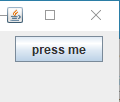
**Latihan 1**

package latihan1;

import javax.swing.\*;

public class Latihan1 {

public static void main(String[] args) {

// TODO code application logic here

JFrame f = new JFrame("title");

JPanel p = new JPanel();

JButton b = new JButton("press me");

// f.setBounds(20, 30, 300, 100);

p.add(b);

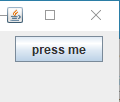
p.add(b);

f.setContentPane(p);

f.show();

}

}

**Latihan 2**

package latihan2;

import javax.swing.\*;

public class Latihan2 {

/\*\*

\* @param args the command line arguments

\*/

public static void main(String[] args) {

// TODO code application logic here

JFrame f = new JFrame("title");

JPanel p = new JPanel();

JButton b = new JButton("kimochi");

f.setSize(400, 400);

p.add(b);

f.setContentPane(p);

f.show();

}

}

**Latihan 3**

package latihan3;

import javax.swing.\*;

import java.awt.event.\*;

public abstract class Latihan3 implements ActionListener {

private static void createAndShowGUI(){

JFrame frame = new JFrame("I am a JFrame");

//buat frame

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

frame.setBounds(20, 30, 300, 150);

frame.getContentPane().setLayout(null);

//Buat tombol

JButton butt= new JButton("click me");

frame.getContentPane().add(butt);

butt.setBounds(20, 30, 200, 20);

//membuat instance objek aplikasi

Latihan3 app = new Latihan3() {};

//make the label

app.label = new JLabel("0 clicks");

app.label.setBounds(20, 50, 200,30);

frame.getContentPane().add(app.label);

butt.addActionListener(app);

frame.setVisible(true);

}

public void actionPerformed(ActionEvent e) {

label.setText("Nama tidak terdeteksi");

}

public static void main(String[] args) {

// TODO code application logic here

//Memulai Swing GUI

SwingUtilities.invokeLater(new Runnable (){

public void run(){

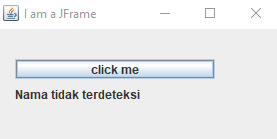
createAndShowGUI();

}

});

}

JLabel label;

}