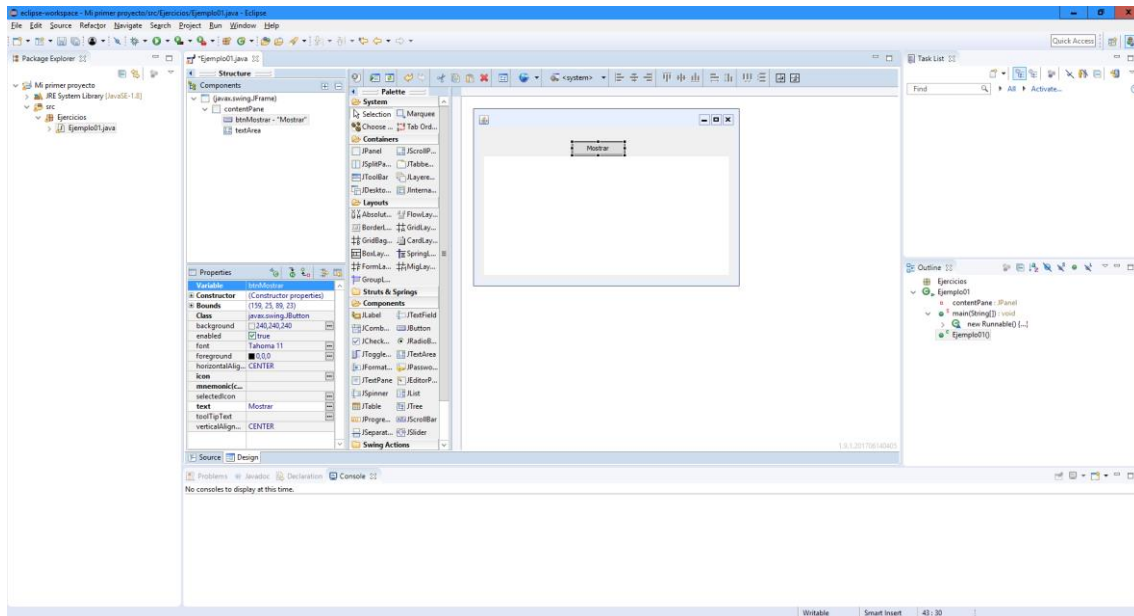
Arrastro el botón JButton al formulario y lo llamo Mostrar.



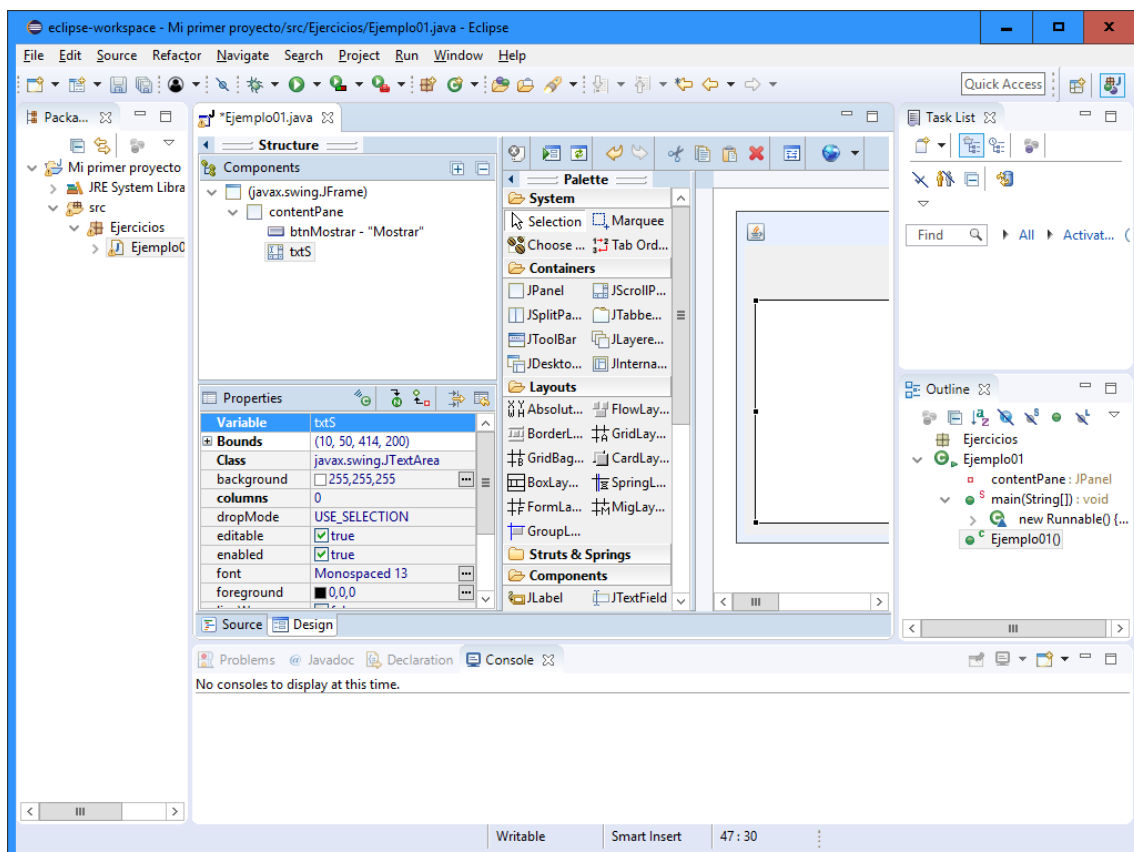
Ahora seleccionamos JTextArea y lo ponemos como indica abajo, casi todo el formulario. Permite imprimir mensajes.



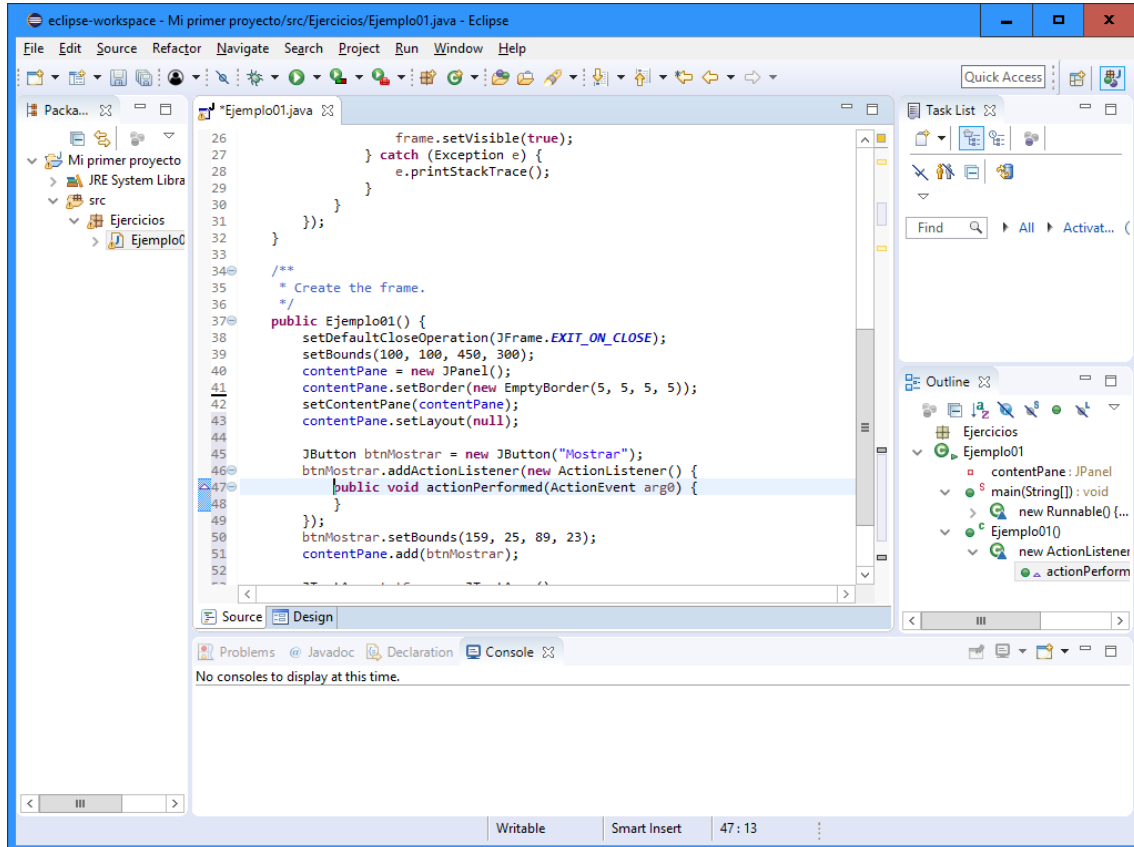
Pulsa una vez el botón Mostrar del formulario y mira en la ventana de Propiedades llamado Properties. En Variable se llama el nombre del botón btnMostrar.



Ahora pulse el textArea en el formulario y mira en Properties, variable que se llama textArea y lo cambiamos a txtS y pulsamos Enter.



Doble clic botón mostrar. Se muestra el editor de texto con el código generado del botón.

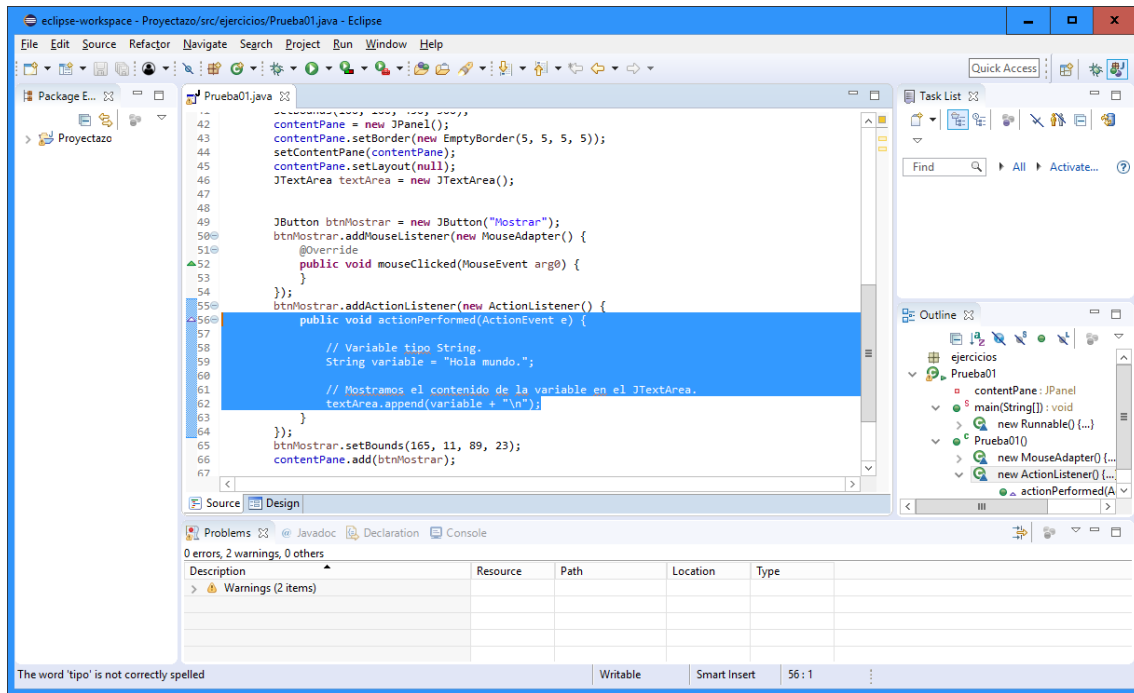


Introducimos este código.

```
// Variable tipo String.
String variable = "Hola mundo.";
```

JTextArea.

```
// Mostramos el contenido de la variable en el
textArea.append(variable + "\n");
```



Código completo:

```
package ejercicios;

import java.awt.BorderLayout;
import java.awt.EventQueue;
import javax.swing.JFrame;
import javax.swing.JPanel;
import javax.swing.border.EmptyBorder;
import javax.swing.JButton;
import javax.swing.JTextArea;
import java.awt.event.ActionListener;
import java.awt.event.ActionEvent;
import java.awt.event.MouseAdapter;
import java.awt.event.MouseEvent;

public class Prueba01 extends JFrame {

    private JPanel contentPane;

    /**
     * Launch the application.
     */
    public static void main(String[] args) {

        EventQueue.invokeLater(new Runnable() {

            public void run() {

                try {

                    Prueba01 frame = new Prueba01();

                    frame.setVisible(true);

                } catch (Exception e) {

                    e.printStackTrace();

                }

            }

        });

    }

    /**
     * Create the frame.
     */
}
```

```

public Prueba01() {

    setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

    setBounds(100, 100, 450, 300);

    contentPane = new JPanel();

    contentPane.setBorder(new EmptyBorder(5, 5, 5, 5));

    setContentPane(contentPane);

    contentPane.setLayout(null);

    JTextArea textArea = new JTextArea();


    JButton btnMostrar = new JButton("Mostrar");

    btnMostrar.addMouseListener(new MouseAdapter() {

        @Override

        public void mouseClicked(MouseEvent arg0) {

            }

    });

    btnMostrar.addActionListener(new ActionListener() {

        public void actionPerformed(ActionEvent e) {

            // Variable tipo String.

            String variable = "Hola mundo.";

            // Mostramos el contenido de la variable en el JTextArea.

            textArea.append(variable + "\n");

        }

    });

    btnMostrar.setBounds(165, 11, 89, 23);

    contentPane.add(btnMostrar);

    textArea.setBounds(10, 55, 414, 195);

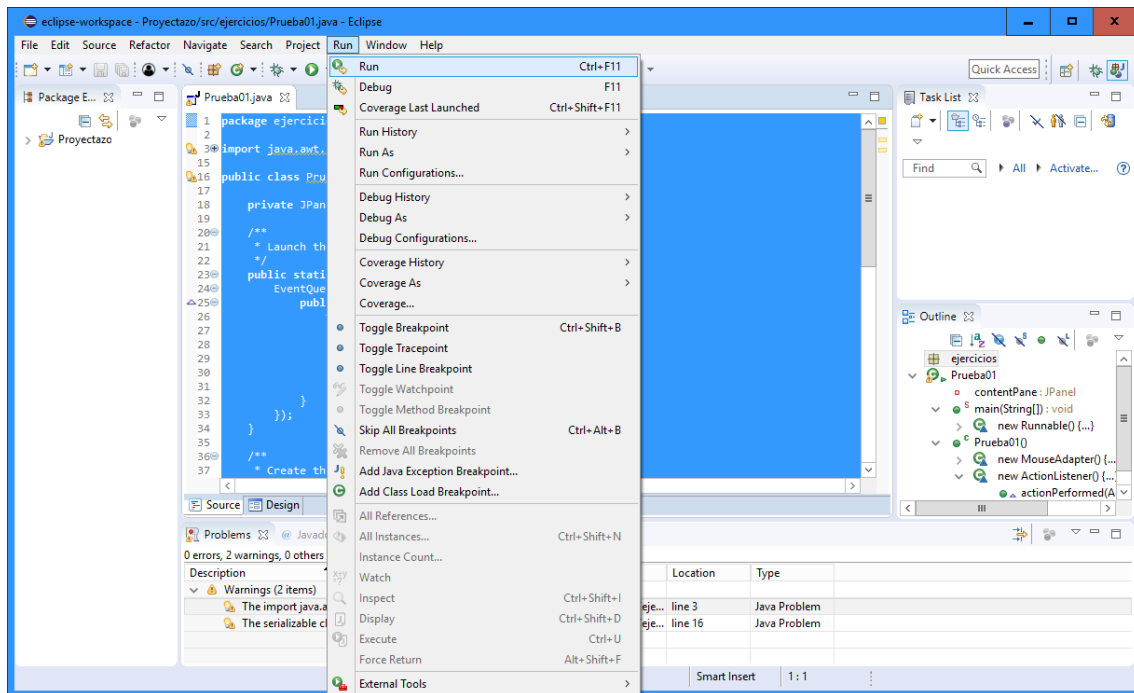
    contentPane.add(textArea);

}

}

```

Pulsa F11 para ejecutar el proyecto.



<http://electronica-pic.blogspot.com.es/>

20-08-2017