

PEMBUATAN *GAME* EDUKASI PENGENALAN KOMPUTER
LAPORAN PROGRES



Dosen Pengampu
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GAME EDUKASI PENGENALAN KOMPUTER

A. Source Code

1. Mulai bermain level 1

```
1 public class mulai_bermain extends javax.swing.JFrame {
2
3
4     /**
5      * Creates new form mulai_Bermain
6      */
7     public mulai_bermain() {
8         initComponents();
9     }
10
11
12     @SuppressWarnings("unchecked")
13     // <editor-fold defaultstate="collapsed" desc="Generated Code">
14     private void initComponents() {
15
16         jButton1 = new javax.swing.JButton();
17         jLabel1 = new javax.swing.JLabel();
18         jTextField1 = new javax.swing.JTextField();
19         jLabel2 = new javax.swing.JLabel();
20         jLabel3 = new javax.swing.JLabel();
21
22         setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE);
23         getContentPane().setLayout(null);
24
25         jButton1.setBackground(new java.awt.Color(255, 0, 255));
26         jButton1.setFont(new java.awt.Font("Tahoma", 1, 12)); // NOI18N
27         jButton1.setText("Mulai");
28         jButton1.addActionListener(new java.awt.event.ActionListener() {
29             public void actionPerformed(java.awt.event.ActionEvent evt) {
30                 jButton1ActionPerformed(evt);
31             }
32         });
33         getContentPane().add(jButton1);
34         jButton1.setBounds(90, 460, 69, 21);
35
36         jLabel1.setFont(new java.awt.Font("Tahoma", 1, 18)); // NOI18N
37         jLabel1.setForeground(new java.awt.Color(255, 0, 255));
38         jLabel1.setText("TUGAS 11 KAWANAN SMPN 10");
39         getContentPane().add(jLabel1);
40         jLabel1.setBounds(130, 10, 270, 15);
41
42         jTextField1.setBackground(new java.awt.Color(255, 0, 255));
43         jTextField1.setFont(new java.awt.Font("Tahoma", 1, 12)); // NOI18N
44         jTextField1.setText("01 Kawan 11 Kawan yang Kawan Kawan");
45         getContentPane().add(jTextField1);
46         jTextField1.setBounds(130, 40, 270, 30);
47
48         jLabel2.setIcon(new javax.swing.ImageIcon("C:\\Users\\Aldy\\AppData\\Local\\Temp\\img.jpg"));
49         jLabel2.setText("jLabel2");
50         jLabel2.setPreferredSize(new java.awt.Dimension(150, 30));
51         getContentPane().add(jLabel2);
52         jLabel2.setBounds(110, 40, 440, 30);
53
54         jLabel3.setIcon(new javax.swing.ImageIcon("C:\\Users\\Aldy\\AppData\\Local\\Temp\\img.jpg"));
55         jLabel3.setText("jLabel3");
56         getContentPane().add(jLabel3);
57         jLabel3.setBounds(130, 110, 190, 350);
58
59         pack();
60
61         // </editor-fold>
62
63     private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
64         dispose(); // TODO add your handling code here:
65     }
66
67     public static void main(String args[]) {
68         // See how EventQueue.invokeLater works here:
69         // Look and feel setting code (optional)
70
71         // Create and display our form
72         java.awt.EventQueue.invokeLater(new Runnable() {
73             public void run() {
74                 new mulai_bermain().setVisible(true);
75             }
76         });
77     }
78
79     // Variables declaration - see how above:
80     private javax.swing.JButton jButton1;
81     private javax.swing.JLabel jLabel1;
82     private javax.swing.JLabel jLabel2;
83     private javax.swing.JLabel jLabel3;
84     private javax.swing.JTextField jTextField1;
85     // End of variables declaration
86
87
88
89
90
91
92
93
94
95
96
97
```

B. Tampilan

1. Tampilan menu utama



2. Tampilan cara bermain



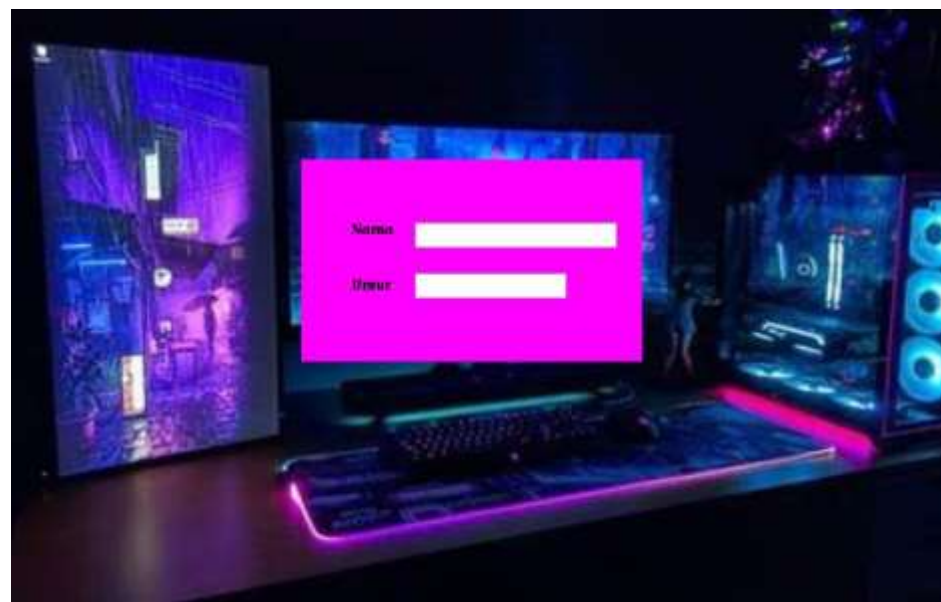
3. Tampilan mulai bermain



4. Tampilan Level 2



5. Tampilan Profil



C. Kendala Yang Saya Alami

Kendala saya saat ini tinggal untuk menambahkan nilai setiap level dan menyimpan data profil pemain.