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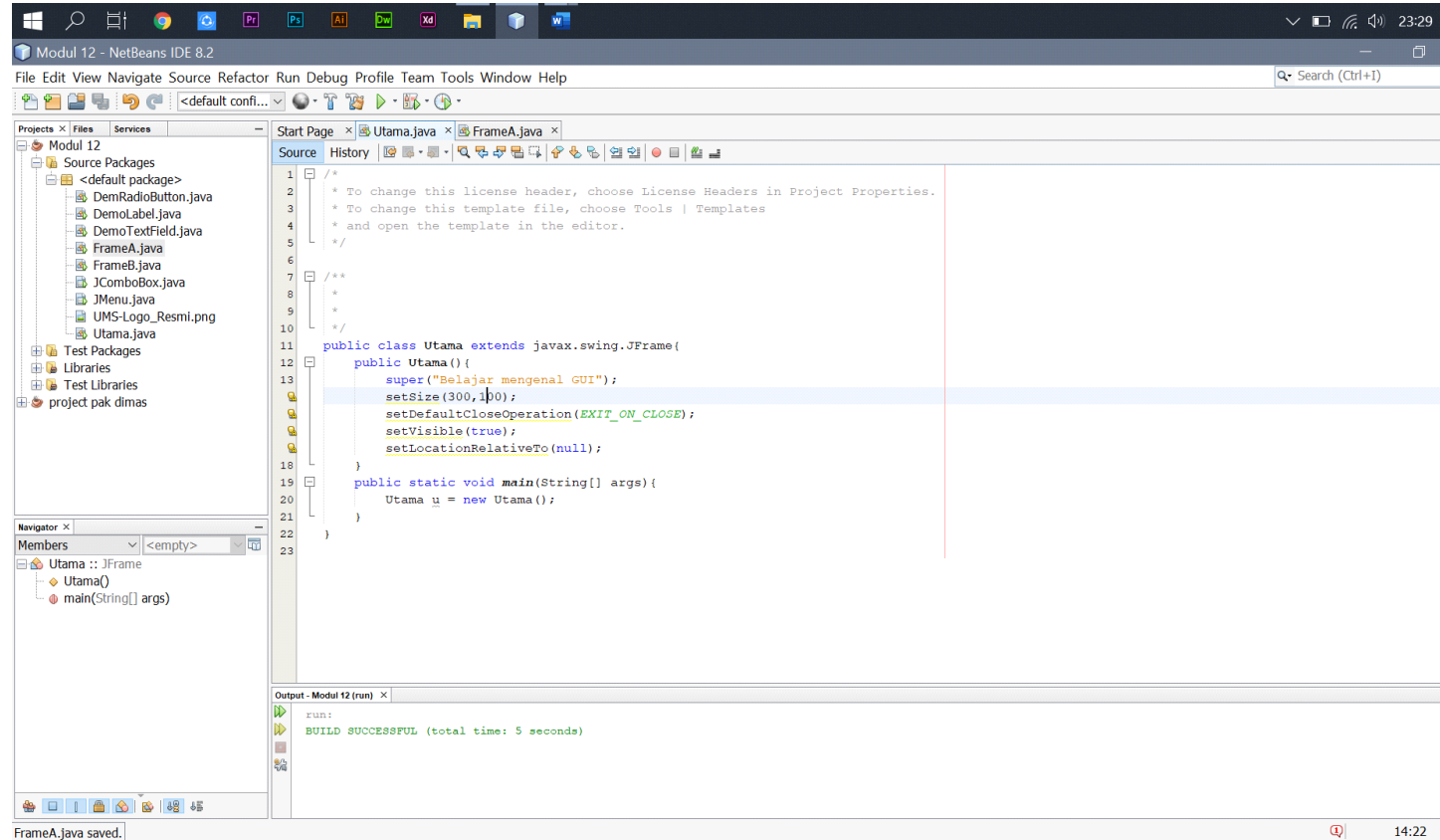
Kelas : B

MODUL 12 – GRAPHICAL USER INTERFACE (GUI)

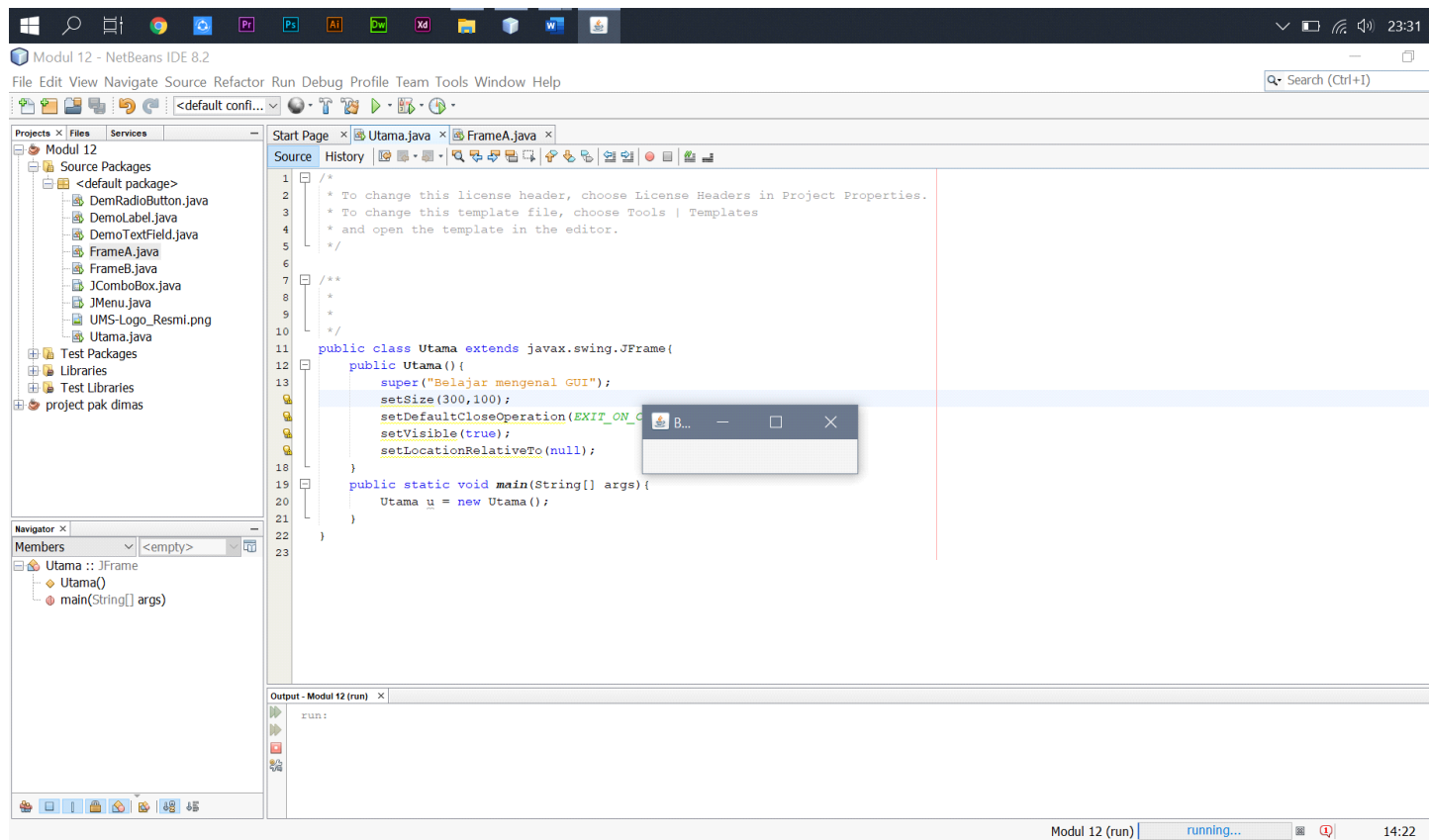
Latihan

Frame

Class Utama



Output



Konstruktor	Keterangan
JFrame ()	<ul style="list-style-type: none"> Jendela utama yang digunakan untuk menampilkan komponen yang kita inginkan. Membuat JFrame tanpa judul.
JFrame (String Judul)	<ul style="list-style-type: none"> Pemberian nama pada jendela utama yang ditampilkan. Membuat JFrame dengan judul.

Metode	Keterangan
void setSize (int lebar, int tinggi)	Mengatur ukuran frame.
void setLocation (int x, int y)	Mengatur lokasi frame dihitung dari kiri atas.
void setVisible (boolean)	Menentukan JFrame ditampilkan atau

	tidak.
<code>void setLocationRelativeTo(Component)</code>	Menentukan letak JFrame relative dengan komponen lainnya. Jika diset null, maka JFrame akan ditampilkan di tengah.

Button

Class FrameA

The screenshot shows the NetBeans IDE 8.2 interface. The Project Explorer on the left displays the project structure for 'Modul 12', including source packages and files like 'FrameA.java'. The Source Editor in the center shows the code for 'FrameA.java', which defines a class extending 'JFrame' and includes a 'main' method. The code is as follows:

```

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   */
10
11 import java.awt.Container;
12 import javax.swing.JButton;
13 public class FrameA extends javax.swing.JFrame{
14     public FrameA() {
15         super("Frame dan Button");
16         setSize(100, 50);
17         setDefaultCloseOperation(EXIT_ON_CLOSE);
18         setVisible(true);
19         setLocationRelativeTo(null);
20     }
21     public static void main(String[] args){
22         FrameA fa = new FrameA();
23         Container kontainer = fa.getContentPane();
24         JButton jbtOK = new JButton("OK");
25         kontainer.add(jbtOK);
26     }
27 }
28

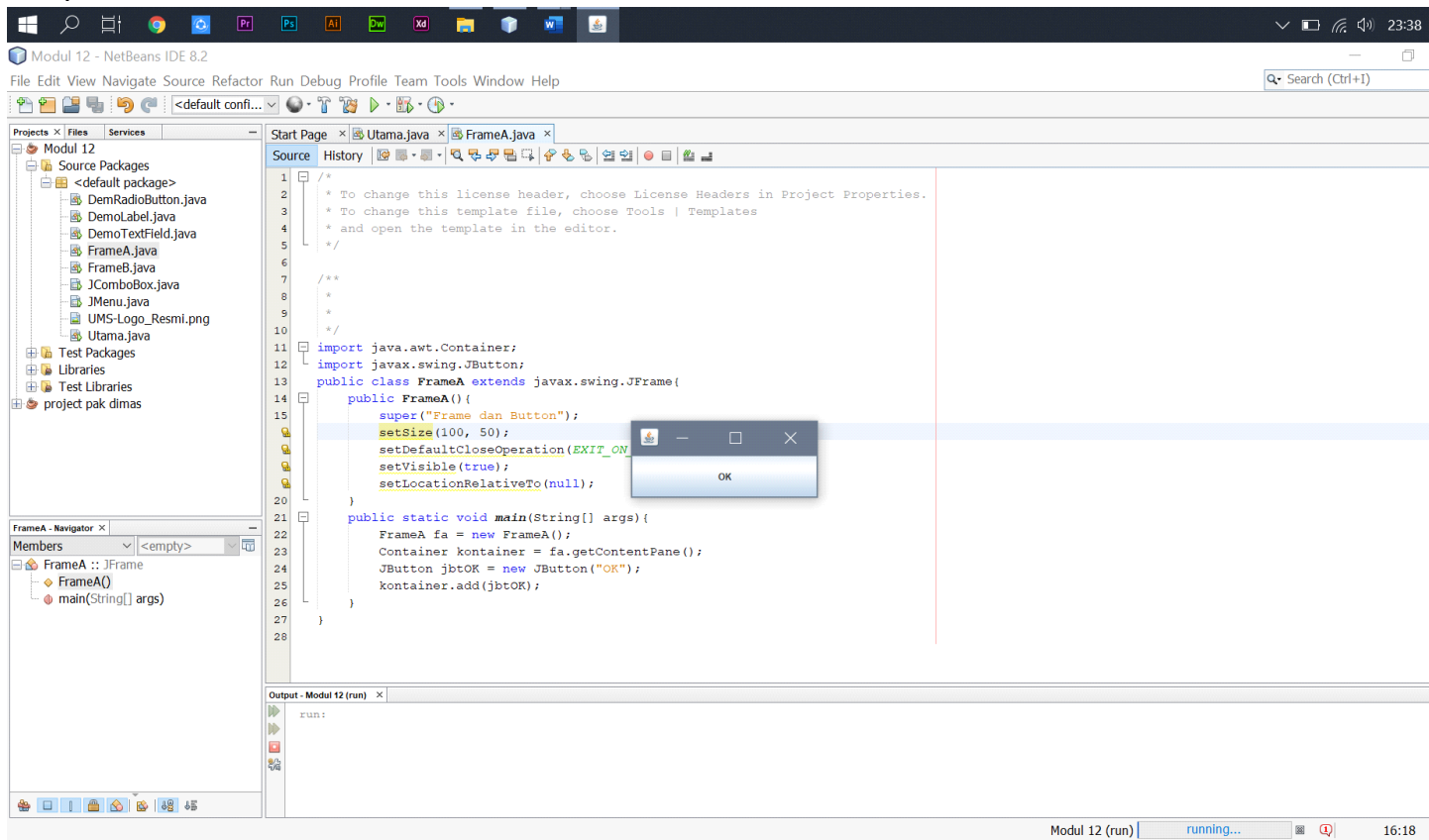
```

The Output window at the bottom shows the result of running the program: 'BUILD SUCCESSFUL (total time: 14 seconds)'.

Finished building Modul 12 (run).

16:18

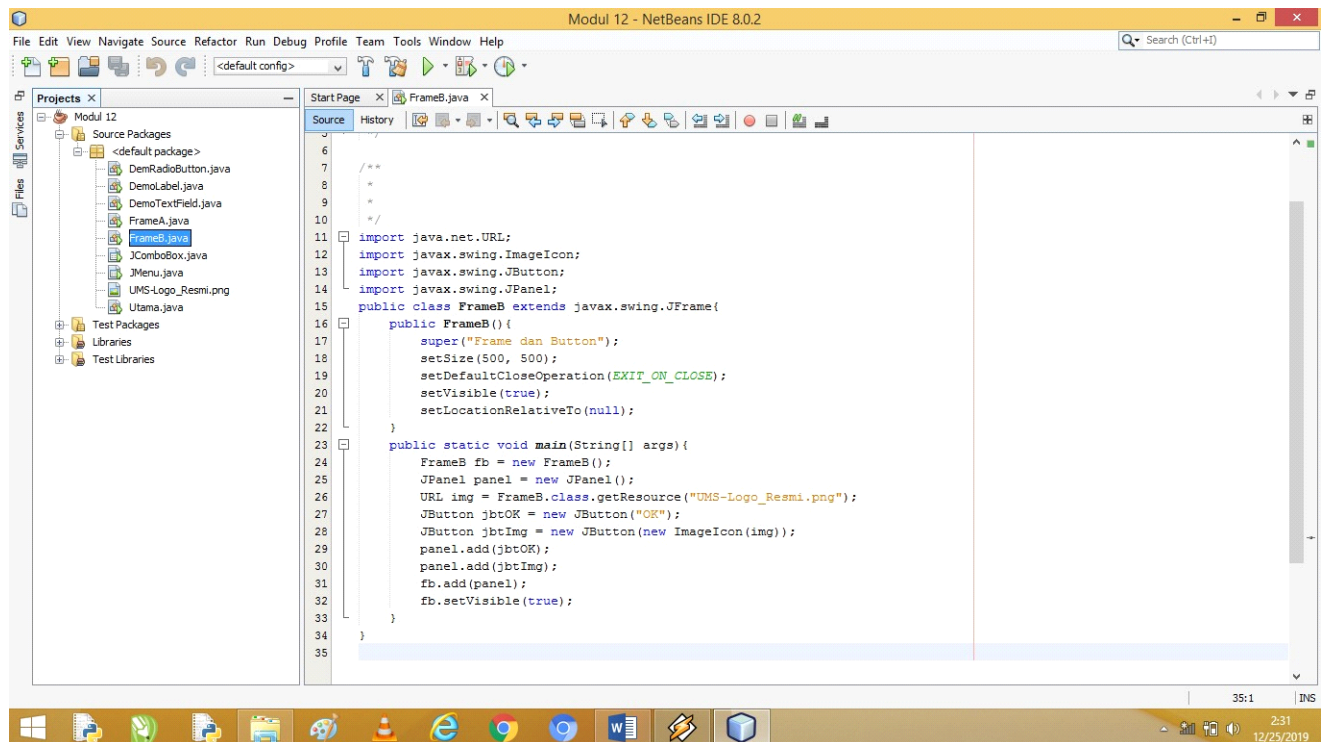
Output



Konstruktor	Keterangan
<code>JButton()</code>	Membuat <code>JButton</code> tanpa teks maupun icon.
<code>JButton(String teks)</code>	Membuat <code>JButton</code> dengan teks.
<code>JButton(Icon icon)</code>	Membuat <code>JButton</code> dengan icon.
<code>JButton(String teks, Icon icon)</code>	Membuat <code>JButton</code> dengan teks dan icon.

Container

Class FrameB



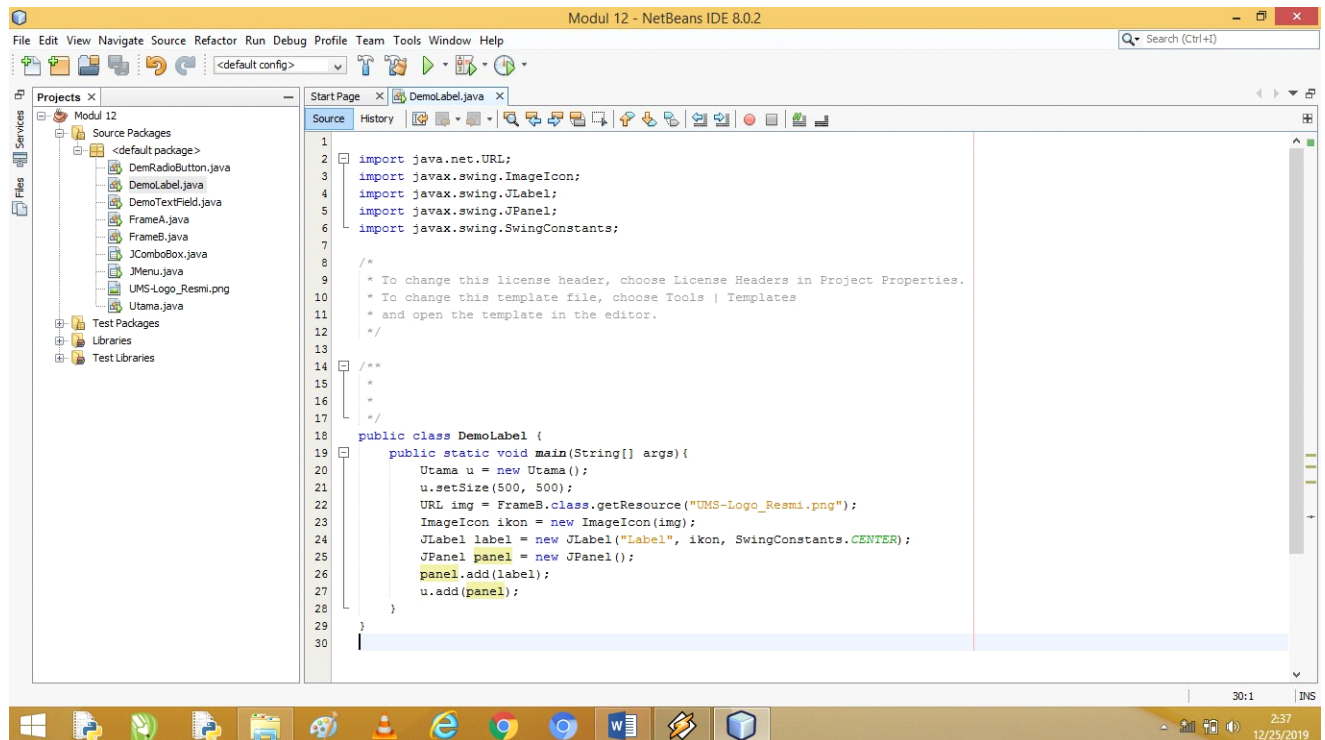
Output



Konstruktor	Keterangan
JLabel(String teks)	Label dengan teks.
JLabel(String teks, int i)	Label dengan teks dan alignment (perataan). Terdapat tiga jenis alignment, yaitu LEFT, CENTER, dan RIGHT.
JLabel(String teks, Icon ic, int i)	Label dengan teks, icon, dan alignment.

Label

Class DemoLabel



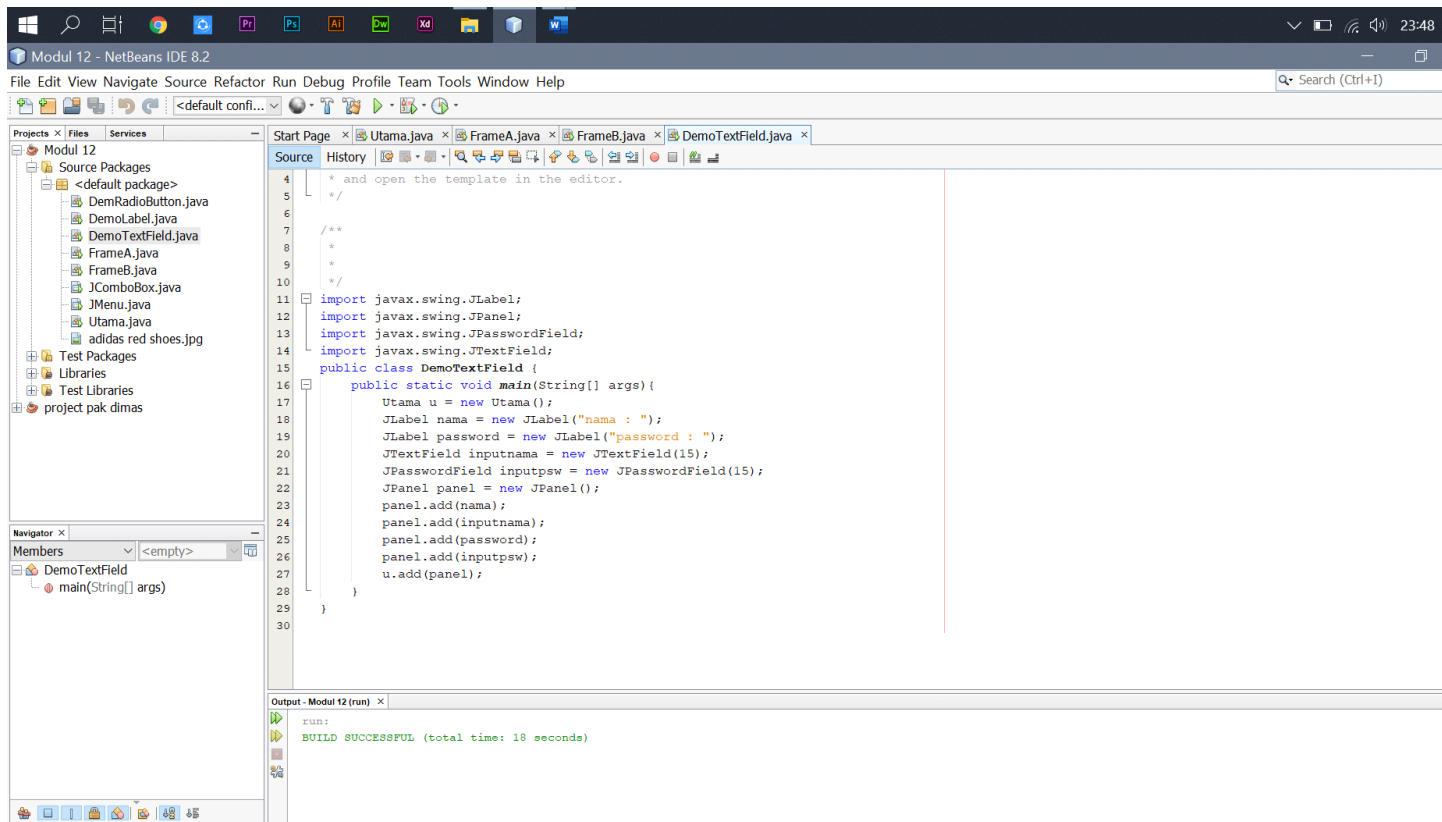
Output



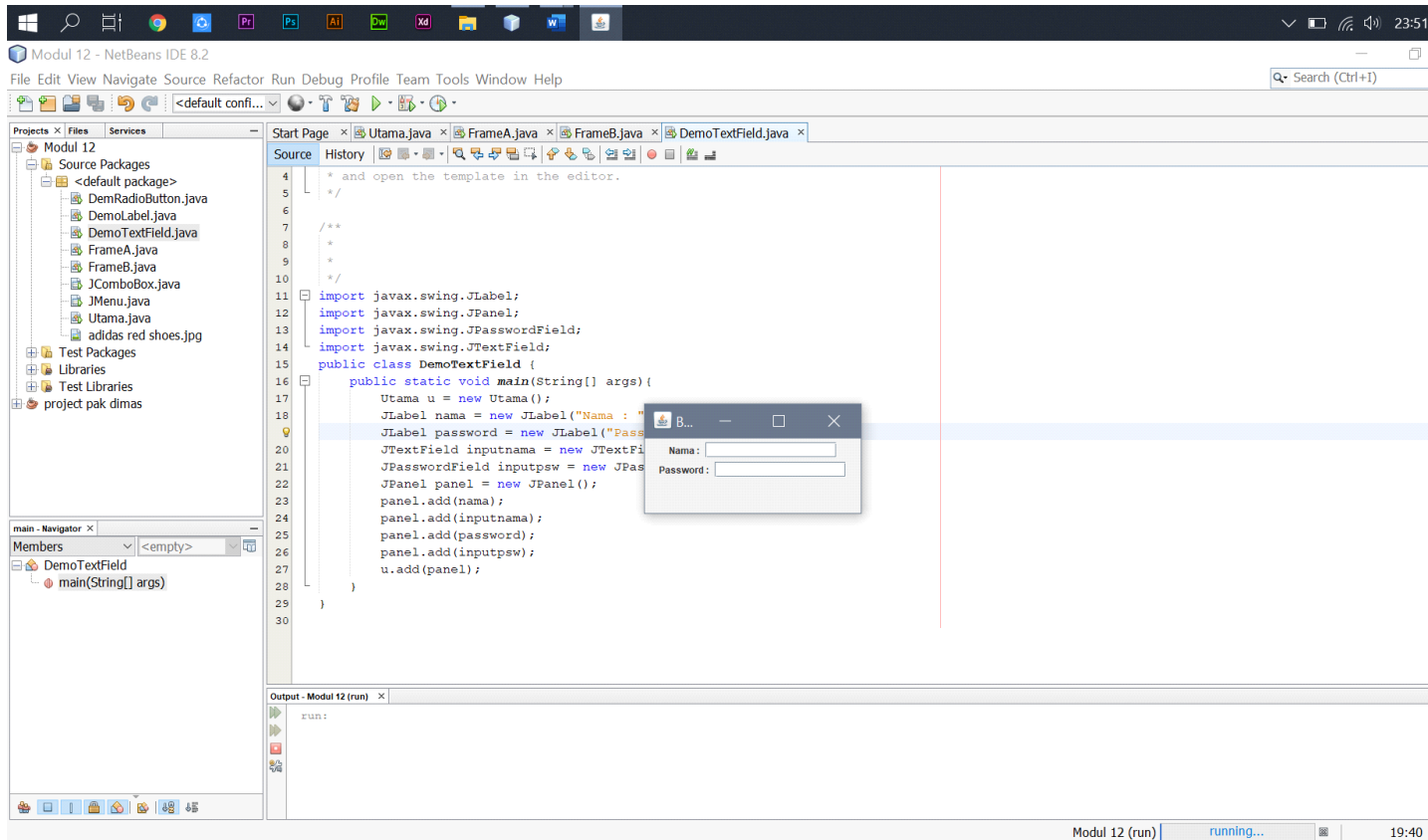
Konstruktor	Keterangan
JLabel(String teks)	Label dengan teks.
JLabel(String teks, int i)	Label dengan teks dan alignment (perataan). Terdapat tiga jenis alignment, yaitu LEFT, CENTER, dan RIGHT.
JLabel(String teks, Icon ic, int i)	Label dengan teks, icon, dan alignment.

TextField dan Password Field

Class DemoTextField



Output



Konstruktor	Penjelasan
<code>JTextField()</code>	Text Field kosong tanpa tulisan.
<code>JTextField(int i)</code>	Text Field dengan panjang yang ditentukan.
<code>JTextField(String i)</code>	Teks Field dengan teks yang sudah ditentukan.
<code>JTextField(String teks, int i)</code>	Teks Field dengan teks dan panjang kolom yang sudah ditentukan

Parameter dalam class <code>JTextField</code>	Penjelasan
String Text	Teks dalam Text Field.
Boolean Editable	Menentukan bisa tidaknya teks dalam Text Field

	untuk diedit.
Int columns	Jumlah kolom pada Text Field.
Int horizontalAlignment	Perataan horizontal pada Text Field.

Radio Button dan CheckBox

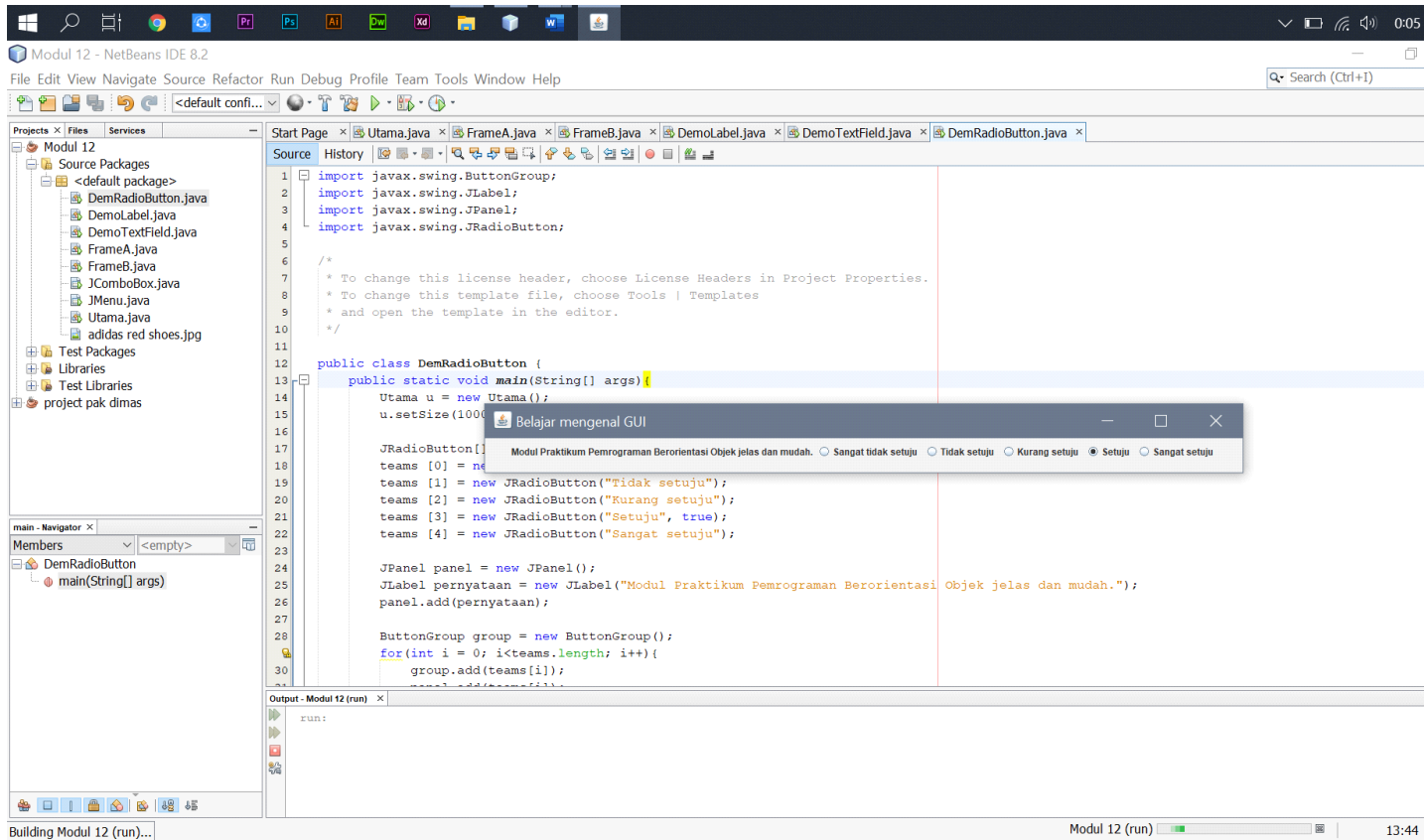
Class DemRadioButton

```

1  import javax.swing.ButtonGroup;
2  import javax.swing.JLabel;
3  import javax.swing.JPanel;
4  import javax.swing.JRadioButton;
5
6  /*
7   * To change this license header, choose License Headers in Project Properties.
8   * To change this template file, choose Tools | Templates
9   * and open the template in the editor.
10  */
11
12  public class DemRadioButton {
13      public static void main(String[] args) {
14          Utama u = new Utama();
15          u.setSize(1000, 100);
16
17          JRadioButton[] teams = new JRadioButton[5];
18          teams[0] = new JRadioButton("Sangat tidak setuju");
19          teams[1] = new JRadioButton("Tidak setuju");
20          teams[2] = new JRadioButton("Kurang setuju");
21          teams[3] = new JRadioButton("Setuju", true);
22          teams[4] = new JRadioButton("Sangat setuju");
23
24          JPanel panel = new JPanel();
25          JLabel pernyataan = new JLabel("Modul Praktikum Pemrograman Berorientasi Objek jelas dan mudah.");
26          panel.add(pernyataan);
27
28          ButtonGroup group = new ButtonGroup();
29          for(int i = 0; i<teams.length; i++){
30              group.add(teams[i]);
31              panel.add(teams[i]);
32          }
33
34          u.add(panel);
35          u.setVisible(true);
36      }
37  }

```

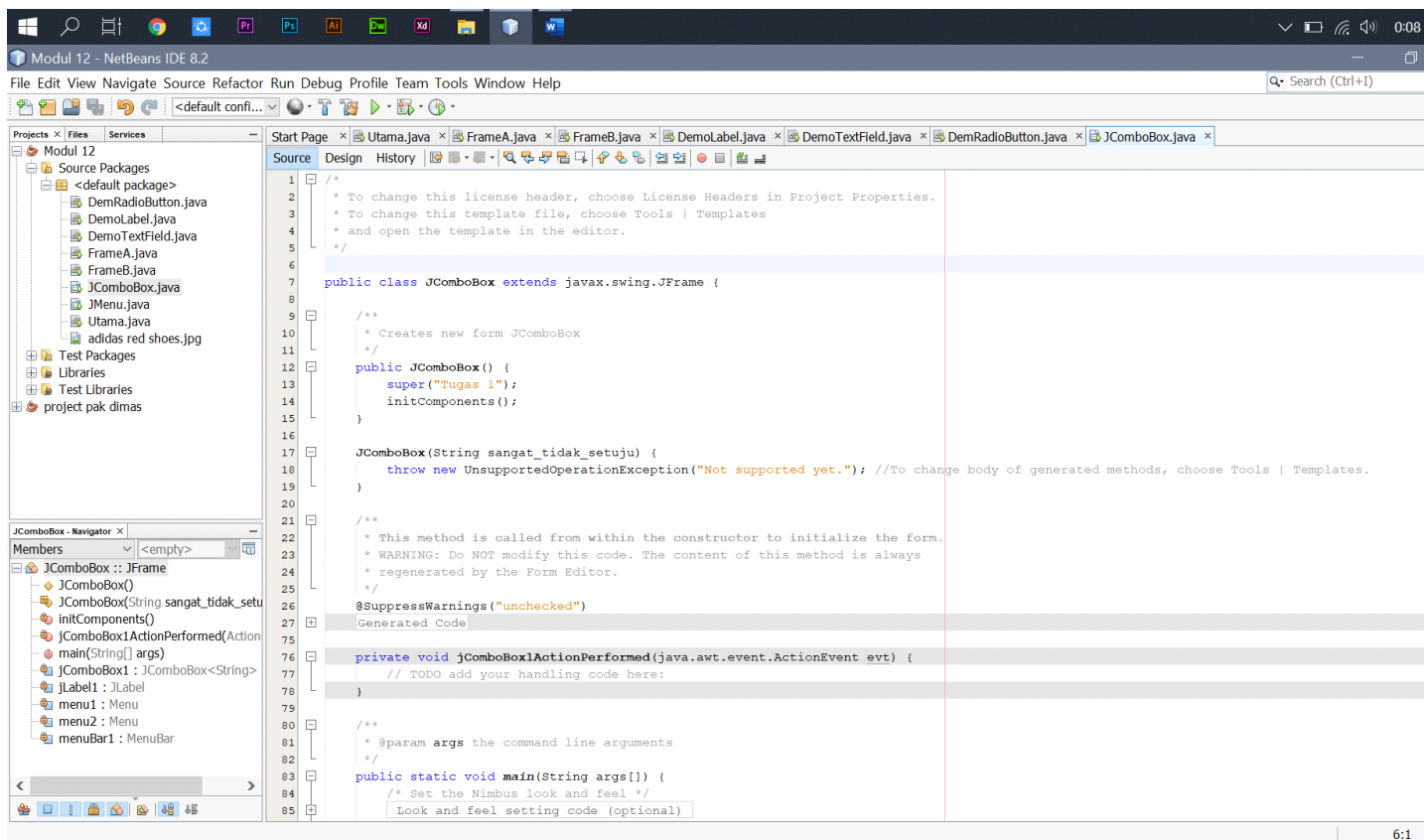
Output



Konstruktor	Penjelasan
JCheckBox(String Teks)	Check box dengan teks yang ditentukan.
JCheckBox(String, Boolean)	Check box dengan teks yang ditentukan, jika kondisi pada parameter kedua true, maka Check box ini akan dipilih.
JCheckBox(icon)	Check box dengan gambar icon.
JCheckBox(icon, Boolean)	Check box dengan gambar icon dan terpilih jika true.
JCheckBox(String, Icon)	Check box dengan tulisan dan gambar icon.
JCheckBox(String, Icon, Boolean)	Check box dengan tulisan dan gambar icon, akan dipilih secara default jika kondisi true.

Tugas

1. Menggunakan class JComboBox untuk membuat program GUI berdasarkan gambar



Modul 12 - NetBeans IDE 8.2

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

Search (Ctrl+I)

Projects Files Services

Modul 12

- Source Packages
 - <default package>
 - DemRadioButton.java
 - DemoLabel.java
 - DemoTextField.java
 - FrameA.java
 - FrameB.java
 - JComboBox.java
 - JMenu.java
 - Utama.java
 - adidas red shoes.jpg
 - Test Packages
 - Libraries
 - Test Libraries
 - project pak dimas

JComboBox - Navigator

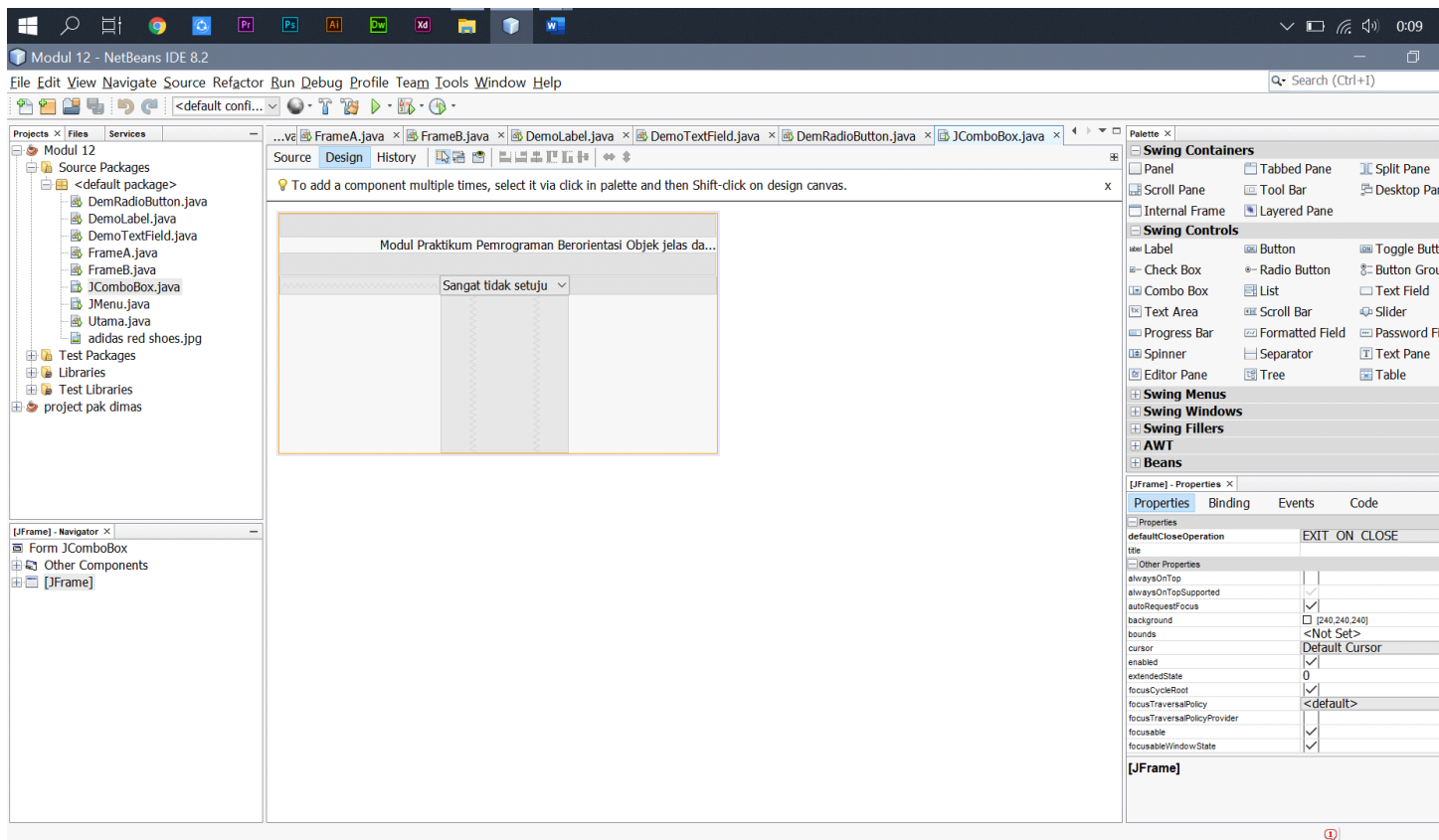
Members

<empty>

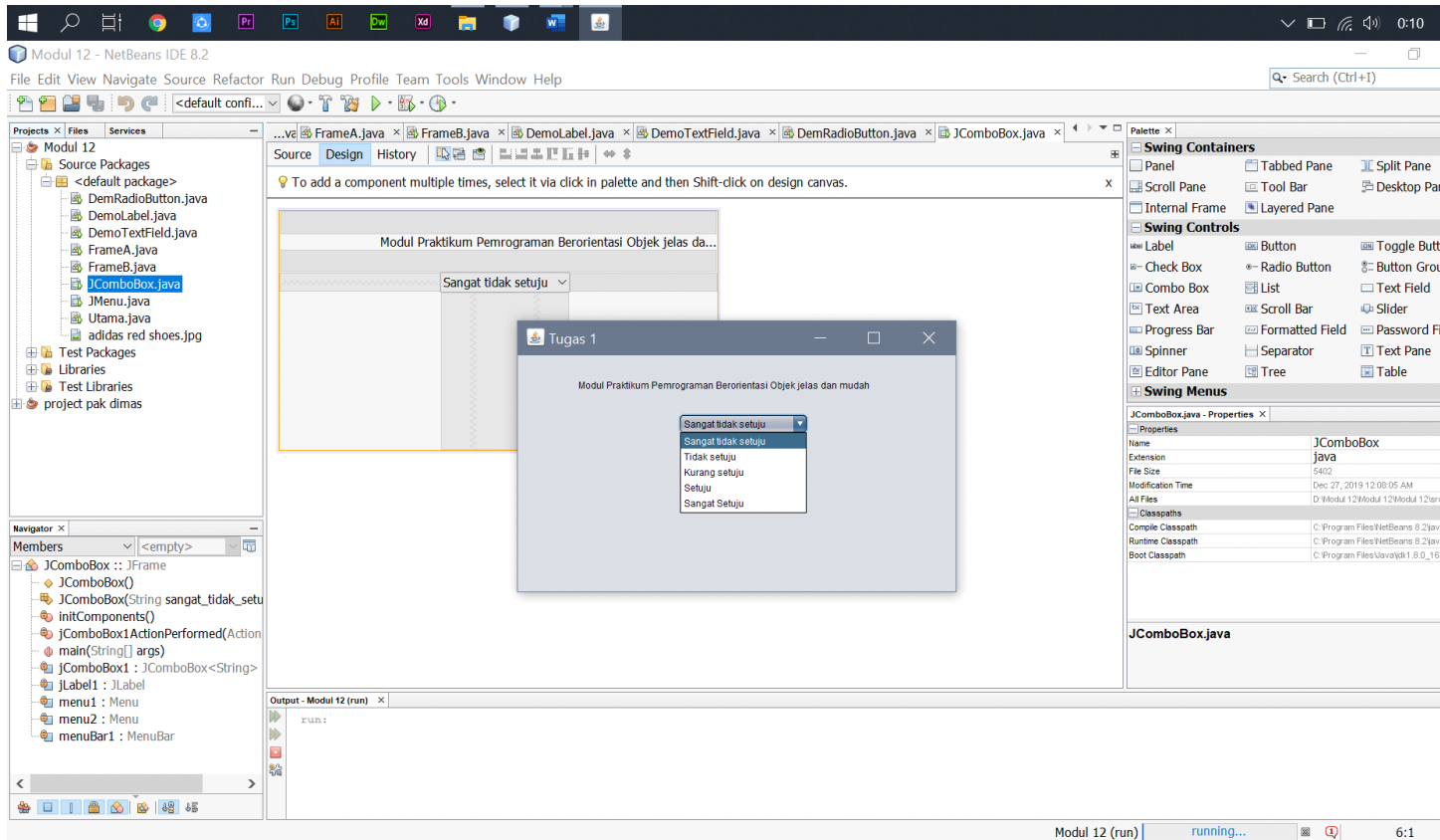
- JComboBox :: JFrame
 - JComboBox()
 - JComboBox(String sangat_tidak_setu)
 - initComponents()
 - jComboBox1ActionPerformed(Action)
 - main(String[] args)
 - jComboBox1 : JComboBox<String>
 - jLabel1 : JLabel
 - menu1 : Menu
 - menu2 : Menu
 - menuBar1 : MenuBar

Source Design History

```
79
80
81  /**
82   * @param args the command line arguments
83   */
84  public static void main(String args[]) {
85      /* Set the Nimbus look and feel */
86      Look and feel setting code (optional)
87
88
89
90
91
92
93
94
95
96
97
98
99
100
101
102
103
104
105
106
107  /* Create and display the form */
108  java.awt.EventQueue.invokeLater(new Runnable() {
109      public void run() {
110          new JComboBox().setVisible(true);
111      }
112  });
113
114
115  // Variables declaration - do not modify
116  private javax.swing.JComboBox<String> jComboBox1;
117  private javax.swing.JLabel jLabel1;
118  private java.awt.Menu menu1;
119  private java.awt.Menu menu2;
120  private java.awt.MenuBar menuBar1;
121  // End of variables declaration
122
123  }
```



Output



2. Membuat program GUI untuk menambah menu. Apabila salah satu menu dipilih maka akan mengubah warna background

NetBeans IDE 8.2

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Projects Files Services

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JMenu - Navigator

Members

- JMenu : JFrame
 - JMenu()
 - initComponents()
 - jMenuItem4ActionPerformed(ActionEvent)
 - jMenuItem5ActionPerformed(ActionEvent)
 - jMenuItem7ActionPerformed(ActionEvent)
 - main(String[] args)
 - JMenu1 : JMenu
 - JMenu2 : JMenu
 - JMenu3 : JMenu
 - JMenuBar1 : JMenuBar
 - JMenuItem1 : JMenuItem
 - JMenuItem2 : JMenuItem

Source Design History

```
1 import java.awt.Color;
2
3
4 /*
5  * To change this license header, choose License Headers in Project Properties.
6  * To change this template file, choose Tools | Templates
7  * and open the template in the editor.
8  */
9
10 public class JMenu extends javax.swing.JFrame {
11
12     /**
13      * Creates new form JMenu
14      */
15     public JMenu() {
16         initComponents();
17     }
18
19     /**
20      * This method is called from within the constructor to initialize the form.
21      * WARNING: Do NOT modify this code. The content of this method is always
22      * regenerated by the Form Editor.
23      */
24     @SuppressWarnings("unchecked")
25     Generated Code
26
27     private void jMenuItem4ActionPerformed(java.awt.event.ActionEvent evt) {
28         // TODO add your handling code here:
29         this.getContentPane().setBackground(Color.red);
30     }
31
32     private void jMenuItem5ActionPerformed(java.awt.event.ActionEvent evt) {
33         // TODO add your handling code here:
34         this.getContentPane().setBackground(Color.yellow);
35     }
36
37     private void jMenuItem7ActionPerformed(java.awt.event.ActionEvent evt) {
38         // TODO add your handling code here:
39     }
40 }
```

8:1

Modul 12 - NetBeans IDE 8.2

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

Search (Ctrl+I)

Projects Files Services

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- Source Packages
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JMenu - Navigator

Members

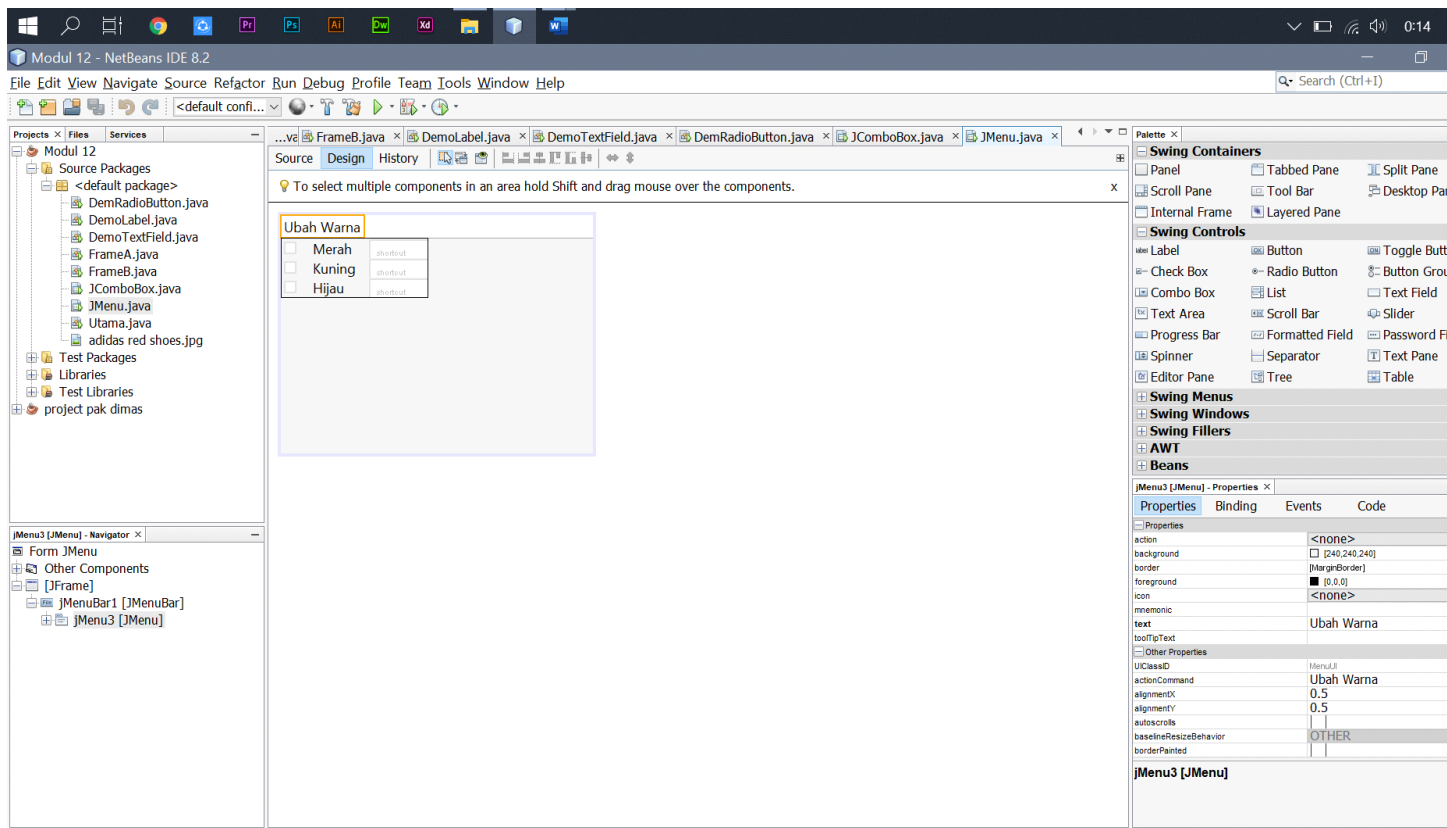
<empty>

JMenu :: JFrame

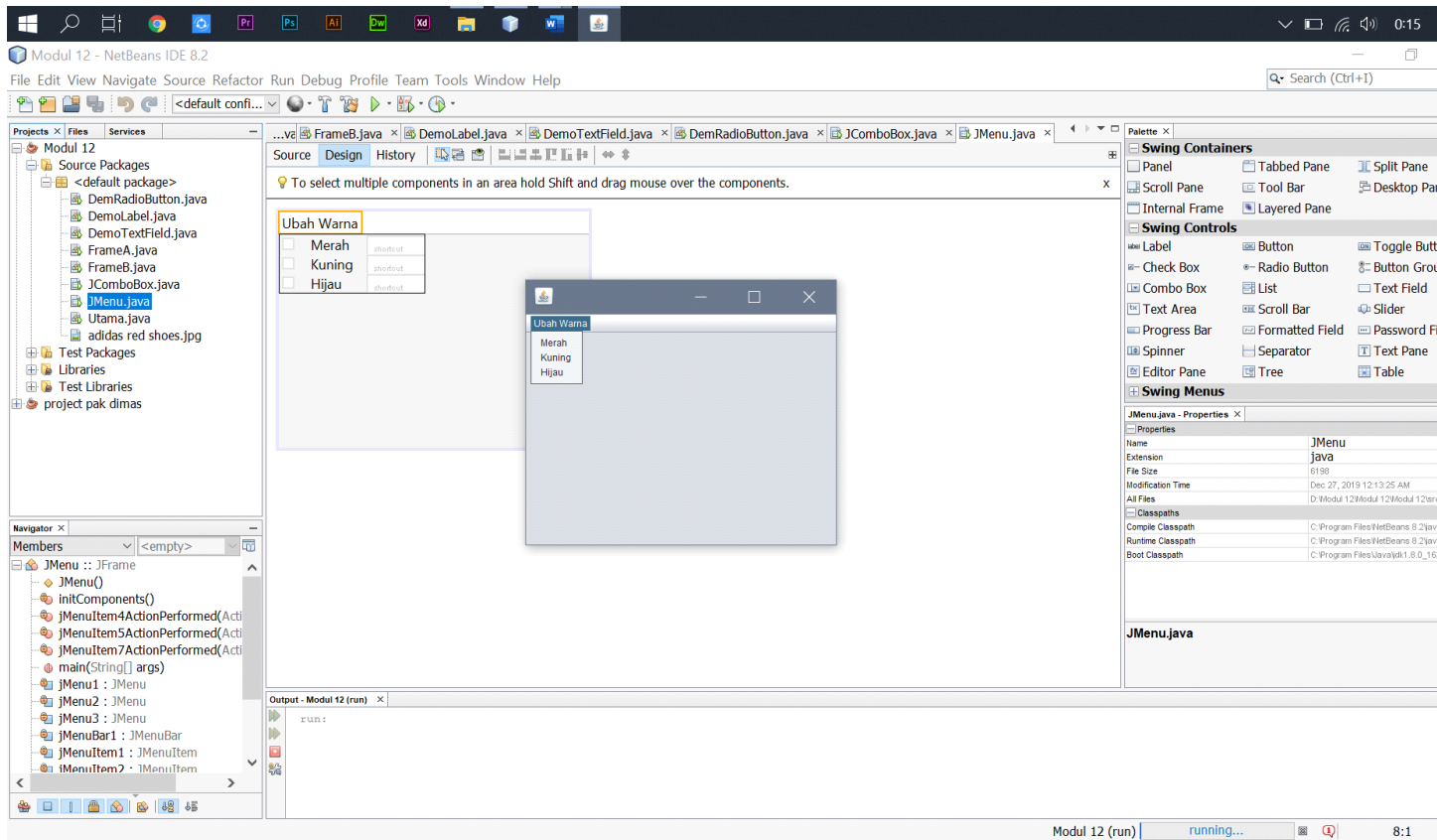
- JMenu()
- initComponents()
- jMenuItem4ActionPerformed(ActionEvent)
- jMenuItem5ActionPerformed(ActionEvent)
- jMenuItem7ActionPerformed(ActionEvent)
- main(String[] args)
- jMenuItem1 : JMenuItem
- jMenuItem2 : JMenuItem
- jMenuItem3 : JMenuItem
- jMenuItemBar1 : JMenuBar
- jMenuItem1 : JMenuItem
- jMenuItem2 : JMenuItem

Source

```
107 // TODO add your handling code here:
108 this.getContentPane().setBackground(Color.green);
109 }
110
111 /**
112  * @param args the command line arguments
113  */
114 public static void main(String args[]) {
115     /* Set the Nimbus look and feel */
116     LookAndFeel.setLookAndFeel(SwingUtilities.getSystemLookAndFeelClassName());
117
118     /* Create and display the form */
119     java.awt.EventQueue.invokeLater(new Runnable() {
120         public void run() {
121             new JMenu().setVisible(true);
122         }
123     });
124 }
125
126 // Variables declaration - do not modify
127 private javax.swing.JMenu jMenuItem1;
128 private javax.swing.JMenu jMenuItem2;
129 private javax.swing.JMenu jMenuItem3;
130 private javax.swing.JMenuBar jMenuItemBar1;
131 private javax.swing.JMenuItem jMenuItem1;
132 private javax.swing.JMenuItem jMenuItem2;
133 private javax.swing.JMenuItem jMenuItem3;
134 private javax.swing.JMenuItem jMenuItem4;
135 private javax.swing.JMenuItem jMenuItem5;
136 private javax.swing.JMenuItem jMenuItem7;
137 private javax.swing.JPopupMenu jMenuItem8;
138
139 // End of variables declaration
140 }
```



Output



Modul 12 - NetBeans IDE 8.2

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Members

JMenu :: JFrame

- JMenu()
- InitComponents()
- JMenuItem4ActionPerformed(Acti
- JMenuItem5ActionPerformed(Acti
- JMenuItem7ActionPerformed(Acti
- main(String[] args)
- JMenu1 : JMenu
- JMenu2 : JMenu
- JMenu3 : JMenu
- JMenuBar1 : JMenuBar
- JMenuItem1 : JMenuItem
- JMenuItem2 : JMenuItem

Source Design History

To select multiple components in an area hold Shift and drag mouse over the components.

Ubah Warna

Merah shortcut

Kuning shortcut

Hijau shortcut

Ubah Warna

Swing Containers

- Panel
- Scroll Pane
- Internal Frame
- Swing Controls
 - Label
 - Check Box
 - Combo Box
 - Text Area
 - Progress Bar
 - Spinner
 - Editor Pane
- Swing Menus

JMenu.java - Properties

Properties	
Name	JMenu
Extension	java
File Size	6198
Modification Time	Dec 27, 2019 12:13:25 AM
All Files	D:\Modul 12\Modul 12\src
Classpaths	
Compile Classpath	C:\Program Files\NetBeans 8.2\jav
Runtime Classpath	C:\Program Files\NetBeans 8.2\jav
Boot Classpath	C:\Program Files\Java\jdk1.8.0_16

JMenu.java

Output - Modul 12 (run)

Modul 12 (run) running... 8:1

