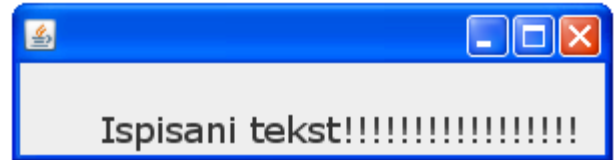# WEB PROGRAMIRANJE
-laboratorijska vježba GRAFIKA 2-

1. Napisati java program kojim se iscrtava tekst sljedeće sadržine „ Ispisani tekst" u frejmu dimenzija 300x80.

```
import java.awt.Font;
import java.awt.Graphics;
import java.awt.Graphics2D;
import java.awt.RenderingHints;
import javax.swing.JFrame;
import javax.swing.JPanel;
public class DrawSimpleText extends JPanel{
public void paint(Graphics g) {
Graphics2D g2 = (Graphics2D)g;
g2.setRenderingHint(RenderingHints.KEY_ANTIALIASING,
RenderingHints.VALUE_ANTIALIAS_ON);
Font font = new Font("Verdana", Font.PLAIN, 18);
g2.setFont(font);
g2.drawString("Ispisani tekst!!!!!!!!!!!!!!!!!!", 40, 40);
}
public static void main(String[] args) {
JFrame f = new JFrame();
f.getContentPane().add(new DrawSimpleText());
f.setSize(300, 80);
f.setVisible(true); }}
```

1. Napisati program koji kreira formu na kojoj se nalazi jedno dugme sa Prikazi/Sakrij. Prvi pritisak na pomenuto dugme na formi crtaja olimpijske krugove, dok ih drugi skriva, naizmjenično. Ispod slike olimpijskih krugova treba da stoji natpis „Ovo je I cas rada sa grafikom".

```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.awt.geom.*;

public class Prvi
{
    public static void main(String[] args){
    ButtonFrame frame = new ButtonFrame();
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.setVisible(true);
    }
}

class ButtonFrame extends JFrame
{
    public ButtonFrame()
    {
    setTitle("Prikazi/sakrij olimpijske krugove");
    setSize(400,300);
    Container cp = getContentPane();
    ButtonPanel panel = new ButtonPanel();
    cp.add(panel);
    }
}
```

```java
class ButtonPanel extends JPanel
{
int ind=0;
    public ButtonPanel()
    {
    JButton D = new JButton("Prikazi/Sakrij");
    add(D);
    // Kreiramo osluskivace ...
    PritisakDugmeta DAction = new PritisakDugmeta();
    D.addActionListener(DAction);
    }

    public void paintComponent(Graphics g)
    {
    super.paintComponent(g);
    Graphics2D g2= (Graphics2D) g;
    if(ind==1)
            {
            Font f=new Font("Arial",Font.BOLD,15);
            g.setFont(f);
            g.drawString("<<<I CAS RADA SA GRAFIKOM>>>",75,250);
            g2.setPaint(Color.BLUE);
            double a=75,b=50,c=100,d=100;
            Ellipse2D el=new Ellipse2D.Double();
            Rectangle2D r=new Rectangle2D.Double(a,b,c,d);
            el.setFrame(r);
            g2.draw(el);
    r= new Rectangle2D.Double(a+2*c/3,b,c,d);
            el.setFrame(r);
            g2.setPaint(Color.BLACK);
            g2.draw(el);
            r= new Rectangle2D.Double(a+4*c/3,b,c,d);
            el.setFrame(r);
            g2.setPaint(Color.RED);
            g2.draw(el);
            r= new Rectangle2D.Double(a+c/4,b+2*d/3,c,d);
            el.setFrame(r);
            g2.setPaint(Color.YELLOW);
            g2.draw(el);
            r= new Rectangle2D.Double(a+c,b+2*d/3,c,d);
            el.setFrame(r);
            g2.setPaint(Color.GREEN);
            g2.draw(el);
            }
    }
     private class PritisakDugmeta implements ActionListener
    {
            public void actionPerformed(ActionEvent e)
             {
            Graphics a=getGraphics();
            if(ind==1) ind=0;
            else ind=1;
            repaint();
             }
    }
  }
```

- **DOMAĆI 3.2** Modifikovati Zadatak 1. na taj način da umjesto jednog dugmeta stoji pet dugmadi i klikom na svako od njih se skriva i prikazuje po jedan olimpijski krug.

2. Napisati program koji kreira formu datu na slici.

Account Information — Username / Password / Comments / OK / Cancel

```java
package cas7_2
import javax.swing.*;
public class Cas7_2 extends JFrame {
    JTextField username = new JTextField(15);
    JPasswordField password = new JPasswordField(15);
    JTextArea comments = new JTextArea(4, 15);
    JButton ok = new JButton("OK");
    JButton cancel = new JButton("Cancel");
    public Cas7_2() {
        super("Account Information");
        setSize(300, 220);
        JPanel pane = new JPanel();
        JLabel usernameLabel = new JLabel("Username: ");
        JLabel passwordLabel = new JLabel("Password: ");
        JLabel commentsLabel = new JLabel("Comments: ");
        comments.setLineWrap(true);
        comments.setWrapStyleWord(true);
        pane.add(usernameLabel);        pane.add(username);
        pane.add(passwordLabel);        pane.add(password);
        pane.add(commentsLabel);
JScrollPane scroll = new JScrollPane(comments,
        ScrollPaneConstants.VERTICAL_SCROLLBAR_ALWAYS,
        ScrollPaneConstants.HORIZONTAL_SCROLLBAR_NEVER);
        pane.add(scroll);
        pane.add(ok);
        pane.add(cancel);
        add(pane);

    }

    public static void main(String[] args) {
        Cas7_2 auth = new Cas7_2();
        auth.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        auth.setVisible(true);
    }
}
```