

**LAPORAN PROGRES
PROJECT PBO**



Disusun Oleh:

Beni Setiawan 202013025

Dosen Pengampu :

Slamet Triyanto

**PROGRAM STUDI TEKNIK INFORMATIKA
POLITEKNIK KAMPAR
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A. Perkembangan Project

1. Tampilan Splash

a. JFrame splash

```
11 public class Splash extends javax.swing.JFrame {
12
13     /**
14      * Creates new form Splash
15      */
16     public Splash() {
17         initComponents();
18     }
```

b. Source Tampilan Splash

```
95 public static void main(String args[]) {
96     /* Set the Nimbus look and feel */
97     Look and feel setting code (optional)
118
119     /* Create and display the form */
120     Splash sp=new Splash();
121     sp.setVisible(true);
122     try {
123         for (int i=0; i<=100; i++){
124             Thread.sleep(40);
125             sp.LoadingBar.setValue(i);
126             if(i==100){
127                 Login tempe=new Login();
128                 tempe.setVisible(true);
129                 sp.setVisible(false);
130             }
131         }
132     } catch (Exception e) {
133     }
134 }
135
```

2. Tampilan Login

a. JFrame Login

```
10  [ ]
11  |
12  |   A314-41
13  |
14  |   in extends javax.swing.JFrame {
15  |
16  |   [ ]
17  |   |   ew form Login
18  |   |
19  |   |   () {
20  |   |   |   onents ();
21  |   |   }
22  |
```

b. Source Tombol Login

```
1 loginActionPerformed(java.awt.event.ActionEvent evt) {
2     //add your handling code here:
3     String[] klsu = {"A314-41"};
4     //klsu = {"A314-41"};
5     //klsu = {"A314-41"};
6
7     if (klsu.equals(tampil.getText()) && klsu.equals(tampil.getPassword().getText())) {
8         tampil.dispose();
9         tampil.setVisible(true);
10
11         JOptionPane.showMessageDialog(null, "Anda Telah Login Berhasil", "BERHASIL", JOptionPane.INFORMATION_MESSAGE);
12     }
13 }
```

c. Source Tombol Cancel

```
1 cancelActionPerformed(java.awt.event.ActionEvent evt) {
2     //add your handling code here:
3     JOptionPane.showMessageDialog(null, "Apakah Anda Yakin Akan Keluar ?", "PERINGATAN", JOptionPane.WARNING_MESSAGE);
4     JOptionPane.YES_OPTION;
5     exit(0);
6 }
```

3. Tampilan Kasir

a. JFram Tampilan

```

import javax.swing.JFrame;

/*
 * To change this license header, choose License Headers
 * To change this template file, choose Tools | Template
 * and open the template in the editor.
 */

/**
 *
 * @author ACER A314-41
 */
public class Tampilan extends javax.swing.JFrame {

    /**
     * Creates new form Tampilan
     */
    public Tampilan() {

        initComponents();
    }
}

```

b. Source Code Konsumen

```

284
285 private void cmkodekonsumenActionPerformed(java.awt.event.ActionEvent evt) {
286     // TODO add your handling code here;
287     String kodeks, keterangan;
288
289     kodeks = String.valueOf(cmkodekonsumen.getSelectedItemAt());
290
291     if (kodeks.equals("MS001")) {
292         keterangan = "members";
293     }
294     else
295     {
296         if (kodeks.equals("MS002")) {
297             keterangan = "Non members";
298         }
299         else
300         {
301             if (kodeks.equals("MS003")) {
302                 keterangan = "Konsumen Biasa";
303             }
304             else
305             {
306                 keterangan = "tidak Terdaftar";
307             }
308             txtketerangan.setText(""+keterangan);
309         }
310     }
}

```

c. Source Kode Barang

```
311
312 private void cmbkodebarangActionPerformed(java.awt.event.ActionEvent evt) {
313     // TODO add your handling code here:
314     String kdbarang,namabarang,satuan;
315     double hargabarang;
316
317     kdbarang = String.valueOf(cmbkodebarang.getSelectedItem());
318
319     if (kdbarang.equals("B001")){
320         namabarang = "Pena";
321         hargabarang=10000;
322         satuan = "pcs";
323     }else
324         if (kdbarang.equals("B002")){
325             namabarang = "Pensil";
326             hargabarang=5000;
327             satuan = "pack";
328         }else
329             if (kdbarang.equals("B003")){
330                 namabarang = "Buku";
331                 hargabarang=120000;
332                 satuan = "Lusin";
333             }else
334                 {
335                     namabarang = "Penghapus";
336                     hargabarang=50000;
337                     satuan = "box";
338                 }
339     txtnamabarang.setText(""+namabarang);
```

d. Source Tombol Proses Diskon

```
347
348 private void btnprosesActionPerformed(java.awt.event.ActionEvent evt) {
349     // TODO add your handling code here:
350     double hargabarang, diskon;
351     int jumlahbeli;
352
353     jumlahbeli= Integer.parseInt(txtjumlahbeli.getText());
354     hargabarang = Double.parseDouble(txthargabarang.getText());
355
356     if (jumlahbeli > 10){
357         diskon= hargabarang * 0.1 ;
358     }else
359     {
360         diskon = 0;
361     }
362     txtdiskon.setText(""+diskon);
363
364
365 }
```

e. Source Tombol Proses Total

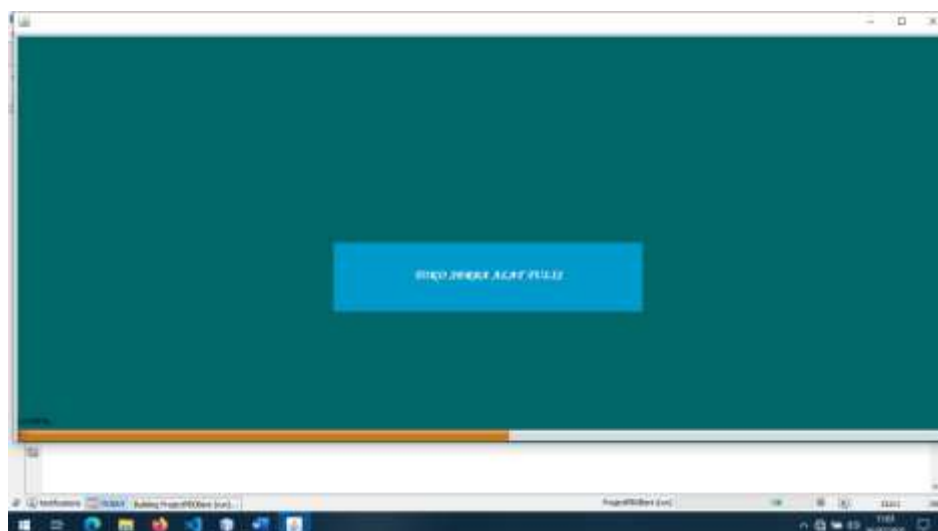
```
366  
367 private void btnprosestotalActionPerformed(java.awt.event.ActionEvent evt) {  
368     // TODO add your handling code here:  
369     double hargabarang, jumlahbeli, diskon, totalbayar;  
370  
371     hargabarang = Double.parseDouble(txtHargabarang.getText());  
372     jumlahbeli = Integer.parseInt(txtJumlahbeli.getText());  
373     diskon = Double.parseDouble(txtDiskon.getText());  
374  
375     totalbayar = (hargabarang * jumlahbeli) - diskon;  
376     txtTotal.setText("" + totalbayar);  
377  
378  
379  
380 }
```

f. Source Uang Bayar

```
381  
382 private void txtuangbayarActionPerformed(java.awt.event.ActionEvent evt) {  
383     // TODO add your handling code here:  
384     double totalbayar, uangbayar, uangkembalian;  
385  
386     totalbayar = Double.parseDouble(txtTotal.getText());  
387     uangbayar = Double.parseDouble(txtUangbayar.getText());  
388  
389     if (uangbayar > totalbayar) {  
390         uangkembalian = uangbayar - totalbayar;  
391         txtUangkembalian.setText("" + uangkembalian);  
392     } else  
393     {  
394         txtUangkembalian.setText("Maaf Uang Anda Kurang");  
395     }  
}
```

B. Hasil Progres

1. Tampilan Splash



Keterangan :

Menampilkan Splash dengan tulisan Toko Serba Alat Tulis

2. Tampilan Login

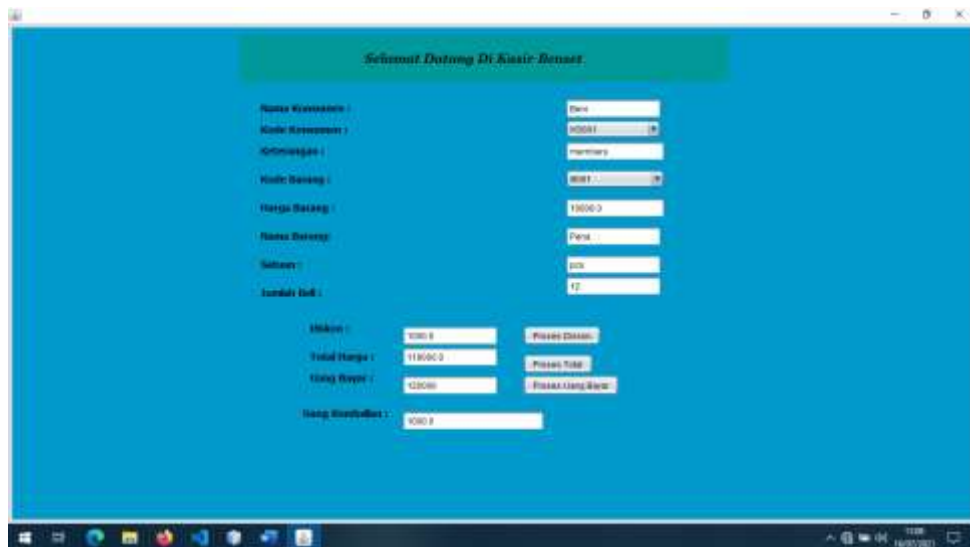


The screenshot shows a login window with a teal background. At the top, a dark teal banner contains the text "SELAMAT DATANG" and "Masukkan Username Dan Password Anda". Below this, there are two input fields labeled "Username" and "Password". At the bottom, there are two buttons: "Exit" and "Login".

Keterangan ;

Pada menu ini pengguna disuruh memasukan username dan password kemudian login, apabila username dan password salah maka tidak bisa login, apabila ingin keluar klik tombol exit

3. Tampilan Kasir



The screenshot shows a cashier interface with a blue background. At the top, a green banner contains the text "Selamat Datang Di Kasir Benet". Below this, there are several input fields for transaction details: "Nama Karyawan", "Kode Karyawan", "Kategori", "Kode Barang", "Harga Barang", "Nama Barang", "Satuan", and "Jumlah Beli". To the right of these fields are dropdown menus for "Date", "KODE", "kategori", "BRIK", and "Pilih". Below the input fields, there are four buttons: "Hitung", "Total Harga", "Kong Bayar", and "Kong Bayar". At the bottom, there are two more input fields: "Kong Bayar" and "Kong Bayar".

Keterangan ;

Tampilan ini ini inti dari project yang saya buat, disitu lah proses kasir akan dijalankan

C. Kendala yang dihadapi

Kendala yang saya hadapai dalam pembuatan project ini saya kurang mahir dalam proses memasukan koding karena saya belum menguasai masalah kodingan.