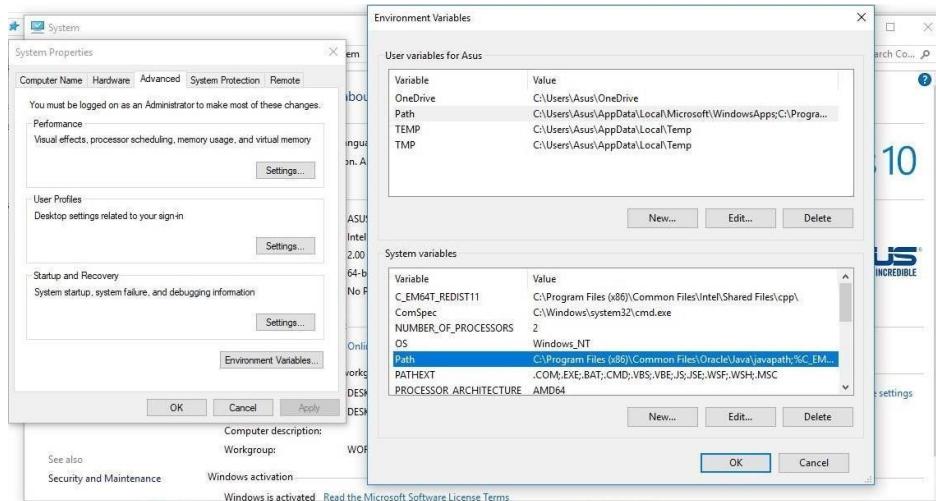


Nama : Rizzky Prasetyo
Nim : L200180032
Kelas : B

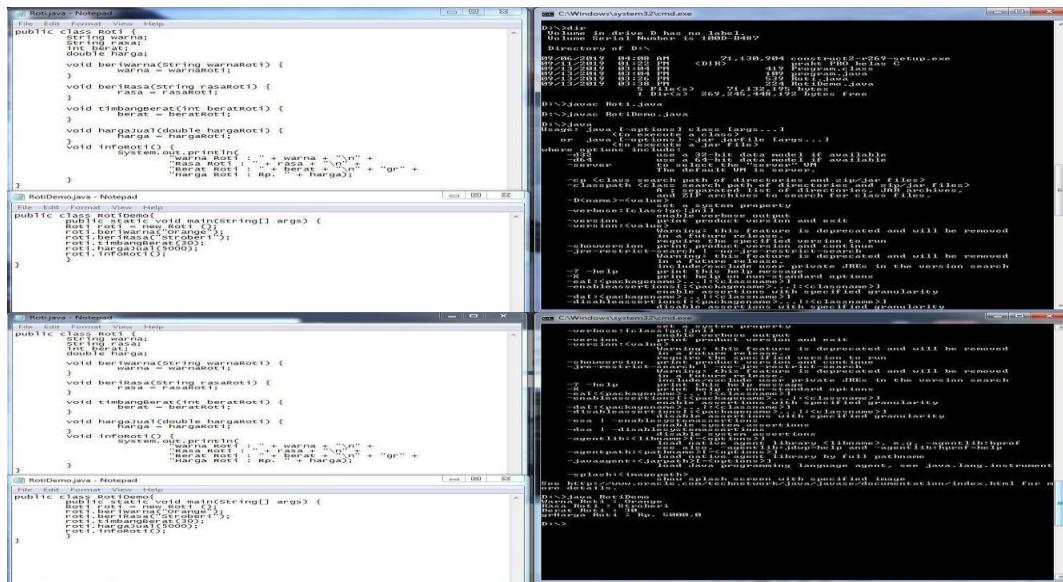
MODUL 1-12

Modul 1

1. Membuat Path



2. Roti



MODUL 2

1. Roti

The image shows two Notepad windows side-by-side. The left window contains the code for the `Roti` class, which has methods for setting color, flavor, weight, and price, and printing a summary. The right window contains the `RotiDemo` class, which creates a `Roti` object and prints its details. Below these windows is a Command Prompt window showing the compilation of `RotiDemo.java` and the execution of the resulting Java program, which outputs the properties of a `Roti` object.

```
Roti.java - Notepad
public class Roti{
    String warna;
    String rasa;
    int berat;
    double harga;

    void beriWarna(String warnaRoti){
        warna = warnaRoti;
    }

    void beriRasa(String rasaRoti){
        rasa = rasaRoti;
    }

    void timbangBerat(int beratRoti){
        berat = beratRoti;
    }

    void hargajual(double hargaRoti){
        harga = hargaRoti;
    }

    void infoRoti() {
        System.out.println(
            "Warna Roti :" + warna + "\n" +
            "Rasa Roti :" + rasa + "\n" +
            "Berat Roti :" + berat + "\n" +
            "Harga Roti : Rp. " + harga);
    }
}

RotiDemo.java - Notepad
public class RotiDemo{
    public static void main(String[] args){
        Roti roti = new Roti();
        roti.beriWarna("putih");
        roti.beriRasa("coklat");
        roti.timbangBerat(30);
        roti.hargajual(3000);
        roti.infoRoti();
    }
}

Command Prompt
Microsoft Windows [Version 10.0.15063]
(c) 2017 Microsoft Corporation. All rights reserved.

C:\Users\Asus>cd..
C:\Users>cd..
C:\>D:
D:\>javac roti.java
D:\>javac RotiDemo.java
D:\>java RotiDemo
Warna Roti :putih
Rasa Roti :coklat
Berat Roti :30
grHarga Roti : Rp. 3000.0

D:\>
```

2. Mobil

The image shows two Notepad windows side-by-side. The left window contains the code for the `Mobil` class, which has methods for setting name, type, color, engine size, and price, and printing a summary. The right window contains the `MobilDemo` class, which creates a `Mobil` object and prints its details. Below these windows is a Command Prompt window showing the compilation of `MobilDemo.java` and the execution of the resulting Java program, which outputs the properties of a `Mobil` object.

```
Mobil.java - Notepad
public class Mobil{
    String nama;
    String jenis;
    String warna;
    int cc;
    double harga;

    void beriNama(String namaMobil){
        nama = namaMobil;
    }

    void beriJenis(String jenisMobil){
        jenis = jenisMobil;
    }

    void beriWarna(String warnaMobil){
        warna = warnaMobil;
    }

    void besarCc(double ccMobil){
        cc = ccMobil;
    }

    void hargajual(double hargaMobil){
        harga = hargaMobil;
    }

    void infoMobil() {
        System.out.println(
            "Nama Mobil :" + nama + "\n" +
            "Jenis Mobil :" + jenis + "\n" +
            "Warna Mobil :" + warna + "\n" +
            "Besar CC Mobil :" + cc + "\n" +
            "Harga Mobil : Rp. " + harga + "Juta
        );
    }
}

MobilDemo.java - Notepad
public class MobilDemo{
    public static void main(String[] args){
        Mobil mobil = new Mobil();
        mobil.beriNama("Pajero");
        mobil.beriJenis("Sport");
        mobil.beriWarna("Silver");
        mobil.besarCc(2000);
        mobil.hargajual(500);
        mobil.infoMobil();
    }
}

Command Prompt
Microsoft Windows [Version 10.0.15063]
(c) 2017 Microsoft Corporation. All rights reserved.

C:\Users\Asus>cd..
C:\Users>cd..
C:\>D:
D:\>javac Mobil.java
D:\>javac MobilDemo.java
D:\>java MobilDemo
Nama Mobil :Pajero
Jenis Mobil :Sport
Warna Mobil :Silver
Besar CC Mobil :2000.0Juta
CHarga Mobil : Rp. 500.0Juta

D:\>
```

3. Car

The image shows three windows: a Notepad window titled "Car.java - Notepad" containing the source code for a Car class; a Notepad window titled "CarDemo.java - Notepad" containing the source code for a CarDemo class; and a Command Prompt window showing the execution of the Java compiler and runtime for these classes.

Car.java - Notepad

```
File Edit Format View Help
public class Car{
    int change;
    int speed;
    int gear;

    void ChangeCadence(int changeCar) {
        change = changeCar;
    }

    void SpeedUp(int speedCar) {
        speed = speedCar;
    }

    void ChangeGear(int gearCar) {
        gear = gearCar;
    }

    void printInfo(){
        System.out.println(
            "Cadence : " + change + "\n" +
            "SpeedUp : " + speed + "\n" +
            "changeGear :" + gear );
    }
}
```

CarDemo.java - Notepad

```
File Edit Format View Help
public class CarDemo{
    public static void main(String[] args) {
        Car car1 = new Car();
        Car car2 = new Car();

        car1.ChangeCadence(50);
        car1.SpeedUp(20);
        car1.ChangeGear(2);
        car1.printInfo();

        car2.ChangeCadence(30);
        car2.SpeedUp(10);
        car2.ChangeGear(1);
        car2.printInfo();
    }
}
```

Command Prompt

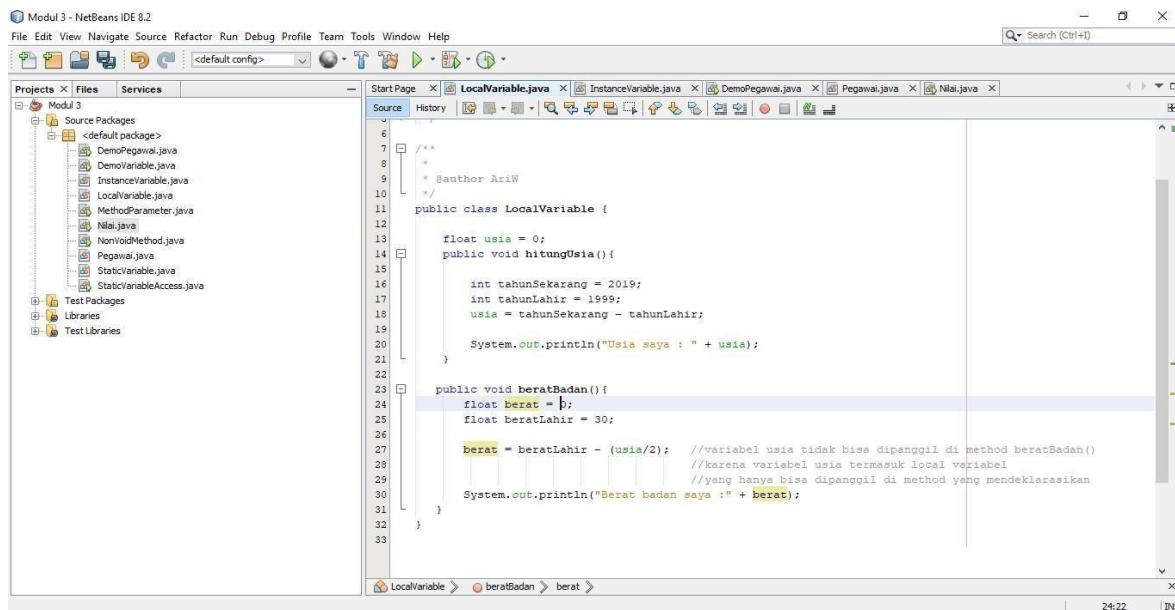
```
D:\>javac BungaDemo.java
D:\>java BungaDemo
Warna Bunga :Merah
Jenis Bunga :Mawar
Berat Bunga :15
grHarga Bunga : Rp. 7000.0

D:\>javac Car.java
D:\>java CarDemo
Cadence : 50
SpeedUp :20
changeGear :2
Cadence : 30
SpeedUp :10
changeGear :1

D:\>
```

MODUL 3

Latihan 1



Latihan 2

Modul 3 - NetBeans IDE 8.2

```

8  /*
9   * @author Willi
10  */
11 public class InstanceVariable {
12     float usia = 0;
13
14     public void hitungUsia(){
15         int tahunSekarang = 2019;
16         int tahunLahir = 1999;
17         usia = tahunSekarang - tahunLahir;
18
19         System.out.println("Usia saya : " + usia);
20     }
21
22     public void beratBadan(){
23         float berat =0;
24         float beratLahir = 30;
25
26         berat = beratLahir - (usia/2);
27         System.out.println("Berat badan saya :" + berat);
28     }
29 }
30
31

```

Latihan 3

Modul 3 - NetBeans IDE 8.2

```

8  /*
9   * @author AriW
10  */
11 public class Pegawai {
12     String nama;
13     int nip;
14     double gaji;
15
16     void beriNama(String nama){
17         this.nama = nama;
18     }
19     void beriNip(int nip_peg){
20         nip = nip_peg;
21     }
22     void tambahGaji(double gaji_peg){
23         gaji = gaji_peg;
24     }
25
26     void cetakPegawai(){
27         System.out.println(
28             "Nama Pegawai : " + nama + "\n" +
29             "NIP Pegawai : " + nip + "\n" +
30             "Gaji Pegawai : Rp. " + gaji + "\n"
31         );
32     }
33
34 }
35

```

Modul 3 - NetBeans IDE 8.2

```

11  public class Demoregawai {
12      public static void main(String[] args) {
13          Pegawai pgw1 = new Pegawai();
14          pgw1.beriNama("Ari");
15          pgw1.beriNip(1800111222);
16          pgw1.tambahGaji(3000000);
17          pgw1.cetakPegawai();
18
19          Pegawai pgw2 = new Pegawai();
20          pgw2.beriNama("Andi");
21          pgw2.beriNip(1800444666);
22          pgw2.tambahGaji(3500000);
23          pgw2.cetakPegawai();
24
25          Pegawai pgw3 = new Pegawai();
26          pgw3.beriNama("Dimas");
27          pgw3.beriNip(1800987779);
28          pgw3.tambahGaji(2500000);
29          pgw3.cetakPegawai();
30
31          Pegawai pgw4 = new Pegawai();
32          pgw4.beriNama("Sri");
33          pgw4.beriNip(1800332211);
34          pgw4.tambahGaji(4000000);
35          pgw4.cetakPegawai();
36
37          Pegawai pgw5 = new Pegawai();
38          pgw5.beriNama("Astrin");
39          pgw5.beriNip(1800556633);
40          pgw5.tambahGaji(4000000);
41          pgw5.cetakPegawai();
        }
    
```

4:29 INS

Modul 3 - NetBeans IDE 8.2

Output - Modul 3 (run) ×

```

run:
Nama Pegawai : Ari
NIP Pegawai : 1800111222
Gaji Pegawai : Rp. 3000000.0

Nama Pegawai : Andi
NIP Pegawai : 1800444666
Gaji Pegawai : Rp. 3500000.0

Nama Pegawai : Dimas
NIP Pegawai : 1800987779
Gaji Pegawai : Rp. 2500000.0

Nama Pegawai : Sri
NIP Pegawai : 1800332211
Gaji Pegawai : Rp. 4000000.0

Nama Pegawai : Astrin
NIP Pegawai : 1800556633
Gaji Pegawai : Rp. 4000000.0

BUILD SUCCESSFUL (total time: 0 seconds)

```

Tugas

Modul 3 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services Start Page LocalVariable.java InstanceVariable.java DemoPegawai.java Pegawai.java Nilai.java <default config>

Source History

```
11 public class Nilai {
12     double nilaiUTS;
13     double nilaiUAS;
14     double nilaiTugas;
15     double nilaiTotal;
16
17     void n_uts(double UTS) {
18         nilaiUTS = UTS;
19     }
20     void n_uas(double UAS) {
21         nilaiUAS = UAS;
22     }
23     void n_tug(double Tugas) {
24         nilaiTugas = Tugas;
25     }
26     void cetakNilai() {
27         nilaiTotal = ((nilaiUTS + nilaiUAS + nilaiTugas)/3);
28         System.out.println(
29             "Nilai UTS : " + nilaiUTS + "\n" +
30             "Nilai UAS : " + nilaiUAS + "\n" +
31             "Nilai Tugas : " + nilaiTugas + "\n" +
32             "Nilai Total : " + nilaiTotal + "\n");
33     }
34     public static void main (String[] args){
35         Nilai nilail = new Nilai();
36         nilail.n_uts(70);
37         nilail.n_uas(60);
38         nilail.n_tug(100);
39         nilail.cetakNilai();
40     }
}
```

Modul 3 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services Start Page LocalVariable.java InstanceVariable.java DemoPegawai.java Pegawai.java Nilai.java <default config>

Source History

```
Nilai > main >
```

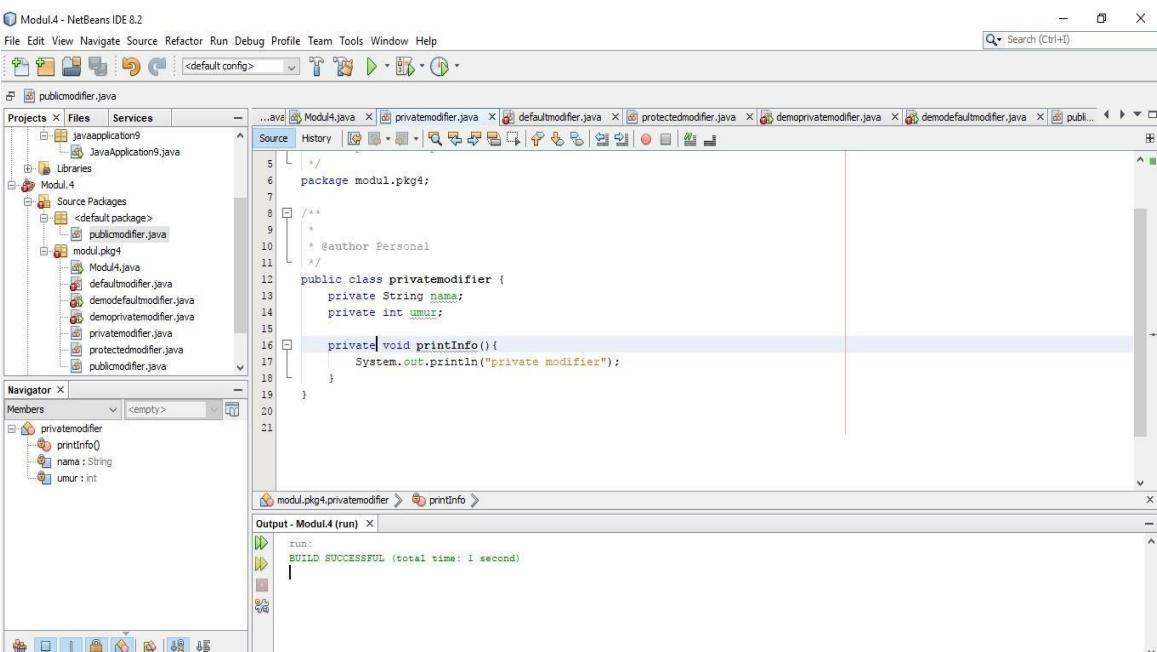
Output - Modul 3 (run) >

```
run:
Nilai UTS : 70.0
Nilai UAS : 60.0
Nilai Tugas : 100.0
Nilai Total : 76.66666666666666

BUILD SUCCESSFUL (total time: 0 seconds)
```

MODUL 4

1. Private Modifier

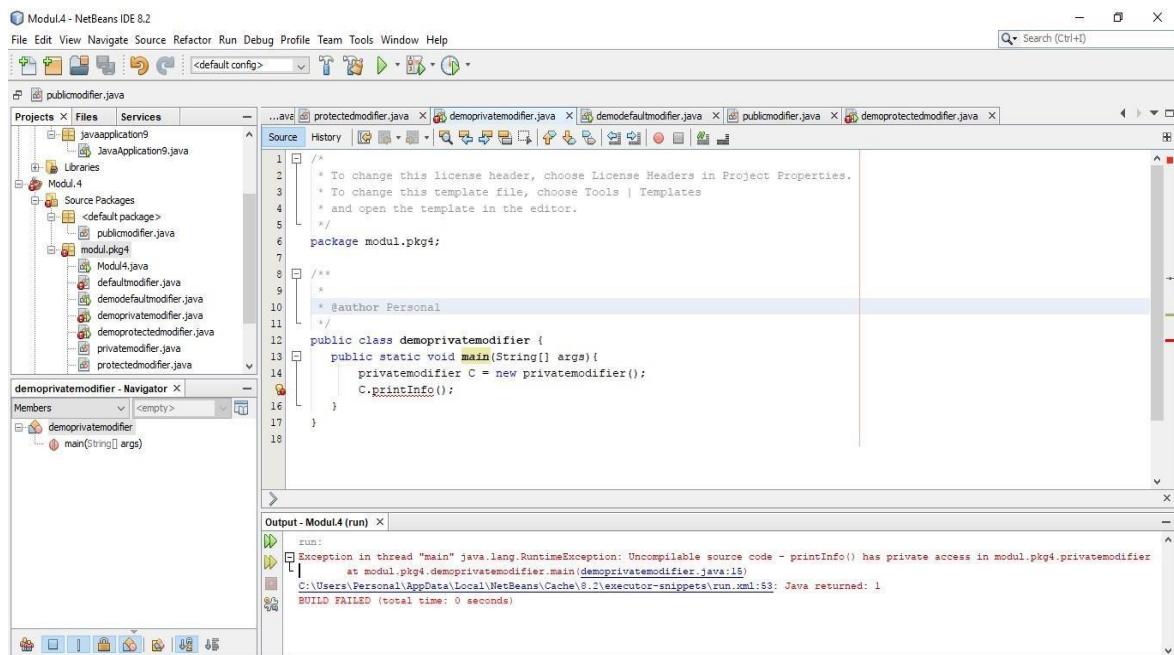


The screenshot shows the NetBeans IDE interface with the title "Modul.4 - NetBeans IDE 8.2". The left sidebar displays the project structure under "Modul.4" with several Java files listed. The main editor window shows the code for "privatemodifier.java". The code defines a class "privatemodifier" with private attributes "nama" and "umur", and a private method "printInfo()". The output window at the bottom right shows a successful build.

```
5  /*
6   * package modul.pkg4;
7   *
8   * /**
9   * * @author Personal
10  */
11 public class privatemodifier {
12     private String nama;
13     private int umur;
14
15     private void printInfo(){
16         System.out.println("private modifier");
17     }
18 }
```

Output - Modul.4 (run) x
run:
BUILD SUCCESSFUL (total time: 1 second)

2. Hasil

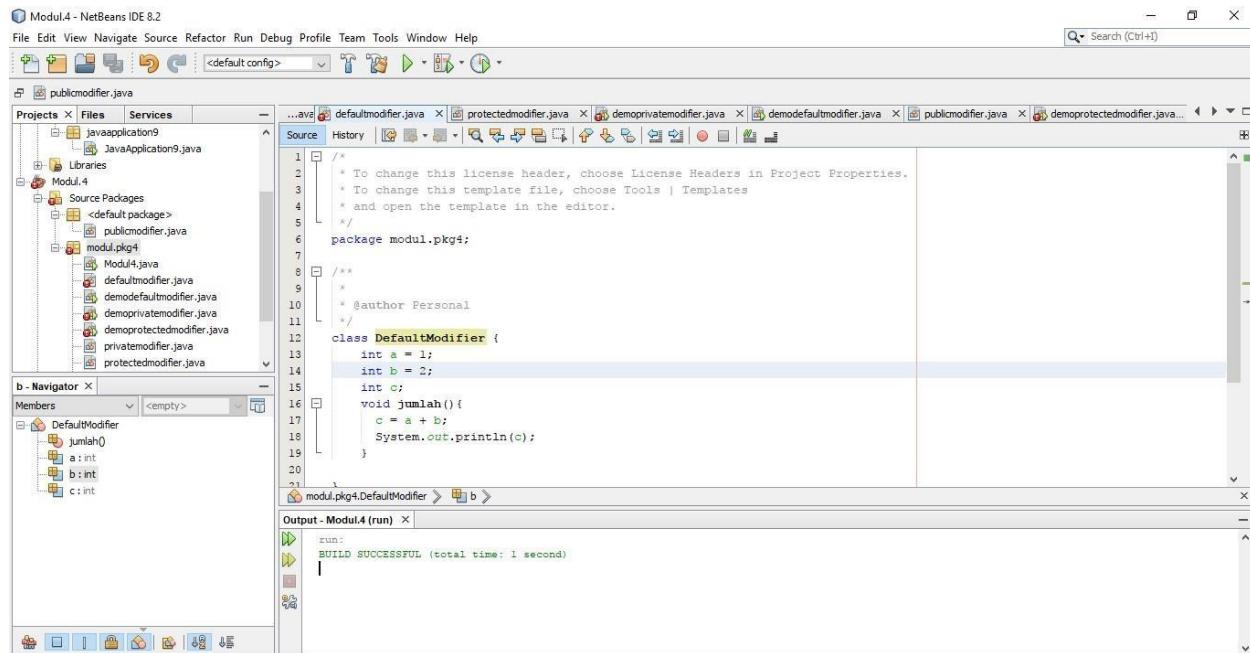


The screenshot shows the NetBeans IDE interface with the title "Modul.4 - NetBeans IDE 8.2". The left sidebar displays the project structure under "Modul.4" with several Java files listed. The main editor window shows the code for "demoprivatemodifier.java". The code defines a class "demoprivatemodifier" with a main method that creates an instance of "privatemodifier" and calls its "printInfo()" method. The output window at the bottom right shows a failed build due to a runtime exception.

```
1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul.pkg4;
7
8 /**
9  * @author Personal
10 */
11 public class demoprivatemodifier {
12     public static void main(String[] args){
13         privatemodifier C = new privatemodifier();
14         C.printInfo();
15     }
16 }
```

Output - Modul.4 (run) x
run:
Exception in thread "main" java.lang.RuntimeException: Uncompilable source code - printInfo() has private access in modul.pkg4.privatemodifier
at modul.pkg4.demoprivatemodifier.main(demoprivatemodifier.java:15)
C:\Users\Personal\AppData\Local\NetBeans\Cache\8.2\executor-snippets\run.xml:53: Java returned: 1
BUILD FAILED (total time: 0 seconds)

1. Default Modifier



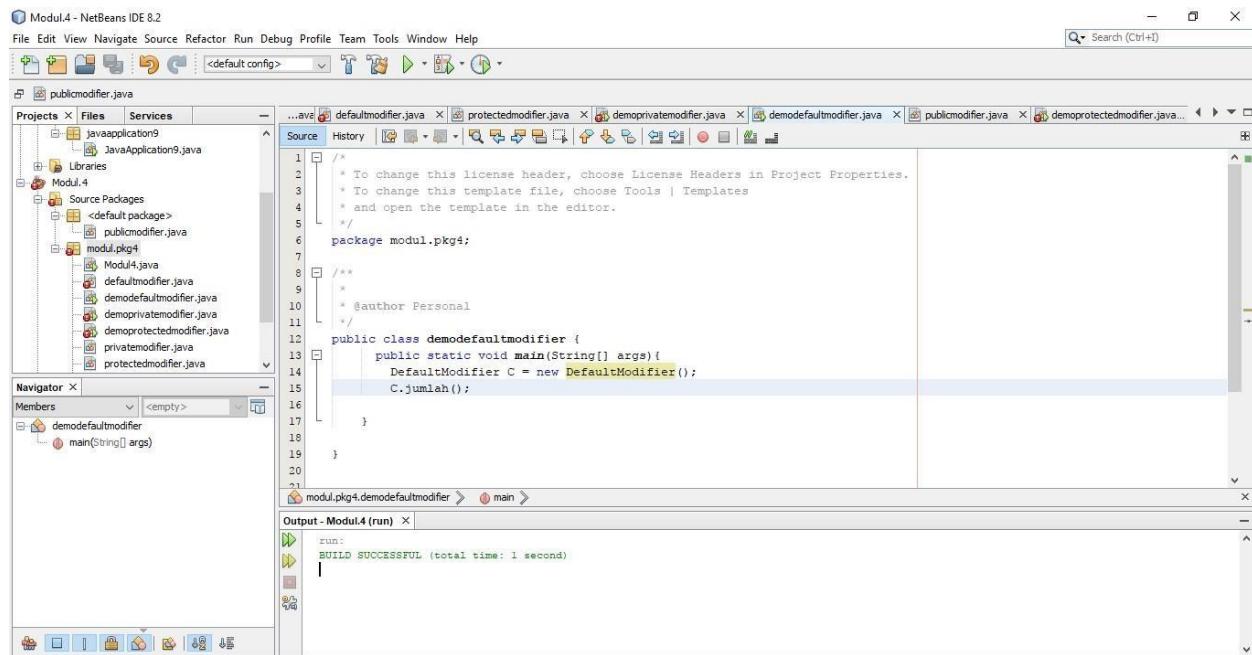
The screenshot shows the NetBeans IDE interface with the title "Modul.4 - NetBeans IDE 8.2". The Projects tab is selected, displaying a Java application named "JavaApplication9" and a module named "Modul.4". Under "Modul.4", there is a "Source Packages" node containing a package named "modul.pkg4". Inside this package, there are several Java files: "Modul4.java", "defaultmodifier.java", "demodefaultmodifier.java", "demoprivatemodifier.java", "demoprotectedmodifier.java", "privatemodifier.java", and "protectedmodifier.java". The "defaultmodifier.java" file is open in the editor, showing the following code:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package modul.pkg4;

/**
 *
 * @author Personal
 */
class DefaultModifier {
    int a = 1;
    int b;
    int c;
    void jumlah() {
        c = a + b;
        System.out.println(c);
    }
}
```

The Output window shows the build log: "run: BUILD SUCCESSFUL (total time: 1 second)".

2. Hasil



The screenshot shows the NetBeans IDE interface with the title "Modul.4 - NetBeans IDE 8.2". The Projects tab is selected, displaying a Java application named "JavaApplication9" and a module named "Modul.4". Under "Modul.4", there is a "Source Packages" node containing a package named "modul.pkg4". Inside this package, there are several Java files: "Modul4.java", "defaultmodifier.java", "demodefaultmodifier.java", "demoprivatemodifier.java", "demoprotectedmodifier.java", "privatemodifier.java", and "protectedmodifier.java". The "demodefaultmodifier.java" file is open in the editor, showing the following code:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package modul.pkg4;

public class demodefaultmodifier {
    public static void main(String[] args) {
        DefaultModifier C = new DefaultModifier();
        C.jumlah();
    }
}
```

The Output window shows the build log: "run: BUILD SUCCESSFUL (total time: 1 second)".

1. Protected Modifier

The screenshot shows the NetBeans IDE interface with the title "Modul.4 - NetBeans IDE 8.2". The left sidebar displays the project structure under "Modul.4" with several Java files listed. The main editor window shows the code for "protectedmodifier.java" which contains a protected class "protectedmodifier" with two protected methods: "printInfo()" and "sendMessage()". The output window at the bottom shows the results of running the application, displaying the output "Protected Modifier" and "this is a message" followed by a "BUILD SUCCESSFUL" message.

```
6 package modul.pkg4;
7
8 /**
9 * @author Personal
10 */
11 public class protectedmodifier {
12     protected void printInfo(){
13         System.out.println("Protected Modifier");
14     }
15     protected void sendMessage(){
16         System.out.println("this is a message");
17     }
18 }
19
20
```

```
run:
Protected Modifier
this is a message
BUILD SUCCESSFUL (total time: 1 second)
```

2. Hasil

The screenshot shows the NetBeans IDE interface with the title "Modul.4 - NetBeans IDE 8.2". The left sidebar displays the project structure under "Modul.4" with several Java files listed. The main editor window shows the code for "demoprotectedmodifier.java" which contains a public static void main method that creates an instance of "protectedmodifier" and calls its "printInfo()" and "sendMessage()" methods. The output window at the bottom shows the results of running the application, displaying the output "Protected Modifier" and "this is a message" followed by a "BUILD SUCCESSFUL" message.

```
1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul.pkg4;
7
8 /**
9 * @author Personal
10 */
11 public class demoprotectedmodifier {
12     public static void main(String[] args) {
13         protectedmodifier ant = new protectedmodifier();
14         ant.printInfo();
15         ant.sendMessage();
16     }
17 }
18
```

```
run:
Protected Modifier
this is a message
BUILD SUCCESSFUL (total time: 1 second)
```

1. Public Modifier

The screenshot shows the NetBeans IDE interface with the title bar "NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for New Project, Open Project, Save, Undo, Redo, Cut, Copy, Paste, Find, Replace, and Run. The Projects tab shows a project named "modul4" with several source packages: DefaultModifier, modul4, and Modul4. The Source Packages section under modul4 contains files: demoDefaultModifier.java, defaultModifier.java, defaultModifierDemo.java, demoPrivateModifier.java, demoPublicModifier.java, privateModifier.java, protectedModifier.java, and publicModifier.java. The Source editor displays the code for publicModifier.java:

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul4;
7
8 /**
9 * @author LABRPL-32
10 */
11
12 public class publicModifier {
13     public int a = 2;
14     public int b = 5;
15     public int c = 9;
16     public void kali() {
17         int d = a*b*c;
18         System.out.println("Hasil kali = " + d);
19     }
20 }
```

1. Hasil

The screenshot shows the NetBeans IDE interface with the title bar "modul4 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for New Project, Open Project, Save, Undo, Redo, Cut, Copy, Paste, Find, Replace, and Run. The Projects tab shows a project named "modul4" with several source packages: DefaultModifier, modul4, and Modul4. The Source Packages section under modul4 contains files: demoDefaultModifier.java, defaultModifier.java, defaultModifierDemo.java, demoPrivateModifier.java, demoPublicModifier.java, privateModifier.java, protectedModifier.java, and publicModifier.java. The Source editor displays the code for demoPublicModifier.java:

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul4;
7
8 /**
9 * @author LABRPL-32
10 */
11
12 public class demoPublicModifier {
13     public static void main(String[] args) {
14         publicModifier pp = new publicModifier();
15         pp.kali();
16     }
17 }
18 }
```

The Output window at the bottom shows the run results:

```
run:
Hasil kali = 90
BUILD SUCCESSFUL (total time: 0 seconds)
```

Tambah,Kurang,Bagi dan Rata-Rata

```
public class publicModifier {
    public int a = 2;
    public int b = 5;
    public int c = 9;
    public void kali(){
        int d = a*b*c;
        System.out.println("Hasil kali = " + d);
    }
    public void tambah(){
        int d = a+b+c;
        System.out.println("Hasil tambah = " + d);
    }
    public void kurang(){
        int d = a-b-c;
        System.out.println("Hasil kurang = " + d);
    }
    public void bagi(){
        int d = a/b/c;
        System.out.println("Hasil bagi = " + d);
    }
    public void ratarata(){
        int d = (a+b+c)/3;
        System.out.println("Hasil Rata rata = " + d);
    }
}
```

- Hasil Tambah,Kurang,Bagi dan Rata-Rata

```
package modul4;

public class demoPublicModifier {
    public static void main(String[] args){
        publicModifier pp = new publicModifier();
        pp.kali();
        pp.tambah();
        pp.kurang();
        pp.bagi();
        pp.ratarata();
    }
}
```

Output - modul4 (run) :

```
Hasil kali = 90
Hasil tambah = 16
Hasil kurang = -12
Hasil bagi = 0
Hasil Rata rata = 5
BUILD SUCCESSFUL (total time: 0 seconds)
```

MODUL 5

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects X Files Services Start Page X Constructor.java X

Source History

```
1 /* To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5
6
7 /**
8 *
9 * @author aris
10 */
11 public class Constructor {
12     public Constructor(){
13         System.out.println("Default Constructor");
14     }
15 }
```

9:16 INS

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects X Files Services Start Page X Constructor.java X DefaultAccess.java X ConstructorAccess.java X ParamConstructor.java X

Source History

```
1 /*
2 * To change this license header, choose License Headers in Project Properties.
3 * To change this template file, choose Tools | Templates
4 * and open the template in the editor.
5 */
6
7 /**
8 *
9 * @author aris
10 */
11 public class DefaultAccess {
12     public static void main(String[] args){
13         Constructor cons = new Constructor();
14     }
15 }
```

Output - Modul5 (run) X

```
run:
Default Constructor
BUILD SUCCESSFUL (total time: 3 seconds)
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services <default config> Start Page Constructor.java DefaultAccess.java ConstructorAccess.java ParamConstructor.java

Source History

```
8  /*
9  * @author ariw
10 */
11 public class ParamConstructor {
12     String nama, nim;
13     int semester;
14
15     public ParamConstructor(String nama, int semester, String nim) {
16         this.nama = nama;
17         this.semester = semester;
18         this.nim = nim;
19     }
20
21     public void info(){
22         System.out.println("Nama : " + nama + "\n" +
23                             "NIM : " + nim + "\n" +
24                             "Semester : " + semester + "\n");
25     }
26
27 }
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services <default config> Start Page DefaultAccess.java ConstructorAccess.java ParamConstructor.java Lathan1.java Latihan1Access.java

Source History

```
1 /**
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5 */
6
7 /**
8  *
9  * @author ariw
10 */
11 public class Latihan1Access {
12     public static void main(String[] args){
13         Latihan lti = new Latihan();
14     }
15 }
16
17 
```

Output - Modul5 (run) #2

```
run:
Default Constructor
BUILD SUCCESSFUL (total time: 1 second)
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services

modul4 Modul5

Source Packages <default package>

- Buku.java
- Constructor.java
- ConstructorAccess.java
- DefaultAccess.java
- DemoBuku.java
- DemoTugas.java
- Lathan1.java
- Lathan1Access.java
- ParamConstructor.java
- Tugas.java

Test Packages Libraries Test Libraries

...java ConstructorAccess.java ParamConstructor.java Lathan1.java Latihan1Access.java Buku.java

```
Source History
```

```
23
24     Buku(String judulBuku, String namaPengarang,int tahunTerbit){
25         this(judulBuku, namaPengarang);
26         System.out.println("Tahun Terbit : " + tahunTerbit);
27     }
28
29
30     Buku(String judulBuku, String namaPengarang,int tahunTerbit, int cetakanKe){
31         this(judulBuku, namaPengarang, tahunTerbit);
32         System.out.println("Cetakan Ke : " + cetakanKe);
33     }
34
35     Buku(String judulBuku, String namaPengarang,int tahunTerbit, int cetakanKe, double hargaJual){
36         this(judulBuku, namaPengarang, tahunTerbit, cetakanKe);
37         System.out.println("Harga Jual : Rp. " + hargaJual + "\n");
38     }
39
40     public static void main(String[] args){
41         Buku bk1 = new Buku("PBO","Dyah Priyawati",2018,1,60000);
42         Buku bk2 = new Buku("Laskar Pelangi","Andrea",2015,1,70000);
43         Buku bk3 = new Buku("Dear Nathan","Erisca",2017,1,62000);
44         Buku bk4 = new Buku("Cinta Brontosaurus","Raditya Dika",2015,1,77000);
45         Buku bk5 = new Buku("Menembus Impian","Abidah",2017,2,25000);
46         Buku bk6 = new Buku("Merpati Biru","Ahmad",2018,1,43000);
47         Buku bk7 = new Buku("Kepompong","Indah",2006,1,59000);
48         Buku bk8 = new Buku("Kupu-kupu","Putut",2015,1,50000);
49         Buku bk9 = new Buku("Sepucuk Surat","Susanto",2019,1,80000);
50         Buku bk10 = new Buku("Surat Dari Kota","Susanto",2019,1,90000);
51     }
52 }
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services

modul4 Modul5

Source Packages <default package>

- Buku.java
- Constructor.java
- ConstructorAccess.java
- DefaultAccess.java
- DemoBuku.java
- DemoTugas.java
- Lathan1.java
- Lathan1Access.java
- ParamConstructor.java
- Tugas.java

Test Packages Libraries Test Libraries

...java ConstructorAccess.java ParamConstructor.java Lathan1.java Latihan1Access.java Buku.java DemoBuku.java

```
Source History
```

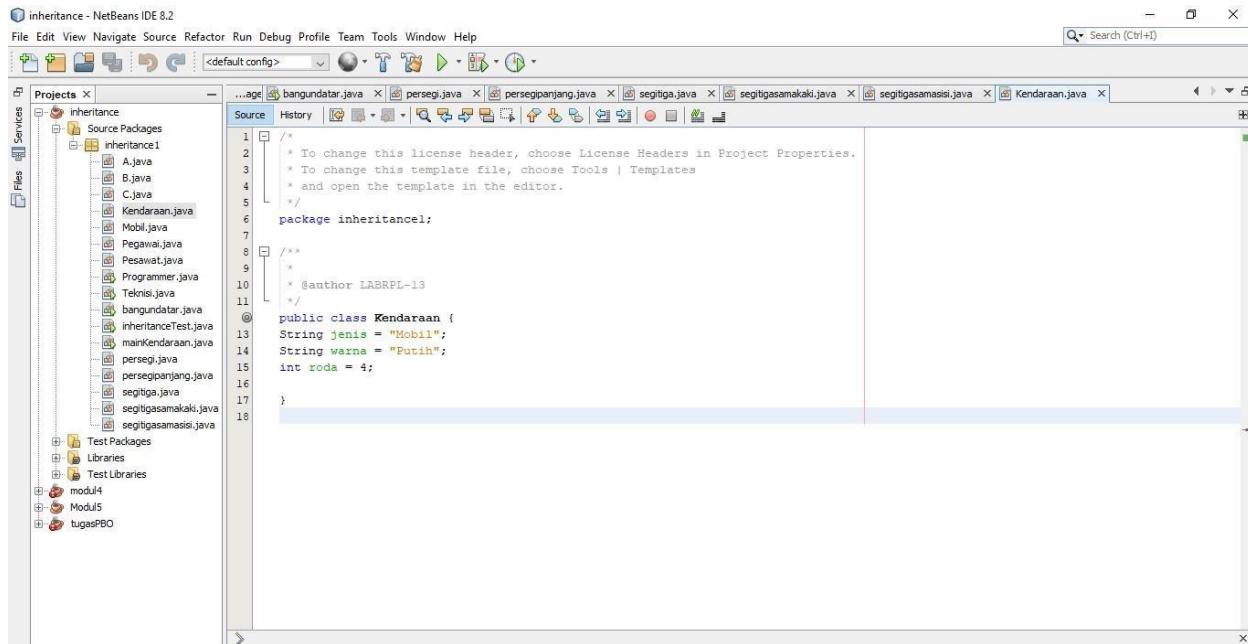
```
1 /**
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5 */
6
7 /**
8  * @author aris
9 */
10
11 public class DemoBuku {
12     public static void main(String[] args){
13     }
14
15 }
16
17
```

Output - Modul5 (run) ×

```
run:
Default Constructor
BUILD SUCCESSFUL (total time: 1 second)
```

Modul 6

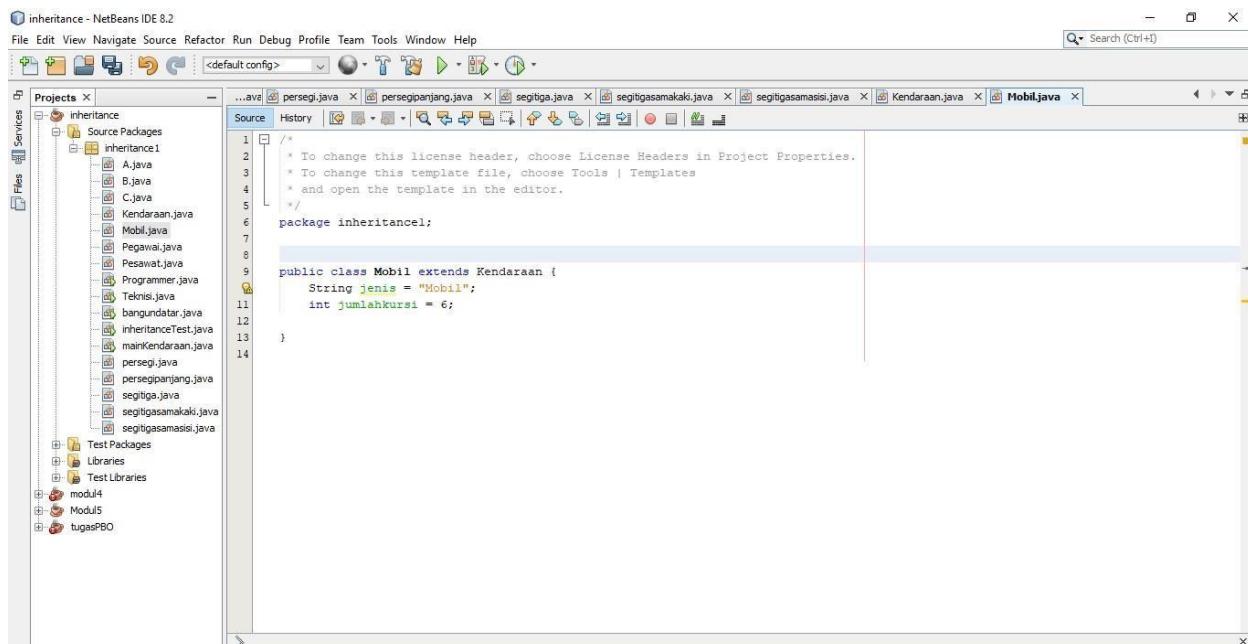
1. kendaraan



The screenshot shows the NetBeans IDE interface with the title "inheritance - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like New, Open, Save, and Run. The Projects tab shows a package named "inheritance" containing several Java files: A.java, B.java, C.java, Kendaraan.java, Mobil.java, Pegawai.java, Pesawat.java, Programmer.java, Teknis.java, bangundatar.java, inheritanceTest.java, mainKendaraan.java, persegi.java, persegipanjang.java, segitiga.java, segitigasamakali.java, segitigasamasi.java. The Files tab is selected, showing the source code for Kendaraan.java:

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package inheritance;
7
8  /**
9  *
10 * @author LABRPL-13
11 */
12 public class Kendaraan {
13     String jenis = "Mobil";
14     String warna = "Putih";
15     int roda = 4;
16 }
17
18 }
```

2. Mobil



The screenshot shows the NetBeans IDE interface with the title "inheritance - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like New, Open, Save, and Run. The Projects tab shows a package named "inheritance" containing several Java files: A.java, B.java, C.java, Kendaraan.java, Mobil.java, Pegawai.java, Pesawat.java, Programmer.java, Teknis.java, bangundatar.java, inheritanceTest.java, mainKendaraan.java, persegi.java, persegipanjang.java, segitiga.java, segitigasamakali.java, segitigasamasi.java. The Files tab is selected, showing the source code for Mobil.java:

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package inheritance;
7
8  public class Mobil extends Kendaraan {
9     String jenis = "Mobil";
10    int jumlahkursi = 6;
11 }
12
13 }
```

3. Pesawat

inheritance - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects X ...ave persegi panjang.java X segitiga.java X segitigasamakaki.java X segitigasamaeisi.java X Kendaraan.java X Mobil.java X Pesawat.java X

Services

Files

Source Packages inheritance1 A.java B.java C.java Kendaraan.java Mobil.java Pegawai.java Pesawat.java Programmer.java Teknis.java bangundatar.java inheritanceTest.java mainKendaraan.java persegi.java persegi panjang.java segitiga.java segitigasamakaki.java segitigasamaeisi.java Test Packages Libraries Test Libraries modul4 Modul5 tugasPBO

```
1 * To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5 package inheritance1;
6
7 /**
8 *
9 * @author LABRPL-13
10 */
11
12 public class Pesawat extends Kendaraan{
13     String jenis = "Pesawat";
14     int jumlahpenumpang = 200;
15 }
16
```

Hasil

inheritance - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects X ...ave segitigasamakaki.java X segitigasamaeisi.java X Kendaraan.java X Mobil.java X Pesawat.java X inheritanceTest.java X mainKendaraan.java X

Services

Files

Source Packages inheritance1 A.java B.java C.java Kendaraan.java Mobil.java Pegawai.java Pesawat.java Programmer.java Teknis.java bangundatar.java inheritanceTest.java mainKendaraan.java persegi.java persegi panjang.java segitiga.java segitigasamakaki.java segitigasamaeisi.java

```
8
9     public class mainKendaraan {
10         public static void main(String[] args) {
11             String data;
12             Mobil m = new Mobil();
13             System.out.println(m.jenis);
14             System.out.println(m.warna);
15             System.out.println(m.roda);
16             System.out.println(m.jumlahkursi);
17
18             Pesawat p = new Pesawat();
19             System.out.println(p.jenis);
20             System.out.println(p.warna);
21             System.out.println(p.roda);
22             System.out.println(p.jumlahpenumpang);
23
24             Kendaraan k = new Kendaraan();
25             System.out.println(k.jenis);
26         }
27     }
28 }
```

Output - inheritance (run)

```
run:
Mobil
Putih
4
6
Pesawat
Putih
4
200
Mobil
Putih
4
BUILD SUCCESSFUL (total time: 1 second)
```

Modul 7

modul7 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

<default config>

Projects Files Services

modul7

Source Packages

- <default package>
 - KaryawanDemo.java
 - Manager.java
 - karyawan.java
- modul7
- Test Packages
- Libraries
- Test Libraries

Start Page History < > Search (Ctrl+I)

Source

```

7 /**
8 * @author LABRPL
9 */
10 public class karyawan {
11     private String nama ;
12     private float gaji ;
13     private int usia ;
14
15     public String getNama() {
16         return nama ;
17     }
18
19     public void setNama (String nama) {
20         this.nama = nama;
21     }
22     public float getGaji() {
23         return gaji;
24     }
25     public void setGaji (float gaji) {
26         this.gaji = gaji;
27     }
28     public int getUsia() {
29         return usia;
30     }
31     public void setUsia(int usia) {
32         this.usia = usia;
33     }
34 }
```

Navigator

Members

karyawan

- getGaji():float
- getNama():String
- getUsia():int
- setGaji(float gaji)
- setNama(String nama)
- setUsia(int usia)
- gaji : float
- nama : String
- usia : int

Output - modul7 (run) #

```

Ari
10000.0
21
7.6
20000.0
BUILD SUCCESSFUL (total time: 0 seconds)
```

modul7 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

<default config>

Projects Files Services

modul7

Source Packages

- <default package>
 - KaryawanDemo.java
 - Manager.java
 - karyawan.java
- modul7
- Test Packages
- Libraries
- Test Libraries

Start Page History < > Search (Ctrl+I)

Source

```

1 /*
2 * To change this license header, choose License Headers in Project Properties.
3 * To change this template file, choose Tools | Templates
4 * and open the template in the editor.
5 */
6
7 /**
8 * @author LABRPL
9 */
10 public class Manager extends karyawan {
11     private float jamKerja = 7.5f;
12
13     public float jamKerja( ) {
14         return jamKerja;
15     }
16
17     public float getGajiManager() {
18         return getGaji() * 2;
19     }
20 }
```

getGajiManager - Navigator

Members

Manager :: karyawan

- getGajiManager():float
- jamKerja():float
- jamKerja : float

Manager > getGajiManager >

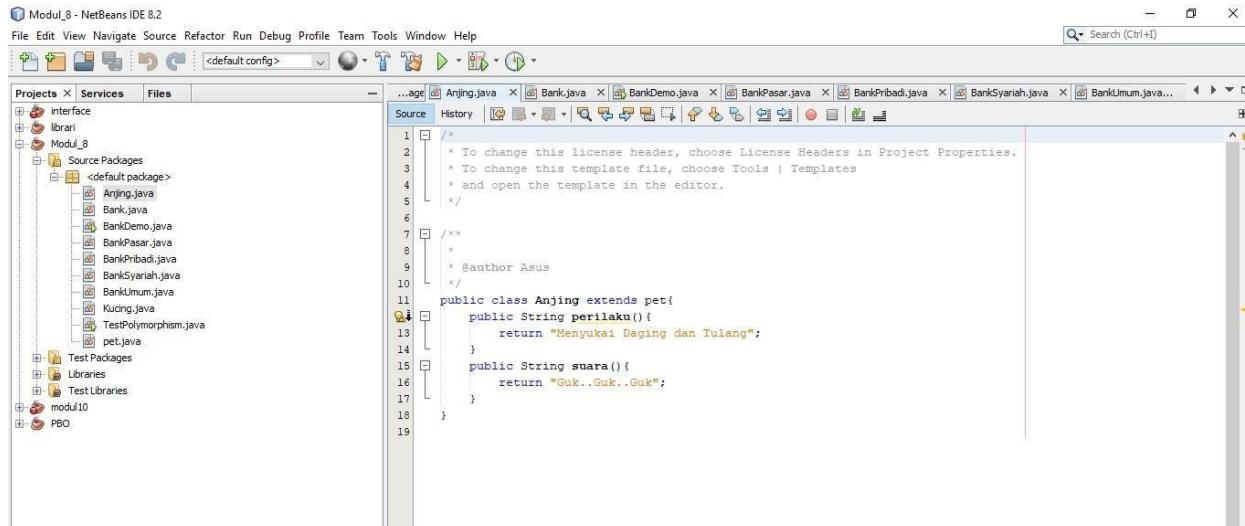
The screenshot shows the NetBeans IDE 8.2 interface. The title bar reads "modul7 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for New Project, Open, Save, Run, Stop, and others. The Projects tab shows a project named "modul7" with Source Packages, Test Packages, Libraries, and Test Libraries. The Source tab displays the Manager.java code:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
public class Manager extends karyawan{
    private float jamKerja = 7.5f;
    public float jamKerja() {
        return jamKerja;
    }
    public void setJamKerja(float jamKerja) {
        this.jamKerja = jamKerja;
    }
    public float getGajiManager() {
        return getGaji() * 2;
    }
}
```

The Navigator tab shows the Members of the Manager class, including methods like getGajiManager(), setJamKerja(float), and jamKerja.

Modul 8

1. anjing



Modul_8 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

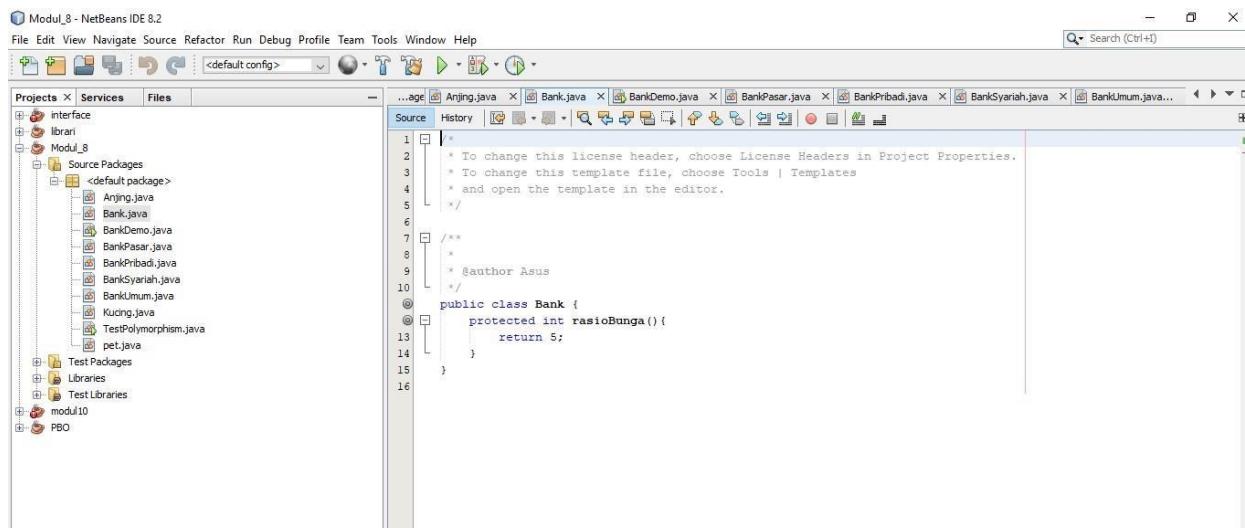
Search (Ctrl+F)

Projects Services Files

Source History

```
1 /* To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5
6 /**
7 *
8 * @author Asus
9 */
10 public class Anjing extends pet{
11     public String perilaku(){
12         return "Menyukai Daging dan Tulang";
13     }
14     public String suara(){
15         return "Guk..Guk..Guk";
16     }
17 }
18
19 }
```

2. bank



Modul_8 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

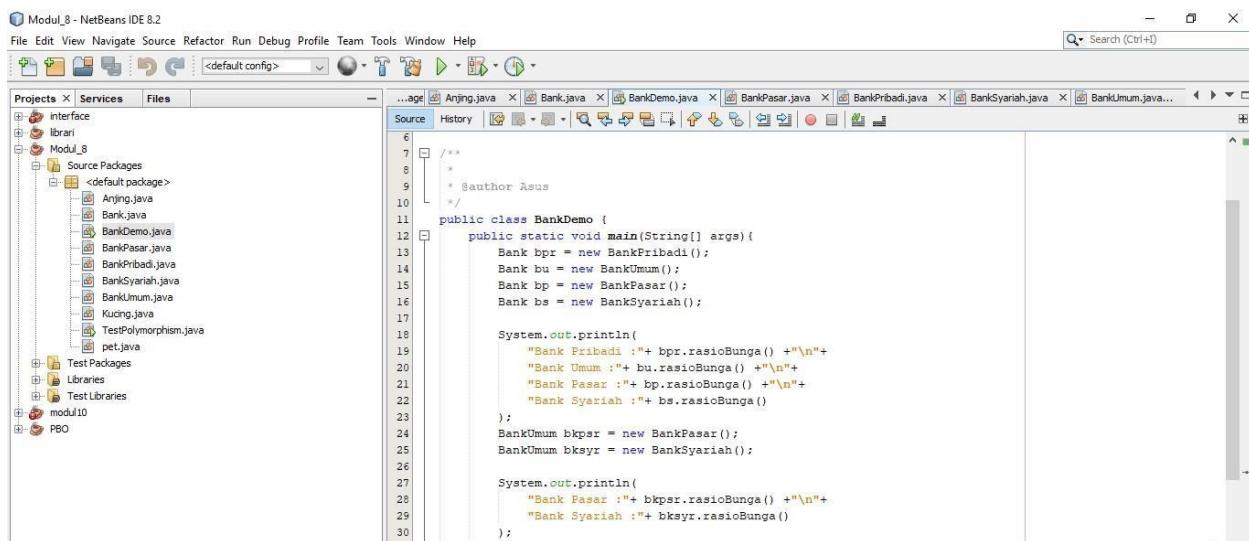
Search (Ctrl+F)

Projects Services Files

Source History

```
1 /* To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5
6 /**
7 *
8 * @author Asus
9 */
10 public class Bank {
11     protected int rasioBunga(){
12         return 5;
13     }
14 }
15
16 }
```

3. bank demo



Modul_8 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

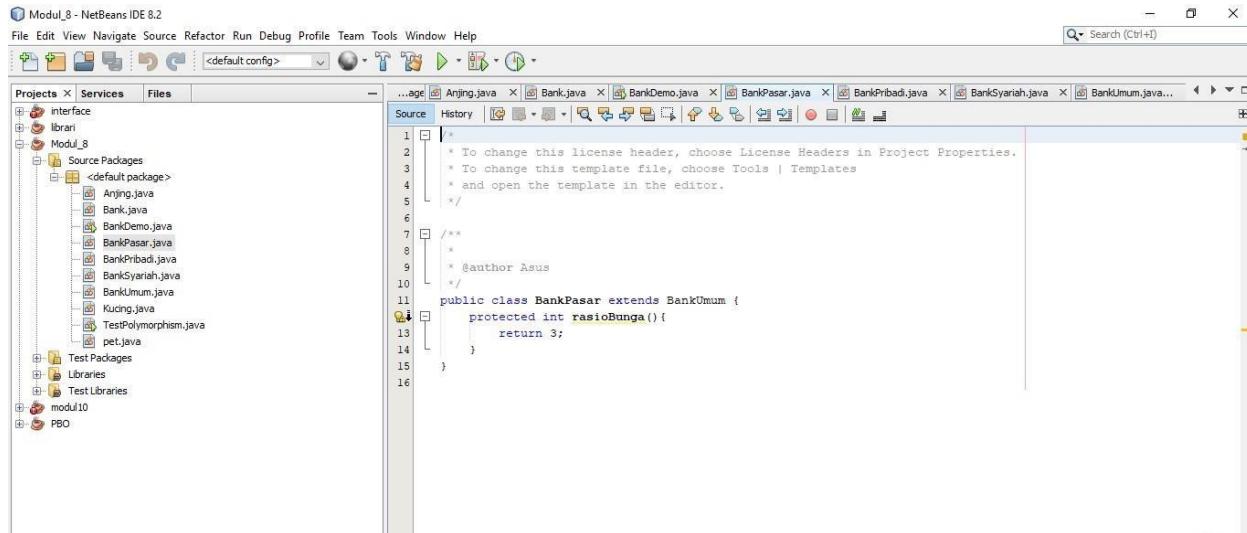
Search (Ctrl+F)

Projects Services Files

Source History

```
6 /**
7 *
8 * @author Asus
9 */
10 public class BankDemo {
11     public static void main(String[] args){
12         Bank bpr = new BankPribadi();
13         Bank bu = new BankUmum();
14         Bank bp = new BankPasar();
15         Bank bs = new BankSyariah();
16
17         System.out.println(
18             "Bank Pribadi :" + bpr.rasioBunga() +"\n"+
19             "Bank Umum :" + bu.rasioBunga() +"\n"+
20             "Bank Paser :" + bp.rasioBunga() +"\n"+
21             "Bank Syariah :" + bs.rasioBunga()
22         );
23
24         BankUmum bkpsr = new BankPasar();
25         BankUmum bksyr = new BankSyariah();
26
27         System.out.println(
28             "Bank Paser :" + bkpsr.rasioBunga() +"\n"+
29             "Bank Syariah :" + bksyr.rasioBunga()
30         );
31     }
32 }
```

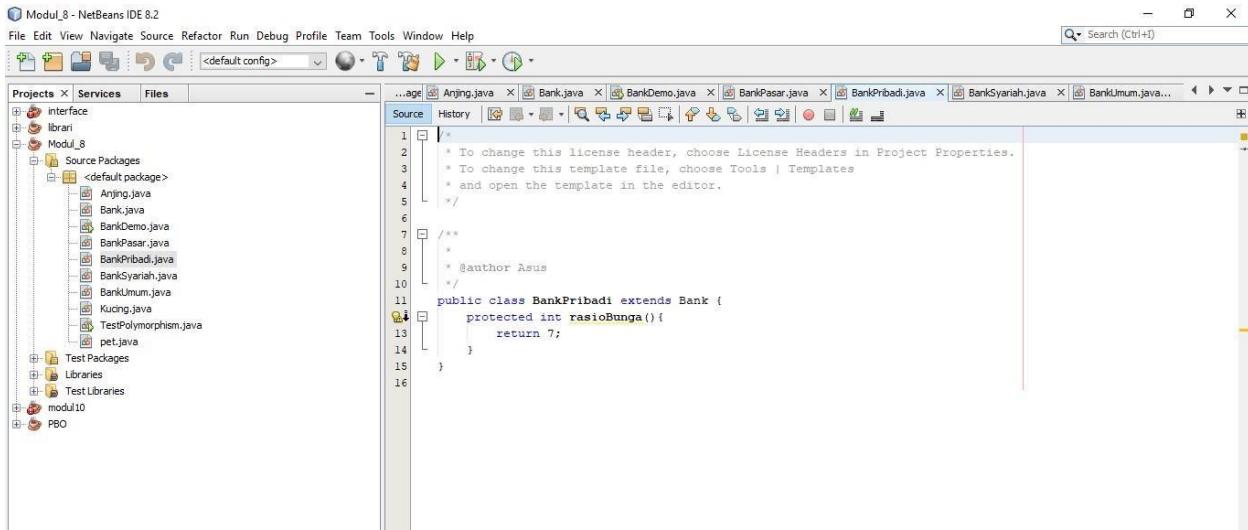
4. bank pasar



The screenshot shows the NetBeans IDE interface with the title "Modul_8 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like New, Open, Save, and Build. The Projects tab shows a tree view of the project structure under "Modul_8". The Files tab is selected, showing the source code for "BankPasar.java". The code defines a class "BankPasar" that extends "BankUmum". It contains a protected integer variable "rasioBunga" and a method that returns its value.

```
1 * To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5
6 /**
7 *
8 * @author Asus
9 */
10 public class BankPasar extends BankUmum {
11     protected int rasioBunga(){
12         return 3;
13     }
14 }
15
16
```

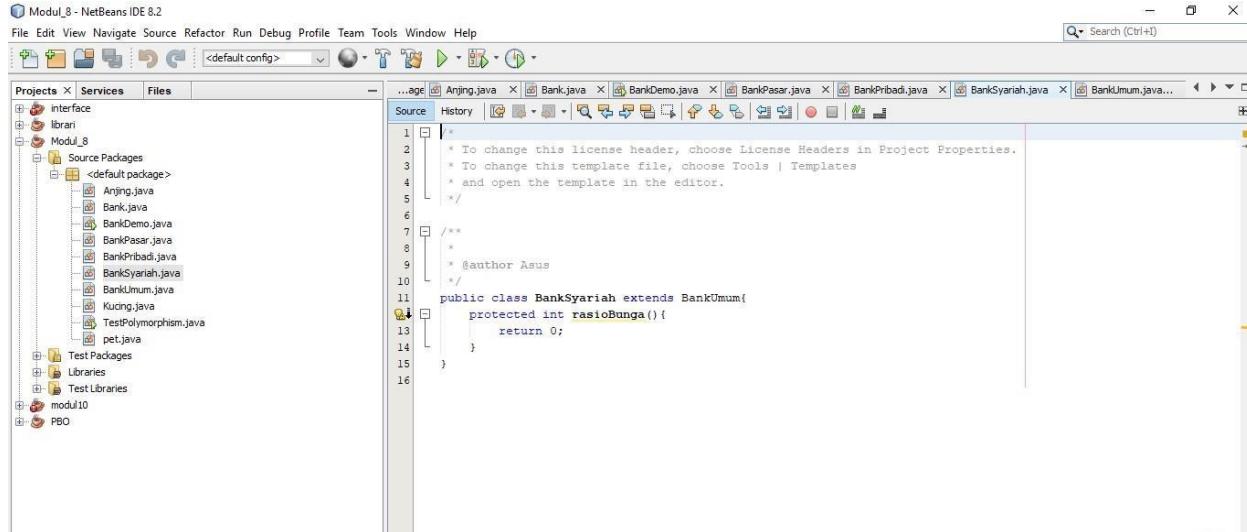
5. bank pribadi



The screenshot shows the NetBeans IDE interface with the title "Modul_8 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like New, Open, Save, and Build. The Projects tab shows a tree view of the project structure under "Modul_8". The Files tab is selected, showing the source code for "BankPribadi.java". The code defines a class "BankPribadi" that extends "Bank". It contains a protected integer variable "rasioBunga" and a method that returns its value.

```
1 * To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5
6 /**
7 *
8 * @author Asus
9 */
10 public class BankPribadi extends Bank {
11     protected int rasioBunga(){
12         return 7;
13     }
14 }
15
16
```

6. bank syariah



The screenshot shows the NetBeans IDE interface with the title "Modul_8 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like New, Open, Save, and Build. The Projects tab shows a tree view of the project structure under "Modul_8". The Files tab is selected, showing the source code for "BankSyariah.java". The code defines a class "BankSyariah" that extends "BankUmum". It contains a protected integer variable "rasioBunga" and a method that returns its value.

```
1 * To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5
6 /**
7 *
8 * @author Asus
9 */
10 public class BankSyariah extends BankUmum{
11     protected int rasioBunga(){
12         return 0;
13     }
14 }
15
16
```

7. bank umum

```

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
/**
 *
 * @author Asus
 */
public class BankUmmum extends Bank{
    protected int rasioBunga(){
        return 9;
    }
}

```

8. kucing

```

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
/**
 *
 * @author Asus
 */
public class Kucing extends pet{
    public String perilaku(){
        return "Menyukai Ikan";
    }
    public String suara(){
        return "Meow...Mecow";
    }
}

```

9. test polymorphism

```

/*
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
/**
 *
 * @author Asus
 */
public class TestPolymorphism {
    public static void main (String[] args){
        Kucing k = new Kucing();
        Anjing a = new Anjing();

        k.beriNama("Tom");
        a.beriNama("Bull");

        System.out.println(
            k.panggilNama()+"\n"+
            k.perilaku()+"\n"+
            k.suara()+"\n"+
            a.panggilNama()+"\n"+
            a.perilaku()+"\n"+
            a.suara()
        );
    }
}

```

10. pet

The screenshot shows the NetBeans IDE interface with the title bar "Modul_8 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like New, Open, Save, and Run. The Projects tab shows a tree view of packages: interface, libari, Modul_8 (with Source Packages containing Anjing.java, BankDemo.java, BankPasar.java, BankPribadi.java, BankSyariah.java, BankUmun.java, Kucing.java, TestPolymorphism.java, pet.java), Test Packages, Libraries, Test Libraries, modul10, and PBO. The Files tab is selected, showing the source code for 'pet.java'.

```

1 * To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5
6 /**
7  * 
8  * 
9  * @author Asus
10 */
11 public class pet {
12     private String nama;
13
14     public void beriNama(String beriNama) {
15         this.nama = beriNama;
16     }
17     public String panggilNama() {
18         return this.nama;
19     }
20     @Override
21     public String perilaku(){
22         return " Hewan Penurut";
23     }
24 }

```

Modul 9

1. Abstrak class

The screenshot shows the NetBeans IDE interface with the title bar "PROJECT ABADI - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like New, Open, Save, and Run. The Projects tab shows a tree view of packages: PROJECT ABADI (with Source Packages containing modul9.modul9 (AbstractClass.java, Balok.java, BangunRuang.java, Bola.java, JajarGenjang.java, Kerucut.java, Kubus.java, Lingkaran.java, MethodKali.java, MethodPersegiPanjang.java, Modul9.java, ObjekAbstrakClass.java, Persegi.java, PersegiPanjang.java, PrismaSegitiga.java, Segitiga.java, TukarAbstrakClass.java)). The Files tab is selected, showing the source code for 'AbstractClass.java'.

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  * 
10 * @author Personal
11 */
12 abstract class AbstrakClass {
13     int a;
14     int b;
15     int c;
16     public AbstrakClass(int a, int b, int c) {
17         this.a = a;
18         this.b = b;
19         this.c = c;
20     }
21     public int kali(){
22         return a*b*c;
23     }
24 }

```

The Output tab shows the results of running the project:

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang = 80000
Luas Persegi Panjang = 25000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 60
Luas Segitiga = 28

```

2. Balok

```

PROJECT ABADI - NetBeans IDE 8.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
<default config> Source History <ctrl+F1> <ctrl+F2> <ctrl+F3> <ctrl+F4> <ctrl+F5> <ctrl+F6> <ctrl+F7> <ctrl+F8> <ctrl+F9> <ctrl+F10> <ctrl+F11> <ctrl+F12>
PROJECT ABADI
Source Packages
modul9.modul9
  AbstrakClass.java
  Balok.java
  BangunRuang.java
  Bola.java
  JajarGenjang.java
  Kerucut.java
  Kubus.java
  Lingkaran.java
  MethodMain.java
  MethodManBangunRuang.java
  Modul9.java
  ObjekAbstrakClass.java
  Persegi.java
  PersegiPanjang.java
  PrismaSegitiga.java
  Segitiga.java
  TukimanAbstrakClass.java
Navigator Members
Members
Balok :: BangunRuang
  LuasPermukaan(): int : BangunRuang
  Volume(): int : BangunRuang
    l: int
    p: int
    t: int
Output - PROJECT ABADI (run) 
run:
Keeling = 44
Luas = 121

Keiling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Keiling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keiling Segitiga = 60
Luas Segitiga = 25

```

3. Bangun ruang

```

PROJECT ABADI - NetBeans IDE 8.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
<default config> Source History <ctrl+F1> <ctrl+F2> <ctrl+F3> <ctrl+F4> <ctrl+F5> <ctrl+F6> <ctrl+F7> <ctrl+F8> <ctrl+F9> <ctrl+F10> <ctrl+F11> <ctrl+F12>
PROJECT ABADI
Source Packages
modul9.modul9
  AbstrakClass.java
  Balok.java
  BangunRuang.java
  Bola.java
  JajarGenjang.java
  Kerucut.java
  Kubus.java
  Lingkaran.java
  MethodMain.java
  MethodManBangunRuang.java
  Modul9.java
  ObjekAbstrakClass.java
  Persegi.java
  PersegiPanjang.java
  PrismaSegitiga.java
  Segitiga.java
  TukimanAbstrakClass.java
Navigator Members
Members
BangunRuang
  LuasPermukaan(): int
  Volume(): int
  getLuasPermukaan(): int
  getVolume(): int
Output - PROJECT ABADI (run) 
run:
Keeling = 44
Luas = 121

Keiling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Keiling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keiling Segitiga = 60
Luas Segitiga = 25

```

4. Bola

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  *
10 * @author Personal
11 */
12 public class Bola extends BangunRuang{
13     int phi = 22/7;
14     int r = 7;
15
16     public int Volume() {
17         return 4/3*phi*r*r*r;
18     }
19     public int LuasPermukaan(){
20         return 4*phi*r*r;
21     }
22 }

```

Output - PROJECT ABADI (run) :

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang= 50000
Luas Persegi Panjang = 25000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 50
Luas Segitiga = 25

```

5. Jajar genjang

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  *
10 * @author Personal
11 */
12 public class JajarGenjang extends methodAbstract{
13     int atas = 10;
14     int bawah = 10;
15     int tinggi = 5;
16     int c = 3;
17     int d = 4;
18
19     public int luas() {
20         return atas*tinggi;
21     }
22     public int keliling(){
23         return atas+bawah+c+d;
24     }
25 }

```

Output - PROJECT ABADI (run) :

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang= 50000
Luas Persegi Panjang = 25000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 50
Luas Segitiga = 25

```

6. Kerucut

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class Kerucut extends BangunRuang{
13     int phi = 3.141592653589793;
14     int r = 7;
15     int t = 60;
16     int s = 10;
17
18     public int Volume() {
19         return s/(phi*r*r*t);
20     }
21     public int LuasPermukaan(){
22         return phi*t*(r+s);
23     }
24 }

```

Output - PROJECT ABADI (run)

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 50000
Luas Persegi Panjang = 25000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keling Segitiga = 50
Luas Segitiga = 25

```

7. Kubus

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class Kubus extends BangunRuang{
13     int s =7;
14
15     public int Volume() {
16         return s*s*s;
17     }
18     public int LuasPermukaan(){
19         return 6*(s*s);
20     }
21 }

```

Output - PROJECT ABADI (run)

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 50000
Luas Persegi Panjang = 25000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keling Segitiga = 50
Luas Segitiga = 25

```

8. Lingkaran

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  * @author Personal
10 */
11 public class Lingkaran extends methodAbstract{
12     int r =14;
13     int phi = 22/7;
14
15     public int luas() {
16         return (phi*r*r);
17     }
18     public int keliling(){
19         return 2*phi*r;
20     }
21 }
22
23
24

```

Output - PROJECT ABADI (run) :

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 80000
Luas Persegi Panjang = 28000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 80

Keling Segitiga = 50
Luas Segitiga = 25

```

9. Method main

PROJECT ABADI - NetBeans IDE 8.2

```

10 /**
11  * @author Personal
12 */
13 public class MethodMain {
14     public static void main(String[] args){
15         Persegi pag = new Persegi();
16         System.out.println("Keling Persegi = "+pag.getKell());
17         System.out.println("Luas Persegi = "+pag.getLuas()+"\n");
18
19         PersegiPanjang pp = new PersegiPanjang();
20         System.out.println("Keling Persegi Panjang= "+pp.getKell());
21         System.out.println("Luas Persegi Panjang = "+pp.getLuas()+"\n");
22
23         JajarGenjang jg = new JajarGenjang();
24         System.out.println("Keling Jajar Genjang = "+jg.getKell());
25         System.out.println("Luas Jajar Genjang = "+jg.getLuas()+"\n");
26
27         Segitiga sg = new Segitiga();
28         System.out.println("Keling Segitiga = "+sg.getKell());
29         System.out.println("Luas Segitiga = "+sg.getLuas()+"\n");
30
31         Lingkaran ling = new Lingkaran();
32         System.out.println("Keling Lingkaran = "+ ling.getKell());
33         System.out.println("Luas Lingkaran = "+ ling.getLuas());
34     }
35
36
37

```

Output - PROJECT ABADI (run) :

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 80000
Luas Persegi Panjang = 28000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 80

Keling Segitiga = 50
Luas Segitiga = 25

```

10. Method main bangun ruang

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  *
10 * @author Personal
11 */
12 public class MethodmainBangunRuang {
13     public static void main(String[] args) {
14         Balok blk = new Balok();
15         System.out.println("Volume Balok= "+blk.Volume());
16         System.out.println("LuasPermukaan Balok= "+blk.LuasPermukaan()+"\n");
17
18         Kubus kbs = new Kubus();
19         System.out.println("Volume Kubus= "+kbs.Volume());
20         System.out.println("LuasPermukaan Kubus = "+kbs.LuasPermukaan()+"\n");
21
22         Bola bls = new Bola();
23         System.out.println("Volume Bola = "+bls.Volume());
24         System.out.println("LuasPermukaan Bola = "+bls.LuasPermukaan()+"\n");
25     }
26 }

```

Output - PROJECT ABADI (run) :

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 60000
Luas Persegi Panjang = 26000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 60

Keling Segitiga = 50
Luas Segitiga = 25

```

11. Objek abstrak class

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  *
10 * @author Personal
11 */
12 public class ObjekAbstrakClass {
13     public static void main(String [] args) {
14         TurunanAbstrakClass tac = new TurunanAbstrakClass(2,3,4);
15         tac.printX();
16         System.out.println(tac.kali());
17     }
18 }

```

Output - PROJECT ABADI (run) :

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 60000
Luas Persegi Panjang = 26000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 60

Keling Segitiga = 50
Luas Segitiga = 25

```

12. Persegi

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5 */
6 package modul9;
7
8 /**
9  * @author Personal
10 */
11 public class Persegi extends methodAbstract{
12     int sisi=11;
13
14     public int luas() {
15         return sisi*sisi;
16     }
17     public int keliling(){
18         return 4*sisi;
19     }
20 }
21

```

Output - PROJECT ABADI (run) :

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang= 80000
Luas Persegi Panjang = 28000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 80

Keliling Segitiga = 50
Luas Segitiga = 25

```

13. Persegi panjang

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5 */
6 package modul9;
7
8 /**
9  * @author Personal
10 */
11 public class PersegPanjang extends methodAbstract{
12     int panjang =500;
13     int lebar = 50;
14
15     public int luas() {
16         return panjang*lebar;
17     }
18     public int keliling(){
19         return 2*(panjang+lebar);
20     }
21 }
22

```

Output - PROJECT ABADI (run) :

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang= 80000
Luas Persegi Panjang = 28000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 80

Keliling Segitiga = 50
Luas Segitiga = 25

```

14. Prisma segitiga

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  *
10 * @author Personal
11 */
12 public class PrismaSegitiga extends BangunRuang{
13     int luasAlas = 100;
14     int kelilingAlas = 100;
15     int t = 10;
16
17     public int Volume() {
18         return luasAlas*t;
19     }
20
21     public int LuasPermukaan(){
22         return (2*luasAlas)+(kelilingAlas*t);
23     }
24 }

```

Output - PROJECT ABADI (run) :

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 50000
Luas Persegi Panjang = 25000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keling Segitiga = 60
Luas Segitiga = 25

```

15. Segitiga

PROJECT ABADI - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9  *
10 * @author Personal
11 */
12 public class Segitiga extends methodAbstract{
13     int alas =10;
14     int tinggi = 5;
15     int sisi1 =10;
16     int sisi2 = 20;
17     int sisi3 = 20;
18
19     public int luas() {
20         return (Alas*tinggi)/2;
21     }
22
23     public int keling(){
24         return (sisi1+sisi2+sisi3);
25     }
26 }

```

Output - PROJECT ABADI (run) :

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 50000
Luas Persegi Panjang = 25000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keling Segitiga = 60
Luas Segitiga = 25

```

16. Turunan abstrak

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

<default config>

Projects # Files Services

- AbsrakClass.java
- Balok.java
- BangunRuang.java
- Bola.java
- JajarGenjeng.java
- Kerucut.java
- Kubus.java
- Lingkaran.java
- MethodMain.java
- MethodMainBangunRuang.java
- Modul9.java
- ObjekAbstrakClass.java
- Persegi.java
- PersegiPanjang.java
- PrismaSegitiga.java
- Segitiga.java
- TurunanAbstrakClass.java
- methodAbstract.java

Libraries

- JDK 1.8 (Default)

Navigator # Members

- TurunanAbstrakClass : AbstrakClass
 - TurunanAbstrakClass(int a, int b, int c)
 - printX()
 - x : int

Source History

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package modul9;
7
8 /**
9 * @author Personal
10 */
11
12 public class TurunanAbstrakClass extends AbstrakClass{
13
14     int x;
15
16     public TurunanAbstrakClass (int a, int b, int c){
17         super(a,b,c);
18         x = a+b+c;
19     }
20     public void printX(){
21         System.out.println(x);
22     }
23 }
```

Output - PROJECT ABADI (run) #

```
run:
Kelingking = 44
Luas = 121

Keling Persegi Panjang = 60000
Luas Persegi Panjang = 25000

Keling Jajar Genjeng = 27
Luas Jajar Genjeng = 60

Keling Segitiga = 50
Luas Segitiga = 25
```

17. Method abstrak

The screenshot shows the NetBeans IDE interface with the following details:

- Project:** PROJECT ABADI - NetBeans IDE 8.2
- File Menu:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Search Bar:** Search (Ctrl+F)
- Projects Tab:** Shows files like `AbsrakClass.java`, `Balok.java`, `BangunRuang.java`, `Bola.java`, `JajarGenjang.java`, `Kerucut.java`, `Kubus.java`, `Lingkaran.java`, `MethodMain.java`, `MethodDuaBangunRuang.java`, `Modul9.java`, `ObjekAbstractClass.java`, `Persegi.java`, `PersegiPanjang.java`, `PrismaSegitiga.java`, `Segitiga.java`, `TurunanAbstrakClass.java`, and `methodAbstract.java`.
- Source Editor:** Displays the `methodAbstract.java` file content:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package modul9;

/**
 * Author Personal
 */
public abstract class methodAbstract {
    public abstract int luas();
    public abstract int keliling();

    public int getLuas() {
        return luas();
    }
    public int getKell() {
        return keliling();
    }
}
```
- Navigator Tab:** Shows members of the `methodAbstract` class: `getKell() : int`, `getLuas() : int`, `keliling() : int`, and `luas() : int`.
- Output Tab:** Shows the output of the project run:

```
run:
Keliling = 44
Luas = 121

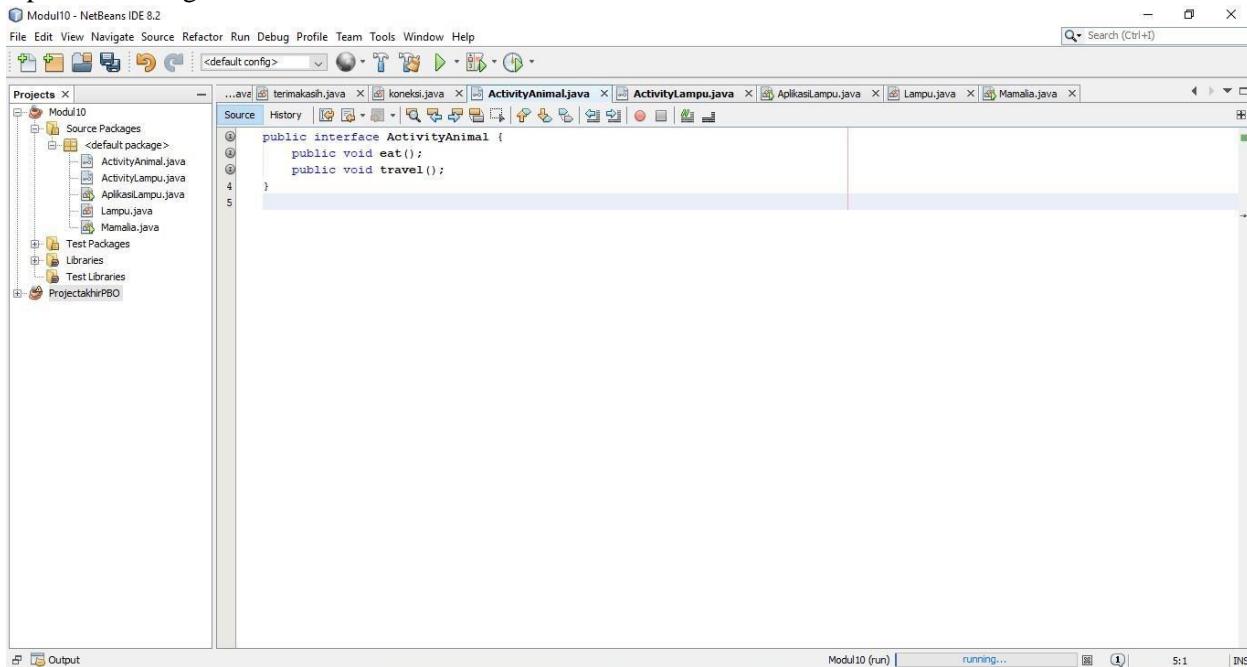
Keliling Persegi Panjang= 60000
Luas Persegi Panjang = 28000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 80

Keliling Segitiga = 60
Luas Segitiga = 25
```

Modul 10

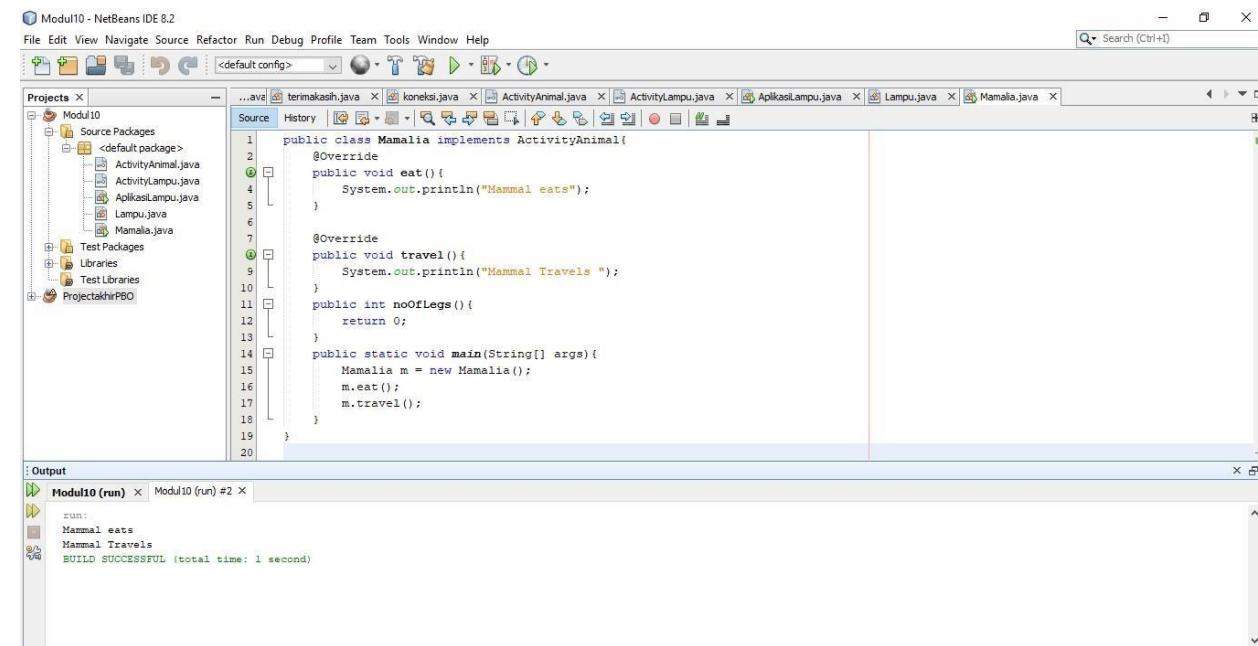
Laporan dan Tugas



The screenshot shows the NetBeans IDE interface with the following details:

- File Menu:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Toolbar:** Standard NetBeans toolbar with icons for file operations.
- Project Explorer:** Projects X panel shows a project named "Modul 10" containing "Source Packages" and "Test Packages".
- Code Editor:** Source tab displays the code for the `ActivityAnimal` interface:

```
public interface ActivityAnimal {
    public void eat();
    public void travel();
}
```
- Output Panel:** Shows "Modul10 (run) | running..."



The screenshot shows the NetBeans IDE interface with the following details:

- File Menu:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Toolbar:** Standard NetBeans toolbar with icons for file operations.
- Project Explorer:** Projects X panel shows a project named "Modul 10" containing "Source Packages" and "Test Packages".
- Code Editor:** Source tab displays the code for the `Mamalia` class:

```
public class Mamalia implements ActivityAnimal{
    @Override
    public void eat(){
        System.out.println("Mammal eats");
    }
    @Override
    public void travel(){
        System.out.println("Mammal Travels ");
    }
    public int noOfLegs(){
        return 0;
    }
    public static void main(String[] args){
        Mamalia m = new Mamalia();
        m.eat();
        m.travel();
    }
}
```
- Output Panel:** Shows the output of the run command:

```
run:
Mammal eats
Mammal Travels
BUILD SUCCESSFUL (total time: 1 second)
```

Modul10 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History <default config> Search (Ctrl+F)

Projects X Modul10

Source Packages <default package>

- ActivityAnimal.java
- ActivityLampu.java
- AplikasiLampu.java
- Lampu.java
- Mamala.java

Test Packages Libraries Test Libraries ProjectakhirPBO

```
public interface ActivityLampu {
    public static final int LAMPU_HIDUP=1;
    public static final int LAMPU_MATI=0;
    public static final int LAMPU_REDUP=2;
    public abstract void matikanLampu();
    public abstract void hidupkanLampu();
    public abstract void redupkanLampu();
}
```

Output Modul10 (run) running... 9:1 INS

Modul10 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History <default config> Search (Ctrl+F)

Projects X Modul10

Source Packages <default package>

- ActivityAnimal.java
- ActivityLampu.java
- AplikasiLampu.java
- Lampu.java
- Mamala.java

Test Packages Libraries Test Libraries ProjectakhirPBO

```
public class Lampu implements ActivityLampu{
    public int statusLampu;

    @Override
    public void matikanLampu(){
        if(statusLampu == 0){
            System.out.println("Lampu sudah dalam kondisi mati");
        }else if(statusLampu == 1){
            statusLampu -= 1;
            System.out.println("Lampu sudah dimatikan");
        }
    }

    @Override
    public void hidupkanLampu(){
        if(statusLampu == 1){
            System.out.println("Lampu sudah dinyalakan\n***");
        }else{
            statusLampu += 1;
            System.out.println("Lampu sudah dalam kondisi menyala");
        }
    }

    public int setSaklar(int saklar){
        return statusLampu = saklar;
    }

    @Override
    public void redupkanLampu(){
        if(statusLampu == 2){
            System.out.println("Lampu telah diredupkkan");
        }
    }
}
```

Modul10 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects X Modul10

Source Packages

- <default package>
 - ActivityAnimal.java
 - ActivityLampu.java
 - AplikasiLampu.java
 - Lampu.java
 - Mamalia.java
- Test Packages
- Libraries
- Test Libraries
- ProjectakhirPBO

Source History

```

8     }else if(statusLampu == 1){
9         statusLampu -= 1;
10        System.out.println("Lampu sudah dimatikan");
11    }
12}
13
14@Override
15 public void hidupkanLampu(){
16    if(statusLampu == 1){
17        System.out.println("Lampu sudah dinyalakan\n***");
18    }else{
19        statusLampu += 1;
20        System.out.println("Lampu sudah dalam kondisi menyala");
21    }
22}
23
24 public int setSaklar(int saklar){
25     return statusLampu = saklar;
26}
27
28@Override
29 public void redupkanLampu(){
30    if(statusLampu == 2){
31        System.out.println("Lampu telah diredupkan");
32    }else{
33        statusLampu +=1;
34        System.out.println("Keredupan Lampu telah ditambah");
35    }
36}
37}
38}
39

```

Modul10 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects X Modul10

Source Packages

- <default package>
 - ActivityAnimal.java
 - ActivityLampu.java
 - AplikasiLampu.java
 - Lampu.java
 - Mamalia.java
- Test Packages
- Libraries
- Test Libraries
- ProjectakhirPBO

Source History

```

1 import java.util.Scanner;
2 public class AplikasiLampu {
3     public static void main(String[] args){
4         Lampu lampu = new Lampu();
5         Scanner sc = new Scanner(System.in);
6         lampu.statusLampu = lampu.setSaklar(0);
7         System.out.println("Status Lampu = " + lampu.statusLampu +"\n Ketikan");
8         System.out.println("1 Untuk menyalaikan Lampu\n0 Untuk mematikan Lampu\n2 Untuk meredupkan Lampu");
9
10        if(lampu.setSaklar(sc.nextInt()) == 0){
11            lampu.matiLampu();
12        }else if(lampu.statusLampu == 1){
13            lampu.hidupkanLampu();
14        }else{
15            lampu.redupkanLampu();
16        }
17    }
18}
19

```

Output

```

Modul10 (run) X Modul10 (run) #2 X
run:
Status Lampu = 0
Ketikan
1 Untuk menyalaikan Lampu
0 Untuk mematikan Lampu
2 Untuk meredupkan Lampu

```

Modul 11

1. Outer_Demo.

Modul 11 - NetBeans IDE 8.2

```

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
/*
 * @author LABRPL-29
 */
public class Outer_Demo {
    class Nested_Demo{
    }
}

```

Outer_Demo - Navigator

Members

- Outer_Demo
- Nested_Demo

Output

OuterDemo.

Modul 11 - NetBeans IDE 8.2

```

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
/*
 * @author LABRPL-29
 */
public class OuterDemo {
    int num;

    //inner class
    private class InnerDemo{
        private void print(){
            System.out.println("Ini merupakan method inner class");
        }
    }
    //akses method inner class dari method outer class
    void displayInner(){
        InnerDemo inner = new InnerDemo();
        inner.print();
    }
}

```

Output - Modul 11 (run)

```

run:
Ini adalah Method static nested class
BUILD SUCCESSFUL (total time: 0 seconds)

```

2. OuterDemo2

Modul 11 - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7 /**
8  * @author LABRPL-29
9  */
10 public class OuterDemo2 {
11     private int num = 175;
12     public class Inner_Demo{
13         public int getNum(){
14             System.out.println("Ini adalah nilai dari variable private outerDemo");
15             return num;
16         }
17     }
18 }
19
20

```

: Output - Modul 11 (run)

```

run:
Ini adalah nilai dari variable private outerDemo
175
BUILD SUCCESSFUL (total time: 0 seconds)

```

3. OuterDemoMain

Modul 11 - NetBeans IDE 8.2

```

1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7 /**
8  * @author LABRPL-29
9  */
10 public class OuterDemoMain {
11     public static void main(String[] args){
12         //membuat Object Outerdemo
13         OuterDemo2 outer = new OuterDemo2();
14
15         //Membuat Object InnerDemo
16         OuterDemo2.Inner_Demo inner = outer.new Inner_Demo();
17         System.out.println(inner.getNum());
18     }
19 }
20
21

```

: Output - Modul 11 (run)

```

run:
Ini adalah nilai dari variable private outerDemo
175
BUILD SUCCESSFUL (total time: 0 seconds)

```

4. Outer

Module 11 - NetBeans IDE 8.2

```

1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8  * @author LABRPL-29
9  */
10 public class Outer {
11     static class NestedDemo{
12         public void myMethod(){
13             System.out.println("Ini adalah Method" + "static nested class");
14         }
15     }
16
17     public static void main(String[] args){
18         Outer.NestedDemo nested = new Outer.NestedDemo();
19         nested.myMethod();
20     }
21 }
22
23

```

Latihan

1. Nestedclass

JavaApplication16 - NetBeans IDE 8.2

```

7  /*
8  *
9  * @author Rizzky
10 */
11
12 public class NestedClass {
13     String nama = "Rizky Prasetyo";
14     String NIM = "L200180032";
15
16     public void printNama(){
17         System.out.println(nama + " : " + NIM);
18     }
19
20     static class StaticNestedClass{
21         static String jurusan = "Informatika";
22         public void printNama(){
23             NestedClass nes = new NestedClass();
24             nes.printNama();
25         }
26     }
27
28     class InnerClass{
29         public void jurusani(){
30             NestedClass.StaticNestedClass jrs = new NestedClass.StaticNestedClass();
31             System.out.println(jrs.jurusan);
32         }
33     }
34
35

```

2. Main

The screenshot shows the NetBeans IDE 8.2 interface. The title bar reads "Modul 11 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for New Project, Open Project, Save, Undo, Redo, Cut, Copy, Paste, Find, Replace, and Run. The Projects tab shows "Modul 11" with "Source Packages" containing "Lathan" (with "NestedClass.java" and "NewClass.java") and "Test Packages". The Files tab shows files like "OuterDemo2.java", "OuterDemoMain.java", "Outer_Demo.java", "NestedClass.java", and "NewClass.java". The Services tab is empty. The Source tab displays the following Java code:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package Lathan;

/**
 *
 * @author LABRPL-29
 */
public class NewClass {
    public static void main(String[] args){
        NestedClass nested = new NestedClass();
        nested.printNama();
        NestedClass.InnerClass inner = nested.new InnerClass();
        inner.displayJurusang();
    }
}
```

Modul 12

1. DemoRadioButton

modul12 - NetBeans IDE 8.2

```

1 package GUI;
2
3 import javax.swing.ButtonGroup;
4 import javax.swing.JLabel;
5 import javax.swing.JPanel;
6 import javax.swing.JRadioButton;
7
8 public class DemoRadioButton {
9     public static void main(String[] args) {
10         Utama u = new Utama();
11         u.setSize(1000, 100);
12
13         JRadioButton[] teams = new JRadioButton[5];
14         teams [0] = new JRadioButton("Sangat tidak setuju");
15         teams [1] = new JRadioButton("Tidak setuju");
16         teams [2] = new JRadioButton("Kurang setuju");
17         teams [3] = new JRadioButton("Setuju");
18         teams [4] = new JRadioButton("Sangat setuju");
19
20         JPanel panel = new JPanel();
21         panel.setLayout(new GridLayout(1, 5));
22         panel.add(teams [0]);
23         panel.add(teams [1]);
24         panel.add(teams [2]);
25         panel.add(teams [3]);
26         panel.add(teams [4]);
27
28         u.add(panel);
29     }
30 }

```

Modul Praktikum Pemrograman Berorientasi Objek jelas dan mudah. Sangat tidak setuju Tidak setuju Kurang setuju Setuju Sangat setuju

2. DemoTextField

modul12 - NetBeans IDE 8.2

```

1 package GUI;
2
3 import javax.swing.JLabel;
4 import javax.swing.JPanel;
5 import javax.swing.JPasswordField;
6 import javax.swing.JTextField;
7
8 public class DemoTextField {
9     public static void main(String[] args) {
10         Utama u = new Utama();
11         JLabel nama = new JLabel("Nama : ");
12         JLabel password = new JLabel("Password : ");
13         JTextField inputNama = new JTextField(15);
14         JPasswordField inputpsw = new JPasswordField(15);
15         JPanel panel = new JPanel();
16         panel.add(nama);
17         panel.add(inputNama);
18         panel.add(password);
19         panel.add(inputpsw);
20         u.add(panel);
21     }
22 }

```

Belajar mengenal GUI

Nama:

Password:

3. Frame A

modul12 - NetBeans IDE 8.2

```

1 package GUI;
2
3 import java.awt.Container;
4 import javax.swing.JButton;
5
6 public class FrameA extends javax.swing.JFrame {
7     public FrameA() {
8         super("Frame dan button");
9         setSize(100, 50);
10        setDefaultCloseOperation(EXIT_ON_CLOSE);
11        setVisible(true);
12        setLocation(100, 100);
13    }
14    public static void main(String[] args) {
15        FrameA fa = new FrameA();
16        Container kontainer = fa.getContentPane();
17        JButton jbOK = new JButton("OK");
18        kontainer.add(jbOK);
19    }
20 }

```

4. Frame B

modul12 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Services Files

Source History

```

1 package GUI;
2
3 import java.net.URL;
4 import javax.swing.ImageIcon;
5 import javax.swing.JButton;
6 import javax.swing.JPanel;
7
8
9 public class FrameB extends javax.swing.JFrame {
10     public FrameB() {
11         super("Frame dan Button");
12         setSize(500, 500);
13         setDefaultCloseOperation(EXIT_ON_CLOSE);
14         setLocationRelativeTo(null);
15     }
16
17     public static void main(String[] args) {
18         FrameB fb = new FrameB();
19         JPanel panel = new JPanel();
20         URL img = FrameB.class.getResource("Tulips.jpg");
21         JButton jbtOK = new JButton("OK");
22         JButton jbtImg = new JButton(new ImageIcon(img));
23         panel.add(jbtOK);
24         panel.add(jbtImg);
25     }
26 }
```

Frame dan Button

5. Tugas 1

modul12 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Services Files

Source History

```

1 package GUI;
2
3 import javax.swing.*;
4
5 public class Tugas1 {
6     public static void main(String[] args) {
7         Utama u = new Utama();
8         u.setSize(300, 600);
9         JLabel Pertanyaan = new JLabel("Modul Praktikum Pemrograman Berorientasi Objek Jelas dan Mudah.");
10        JPanel panel = new JPanel();
11        panel.add(Pertanyaan);
12        String opini[]={"Sangat tidak setuju","Tidak Setuju","Kurang setuju","Setuju","Sangat setuju"};
13        JComboBox cb = new JComboBox(opini);
14        cb.setBounds(50, 50, 150, 20);
15        panel.add(cb);
16        u.add(panel);
17        u.setSize(500, 300);
18        u.setVisible(true);
19    }
20 }
```

Belajar mengenal GUI

Modul Praktikum Pemrograman Berorientasi Objek Jelas dan Mudah.

6. Tugas 2

modul12 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Services Files

Source Design History

```

1 package GUI;
2
3 import java.awt.Color;
4
5 public class Tugas2 extends javax.swing.JFrame {
6
7     public Tugas2() {
8         initComponents();
9     }
10
11    /**
12     * This method is called from within
13     * the constructor. Do NOT modify this code.
14     * WARNING: Do NOT modify this code,
15     * regenerated by the Form Editor.
16     */
17    @SuppressWarnings("unchecked")
18    Generated Code
19
20    private void jMenuItem6ActionPerformed(java.awt.event.ActionEvent evt) {
21        // TODO add your handling code here:
22        jPanel1.setBackground(Color.yellow);
23    }
24 }
```

Ubah Warna

<input type="checkbox"/> Merah	shortcut
<input checked="" type="checkbox"/> Kuning	shortcut
<input type="checkbox"/> Hijau	shortcut

8.Utama

