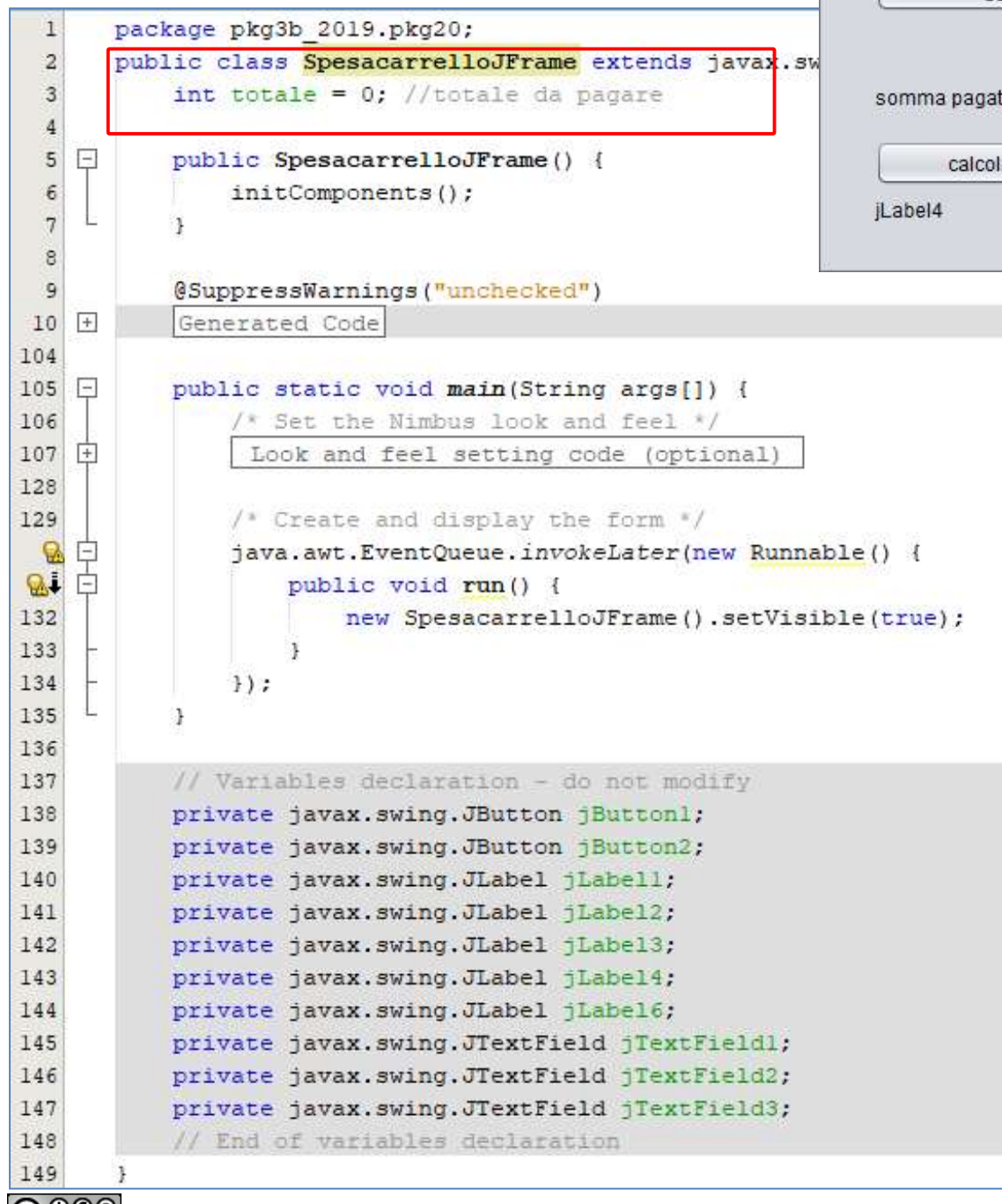


## 22. Scheda di lavoro (Applicazioni con interfaccia grafica: carrello ) 17/12/2019

Simula la gestione di un carrello della spesa, considerando le indicazioni suggerite dalle immagini.



The image shows a Java IDE with a code editor on the left and a GUI preview on the right. The code editor displays the following code:

```

1 package pkg3b_2019.pkg20;
2 public class SpesacarrelloJFrame extends javax.swing.JFrame {
3     int totale = 0; //totale da pagare
4
5     public SpesacarrelloJFrame() {
6         initComponents();
7     }
8
9     @SuppressWarnings("unchecked")
10    Generated Code
104
105    public static void main(String args[]) {
106        /* Set the Nimbus look and feel */
107        Look and feel setting code (optional)
108
109
110
111
112
113
114
115
116
117
118
119        /* Create and display the form */
120        java.awt.EventQueue.invokeLater(new Runnable() {
121            public void run() {
122                new SpesacarrelloJFrame().setVisible(true);
123            }
124        });
125    }
126
127    // Variables declaration - do not modify
128    private javax.swing.JButton jButton1;
129    private javax.swing.JButton jButton2;
130    private javax.swing.JLabel jLabel1;
131    private javax.swing.JLabel jLabel2;
132    private javax.swing.JLabel jLabel3;
133    private javax.swing.JLabel jLabel4;
134    private javax.swing.JLabel jLabel6;
135    private javax.swing.JTextField jTextField1;
136    private javax.swing.JTextField jTextField2;
137    private javax.swing.JTextField jTextField3;
138    // End of variables declaration
139
140 }

```

The GUI preview on the right shows a window titled "Il mio grande negozio di .....". It contains the following elements:

- Label "prezzo" followed by a text field labeled "jTextField1".
- Label "quantità" followed by a text field labeled "jTextField2".
- Button "aggiungi".
- Label "somma pagata" followed by a text field labeled "jTextField3".
- Button "calcola il resto".
- Label "jLabel4".