

LABORATORIJSKE VJEŽBE 6

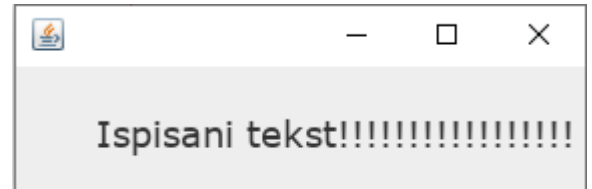
1. Napisati java program kojim se iscrtava tekst sljedeće sadržine „Ispisani tekst“ u frejmu dimenzija 300x80.

```
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);
    }
}
```

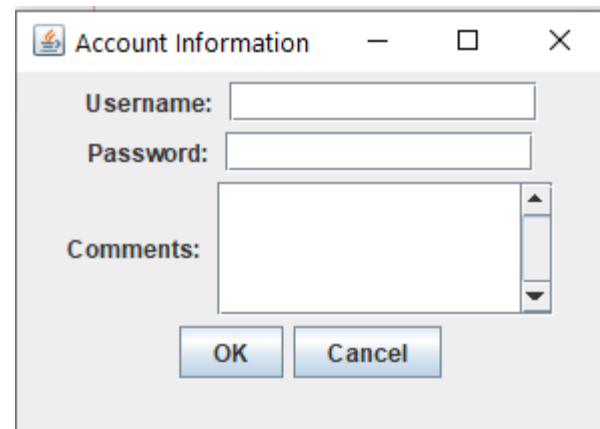


2. Napisati program koji kreira formu datu na slici.

```
import javax.swing.*;

public class Form 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 Form() {
        super("Account Information");
        setSize(310, 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) {
        Form auth = new Form();
        auth.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        auth.setVisible(true);
    }
}

```

3. Napisati program koji realizuje jednostavni kalkulator. Program treba da kreira formu na kojoj se nalaze dva tekst polja u koja de se unositi brojevi. Pored toga, forma treba da posjeduje četiri radio dugmeta koja označavaju operaciju koja de se vršiti nad unešenim brojevima (+,-,*,/), jedno dugme i odgovarajući broj labela. Pritiskom na dugme u labelu treba da se ispiše rezultat aritmetičke operacije primjenjene nad unešenim brojevima.

```

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

public class Calculator {
    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() {
        JButton b = new JButton("Calculate");
        JLabel l1 = new JLabel(), l2 = new JLabel(), l3 = new JLabel();
        JTextField t1 = new JTextField(10), t2 = new JTextField(10);
        JRadioButton r1 = new JRadioButton("+", true), r2 = new JRadioButton("-"),
        r3 = new JRadioButton("*"), r4 = new JRadioButton("/");
        ButtonGroup gr = new ButtonGroup();
        gr.add(r1);
        gr.add(r2);
        gr.add(r3);
        gr.add(r4);
        Container sp = getContentPane();
        sp.setLayout(null);
        setTitle("New calculator");
        setSize(270, 250);
        this.add(l1);
        this.add(l2);
        this.add(l3);
        this.add(t1);
        this.add(t2);
        this.add(b);
        this.add(r1);
        this.add(r2);
        this.add(r3);
        this.add(r4);
        b.setBounds(40, 30, 90, 20);
        l1.setBounds(10, 90, 80, 20);
        l1.setText("First number:");
        l2.setBounds(10, 120, 100, 20);
        t1.setBounds(110, 90, 60, 20);
        t2.setBounds(110, 120, 60, 20);
        l3.setText("Second number:");
    }
}

```

```

        l3.setText("Result is:");
        l3.setBounds(10, 150, 120, 20);
        r1.setBounds(140, 10, 40, 20);
        r2.setBounds(140, 30, 40, 20);
        r3.setBounds(140, 50, 40, 20);
        r4.setBounds(140, 70, 40, 20);
        PressingButton buttonAction = new PressingButton(l3, t1, t2, r1, r2, r3, r4);
        b.addActionListener(buttonAction);}

class PressingButton implements ActionListener{
    JTextField t1, t2;
    JRadioButton r1, r2, r3, r4;
    JLabel l;

    PressingButton(JLabel l, JTextField t1, JTextField t2, JRadioButton r1,
    JRadioButton r2, JRadioButton r3, JRadioButton r4) {
        this.l = l;
        this.t1 = t1;
        this.t2 = t2;
        this.r1 = r1;
        this.r2 = r2;
        this.r3 = r3;
        this.r4 = r4;
    }

    public void actionPerformed(ActionEvent e) {
        double n1, n2, result = 0;
        n1 = Double.parseDouble(t1.getText());
        n2 = Double.parseDouble(t2.getText());
        if (r1.isSelected() == true) {
            result = n1 + n2;
        }
        if (r2.isSelected() == true) {
            result = n1 - n2;
        }
        if (r3.isSelected() == true) {
            result = n1 * n2;
        }
        if (r4.isSelected() == true) {
            result = n1 / n2;
        }
        l.setText("Result is: " + result);
    }
}

```

