LAPORAN PBO

PROGRES 2 PROJEK

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PROGRAM STUDI INFORMATIKA

POLITEKNIK KAMPAR

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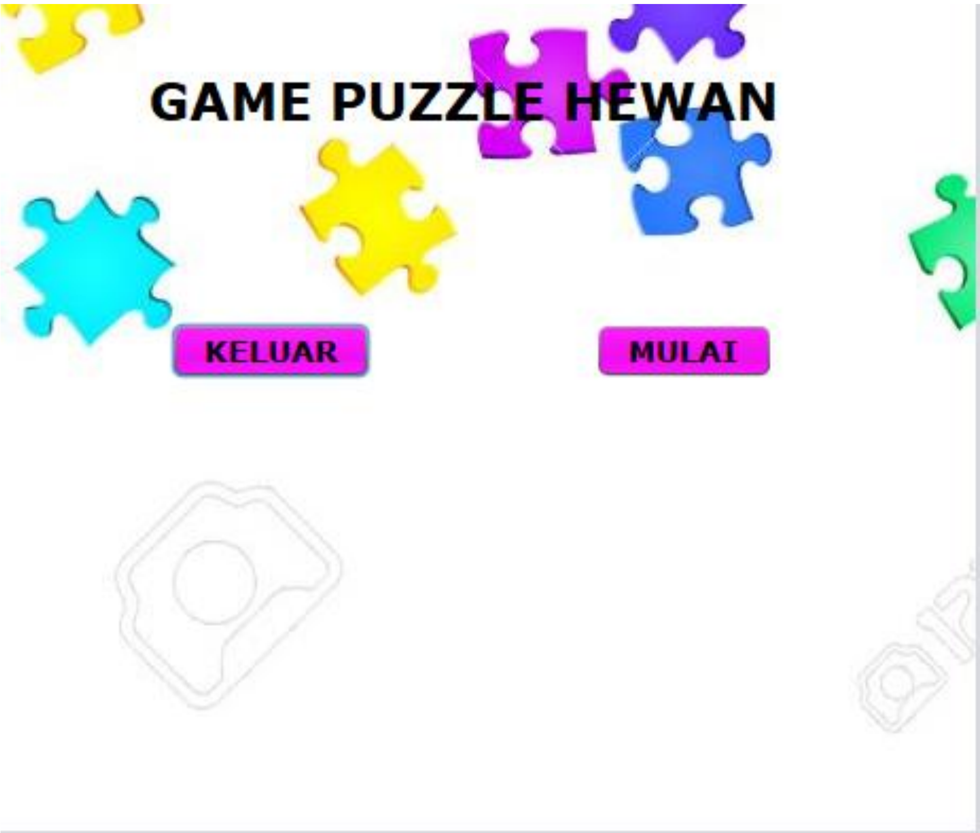
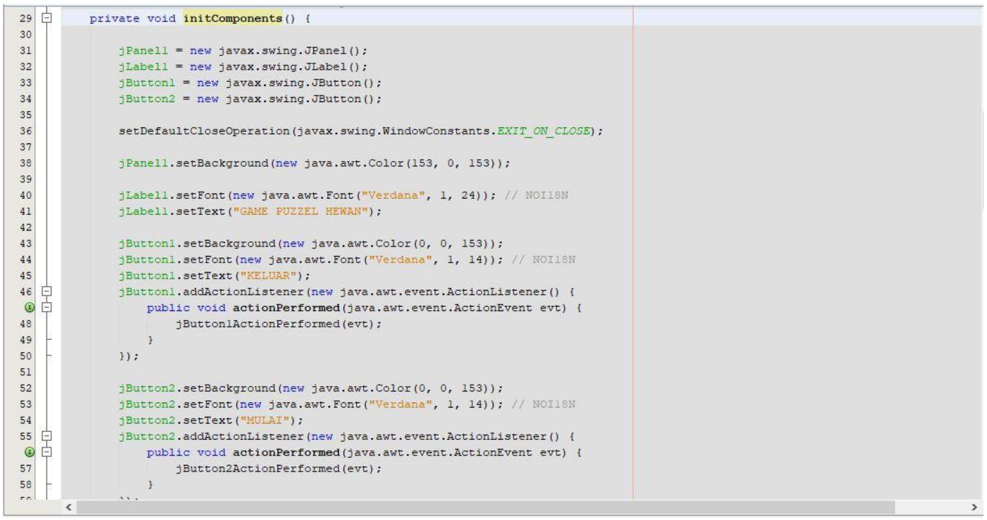
A. TAMPILAN PROGRES

1. Menu Utama

a. Tampilan



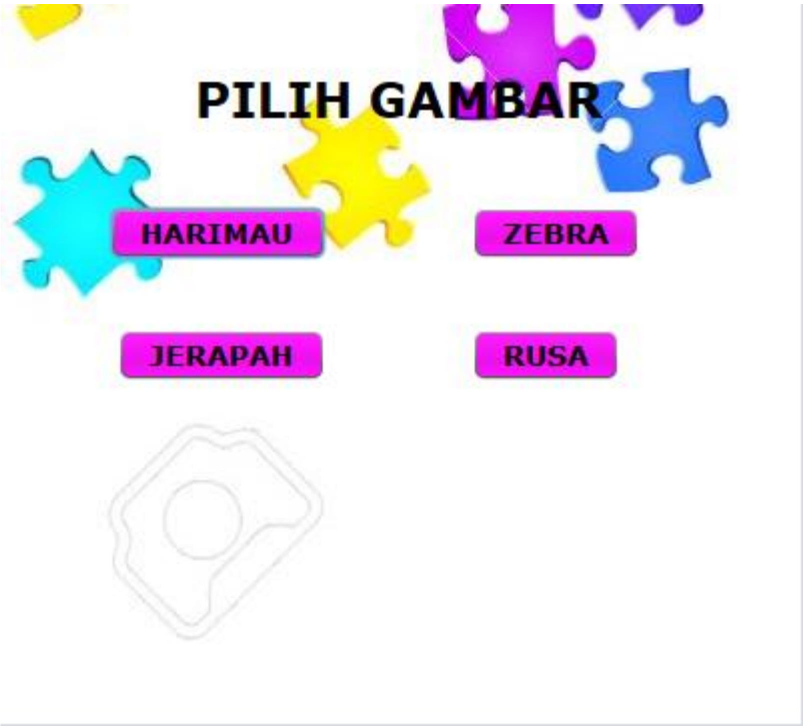
b. Sourcode



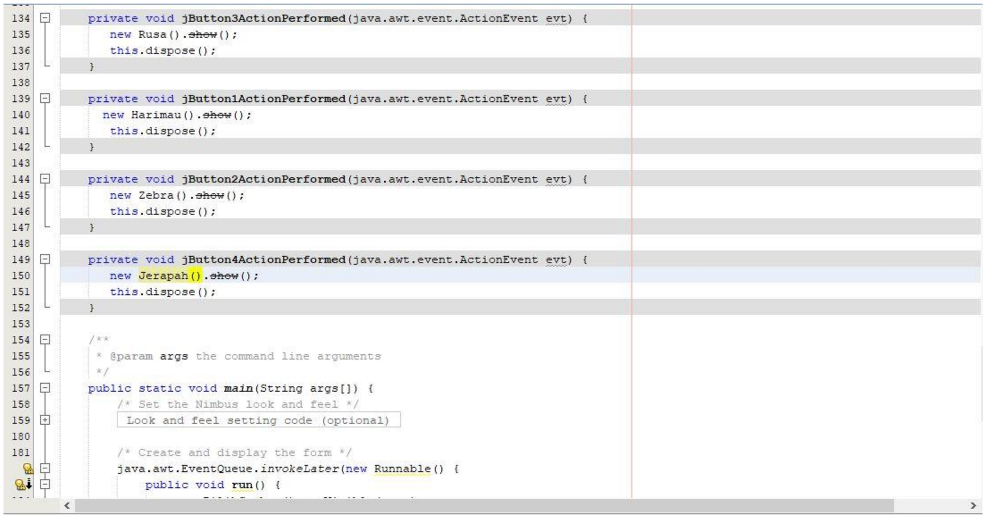
```
    private void initComponents() {

        jPanel1 = new javax.swing.JPanel();
        jLabel1 = new javax.swing.JLabel();
        jButton1 = new javax.swing.JButton();
        jButton2 = new javax.swing.JButton();

        setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);

        jPanel1.setBackground(new java.awt.Color(153, 0, 153));

        jLabel1.setFont(new java.awt.Font("Verdana", 1, 24)); // NOI18N
        jLabel1.setText("GAME PUZZEL HEWAN");

        jButton1.setBackground(new java.awt.Color(0, 0, 153));
        jButton1.setFont(new java.awt.Font("Verdana", 1, 14)); // NOI18N
        jButton1.setText("KELUAR");
        jButton1.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                jButton1ActionPerformed(evt);
            }
        });

        jButton2.setBackground(new java.awt.Color(0, 0, 153));
        jButton2.setFont(new java.awt.Font("Verdana", 1, 14)); // NOI18N
        jButton2.setText("MULAI");
        jButton2.addActionListener(new java.awt.event.ActionListener() {
            public void actionPerformed(java.awt.event.ActionEvent evt) {
                jButton2ActionPerformed(evt);
            }
```

2. Pemilihan Gambar

a. Tampilan



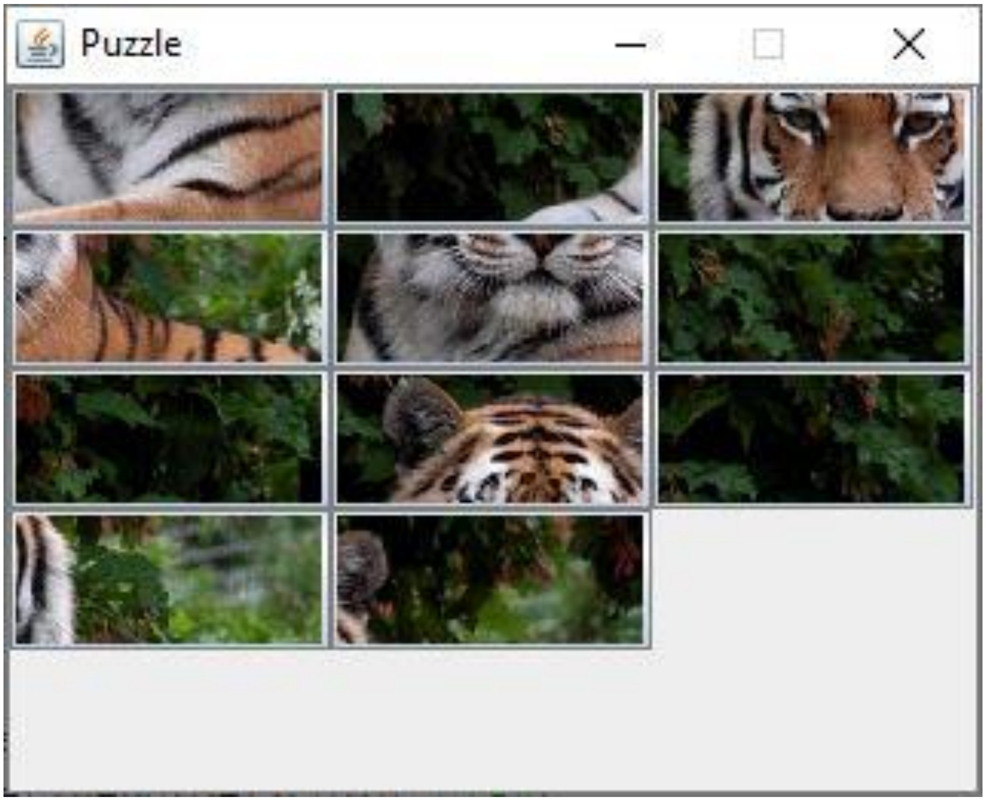
b. Sourcode



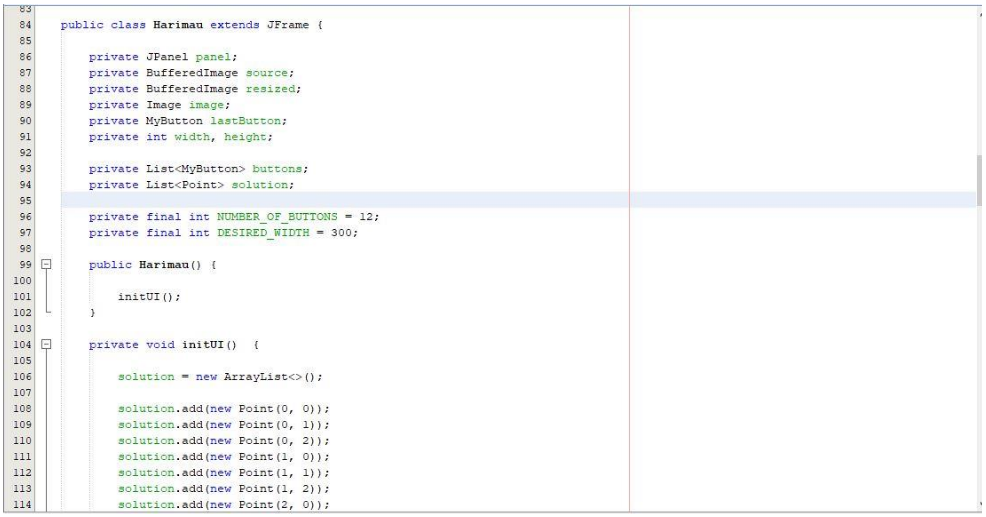
```
    private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
        new Rusa().show();
        this.dispose();
    }

    private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
       new Harimau().show();
        this.dispose();
    }

    private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
        new Zebra().show();
        this.dispose();
    }

    private void jButton4ActionPerformed(java.awt.event.ActionEvent evt) {
        new Jerapah().show();
        this.dispose();
    }

    /**
     * @param args the command line arguments
     */
    public static void main(String args[]) {
        /* Set the Nimbus look and feel */
        Look and feel setting code (optional)

        /* Create and display the form */
        java.awt.EventQueue.invokeLater(new Runnable() {
            public void run() {
```

3. Puzzel Harimau

a. Tampilan



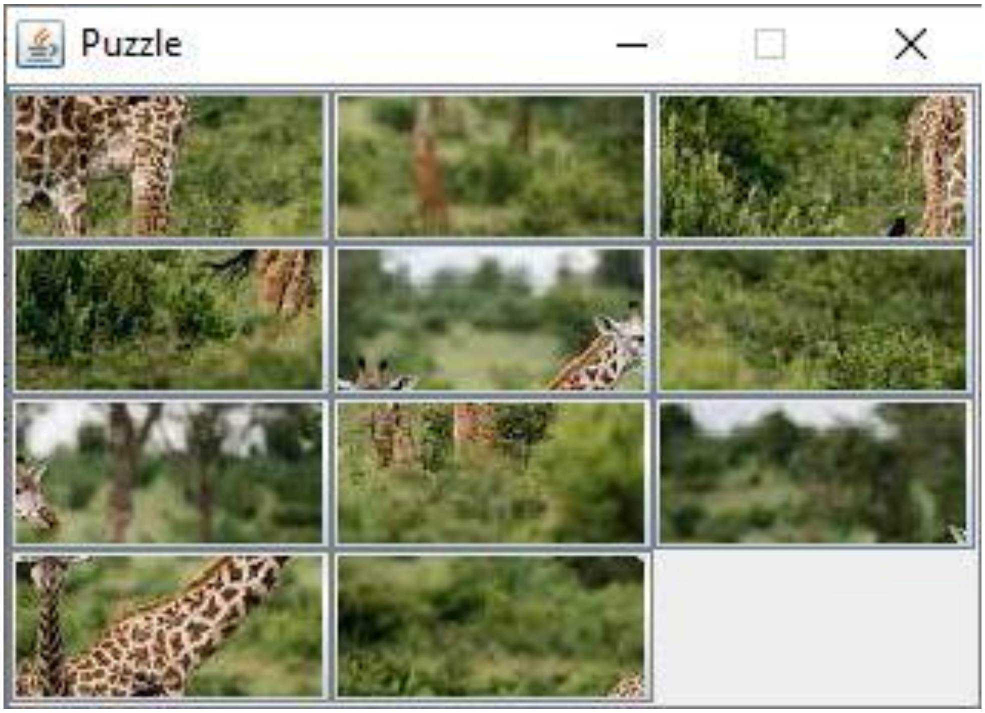
b. Sourcode



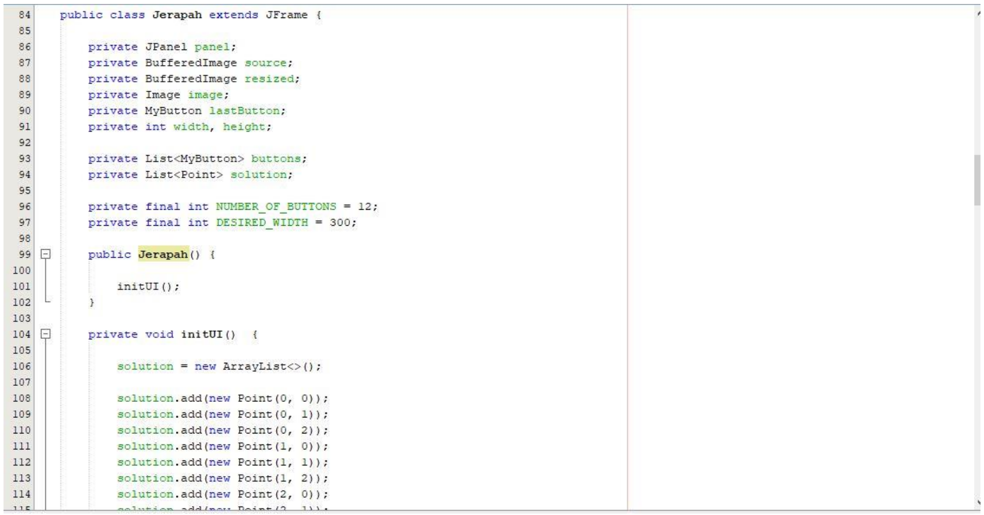
```java

public class Harimau extends JFrame {

    private JPanel panel;
    private BufferedImage source;
    private BufferedImage resized;
    private Image image;
    private MyButton lastButton;
    private int width, height;

    private List<MyButton> buttons;
    private List<Point> solution;

    private final int NUMBER_OF_BUTTONS = 12;
    private final int DESIRED_WIDTH = 300;

    public Harimau() {

        initUI();
    }

    private void initUI()  {

        solution = new ArrayList<>();

        solution.add(new Point(0, 0));
        solution.add(new Point(0, 1));
        solution.add(new Point(0, 2));
        solution.add(new Point(1, 0));
        solution.add(new Point(1, 1));
        solution.add(new Point(1, 2));
        solution.add(new Point(2, 0));
```

4. Puzzel Jerapah

a. Tampilan



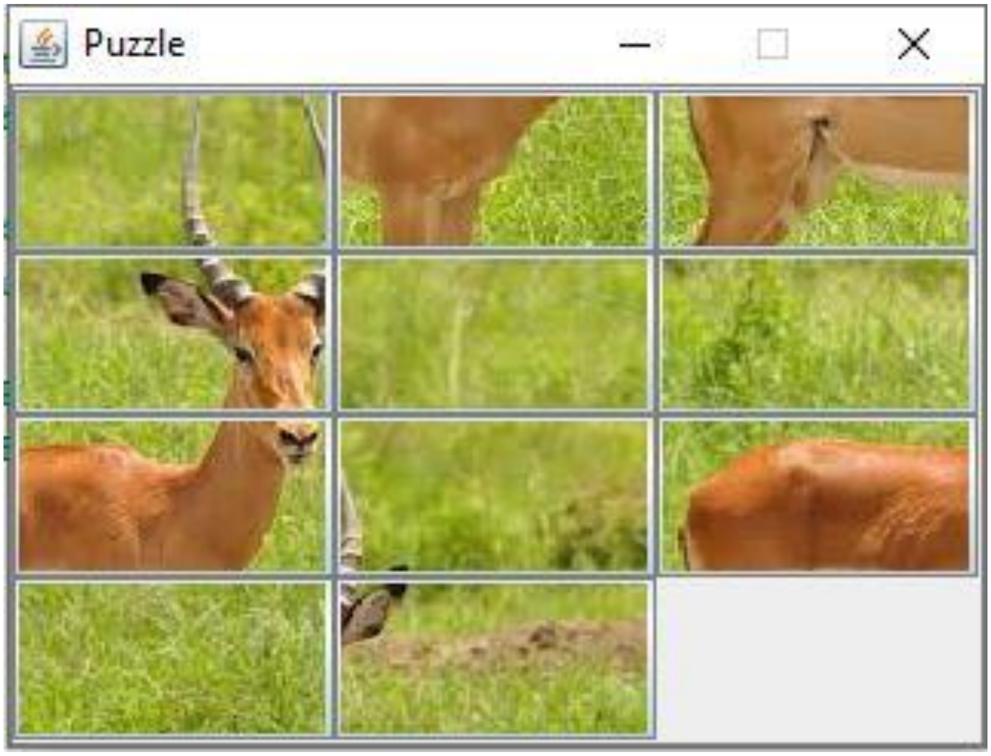
b. Sourcode



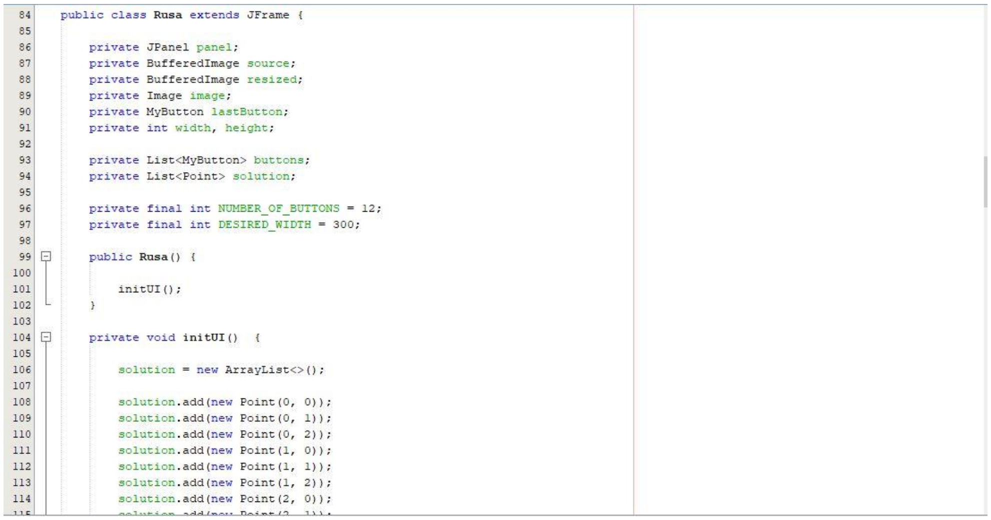
```
public class Jerapah extends JFrame {

    private JPanel panel;
    private BufferedImage source;
    private BufferedImage resized;
    private Image image;
    private MyButton lastButton;
    private int width, height;

    private List<MyButton> buttons;
    private List<Point> solution;

    private final int NUMBER_OF_BUTTONS = 12;
    private final int DESIRED_WIDTH = 300;

    public Jerapah() {

        initUI();
    }

    private void initUI()  {

        solution = new ArrayList<>();

        solution.add(new Point(0, 0));
        solution.add(new Point(0, 1));
        solution.add(new Point(0, 2));
        solution.add(new Point(1, 0));
        solution.add(new Point(1, 1));
        solution.add(new Point(1, 2));
        solution.add(new Point(2, 0));
        solution.add(new Point(2, 1));
```

5. Puzzle Rusa

a. Tampilan



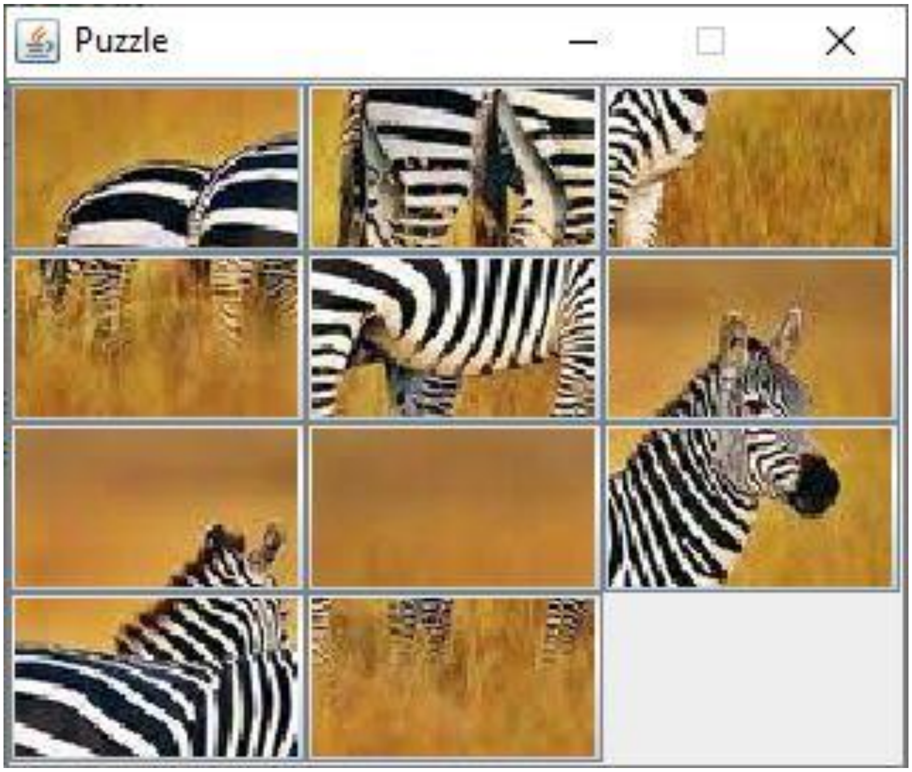
b. Sourcode



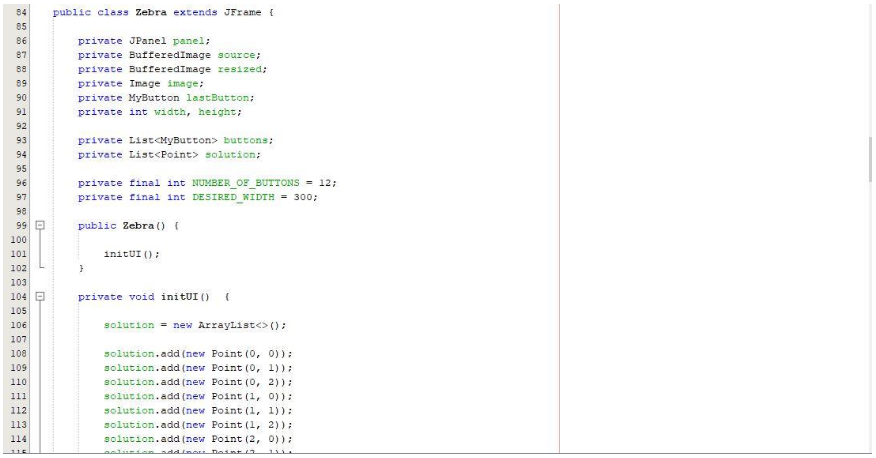
```java
public class Rusa extends JFrame {

    private JPanel panel;
    private BufferedImage source;
    private BufferedImage resized;
    private Image image;
    private MyButton lastButton;
    private int width, height;

    private List<MyButton> buttons;
    private List<Point> solution;

    private final int NUMBER_OF_BUTTONS = 12;
    private final int DESIRED_WIDTH = 300;

    public Rusa() {

        initUI();
    }

    private void initUI()  {

        solution = new ArrayList<>();

        solution.add(new Point(0, 0));
        solution.add(new Point(0, 1));
        solution.add(new Point(0, 2));
        solution.add(new Point(1, 0));
        solution.add(new Point(1, 1));
        solution.add(new Point(1, 2));
        solution.add(new Point(2, 0));
        solution.add(new Point(2, 1));
```

6. Puzzle Zebra

a. Tampilan



b. Sourcode



```
public class Zebra extends JFrame {

    private JPanel panel;
    private BufferedImage source;
    private BufferedImage resized;
    private Image image;
    private MyButton lastButton;
    private int width, height;

    private List<MyButton> buttons;
    private List<Point> solution;

    private final int NUMBER_OF_BUTTONS = 12;
    private final int DESIRED_WIDTH = 300;

    public Zebra() {

        initUI();
    }

    private void initUI()  {

        solution = new ArrayList<>();

        solution.add(new Point(0, 0));
        solution.add(new Point(0, 1));
        solution.add(new Point(0, 2));
        solution.add(new Point(1, 0));
        solution.add(new Point(1, 1));
        solution.add(new Point(1, 2));
        solution.add(new Point(2, 0));
        solution.add(new Point(2, 1));
```

B. KESULITAN

Dalam mengerjakan projek ini saya cukub banyak mengalami kesulitan terutama pada sourcode yang tidak valid. Pada saat ini saya mengalami kesulitan dimana tidak bisanya puzzle yang saya buat di besarkan lagi.