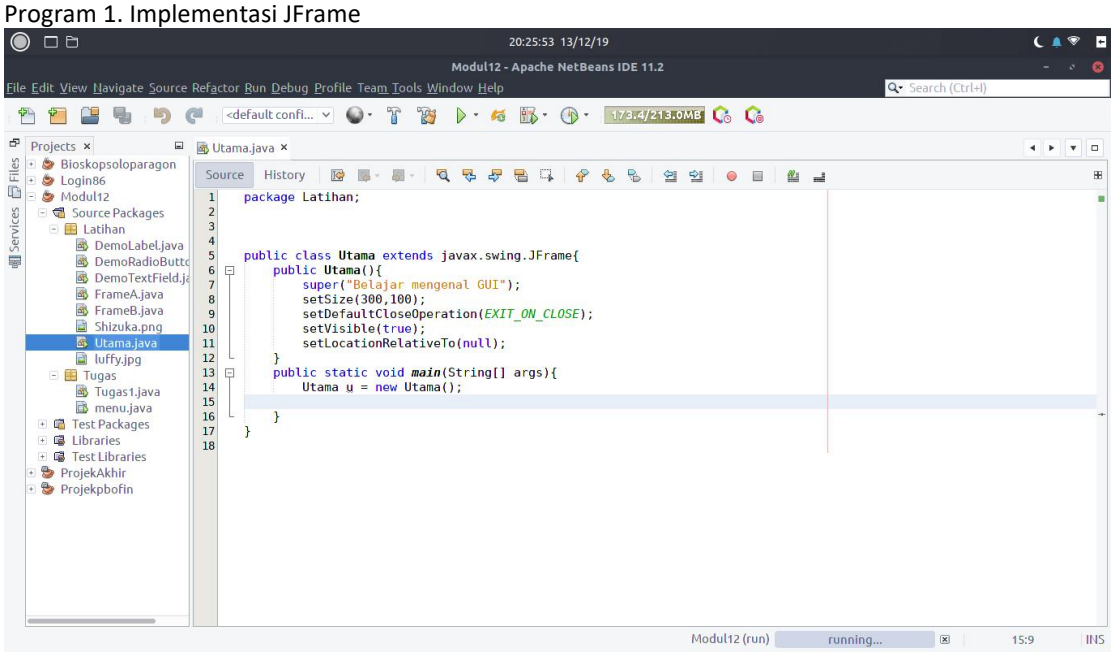
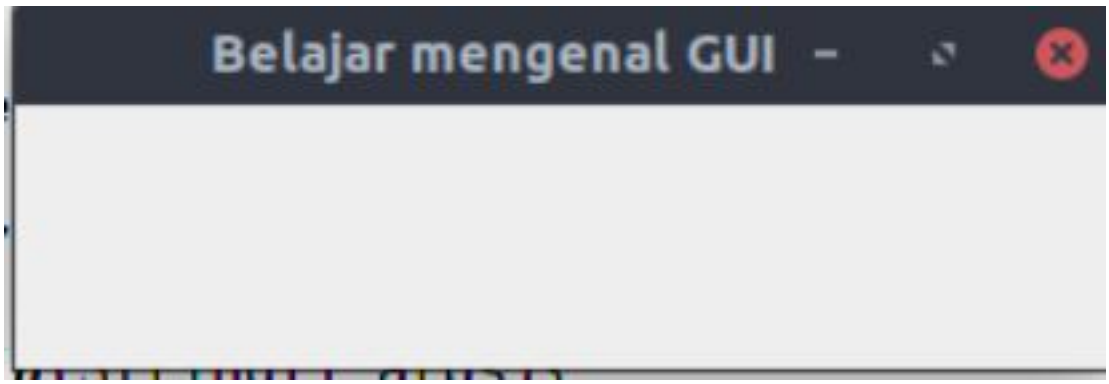
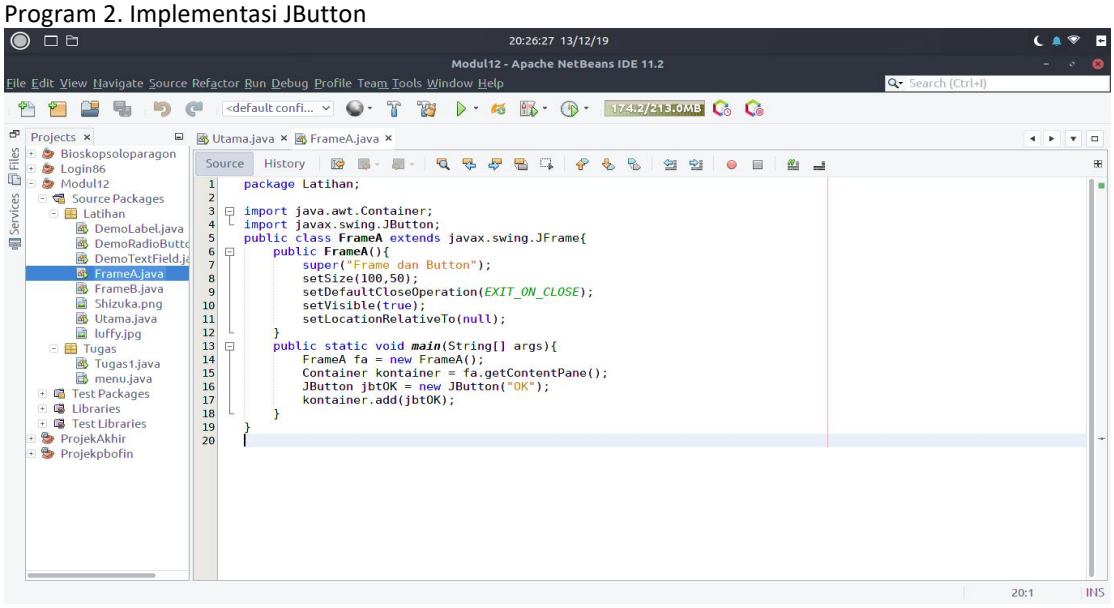
Nama: Muhamad Jainal Arifin
NIM: L200180125

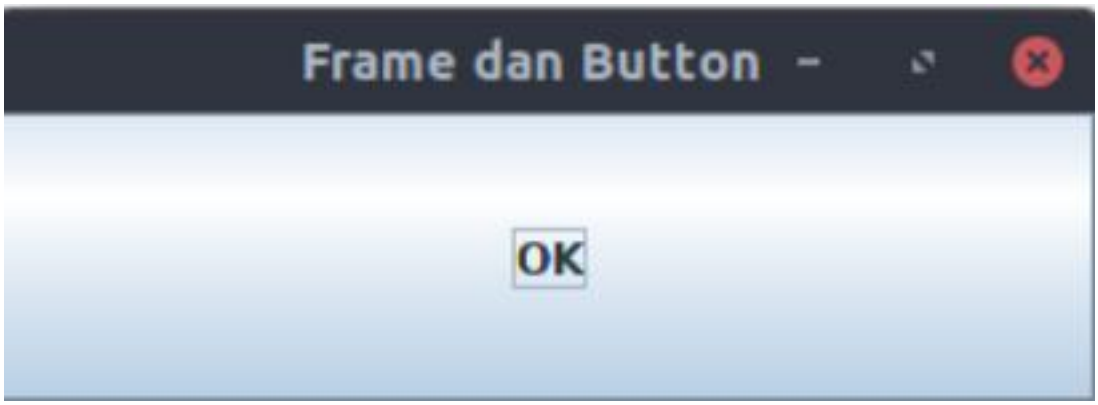
Program 1. Implementasi JFrame



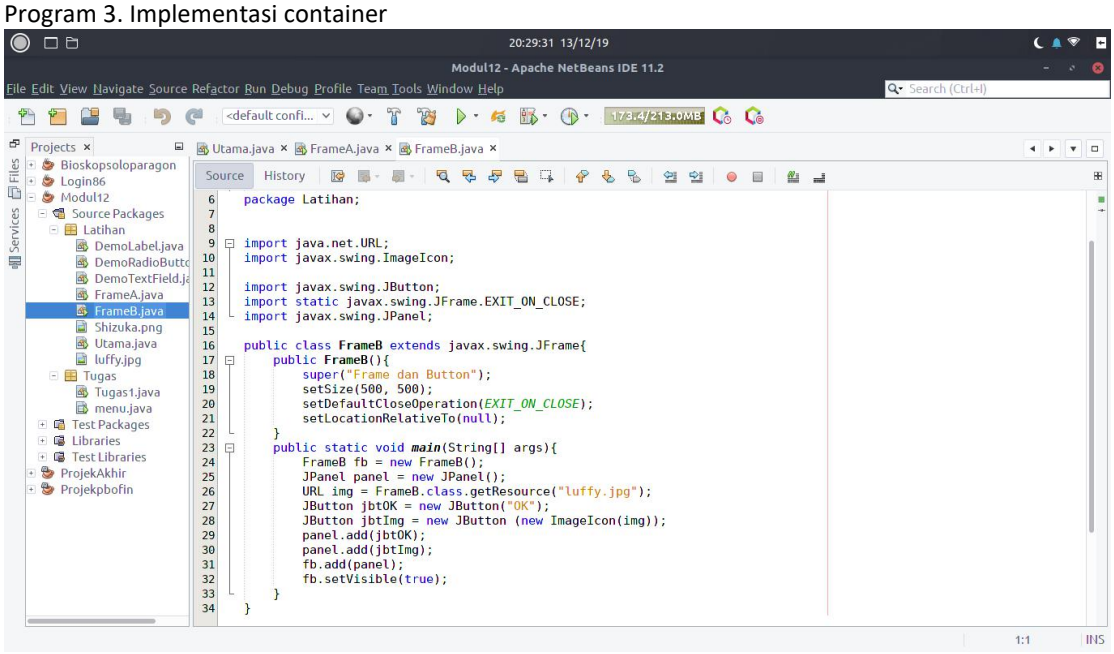


Program 2. Implementasi JButton



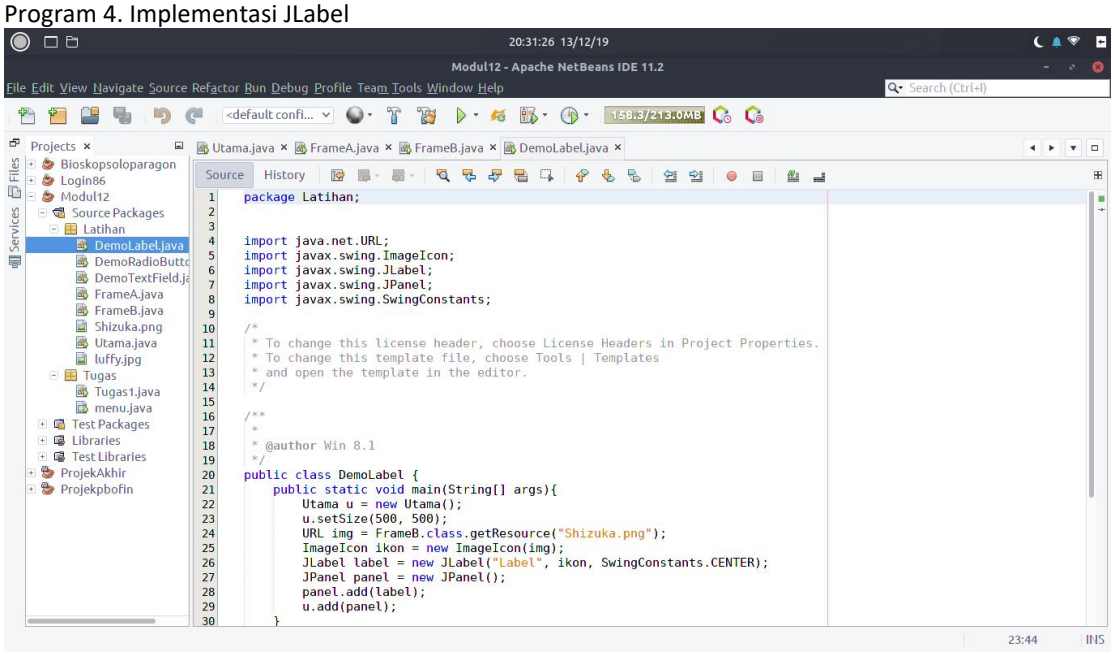


Program 3. Implementasi container



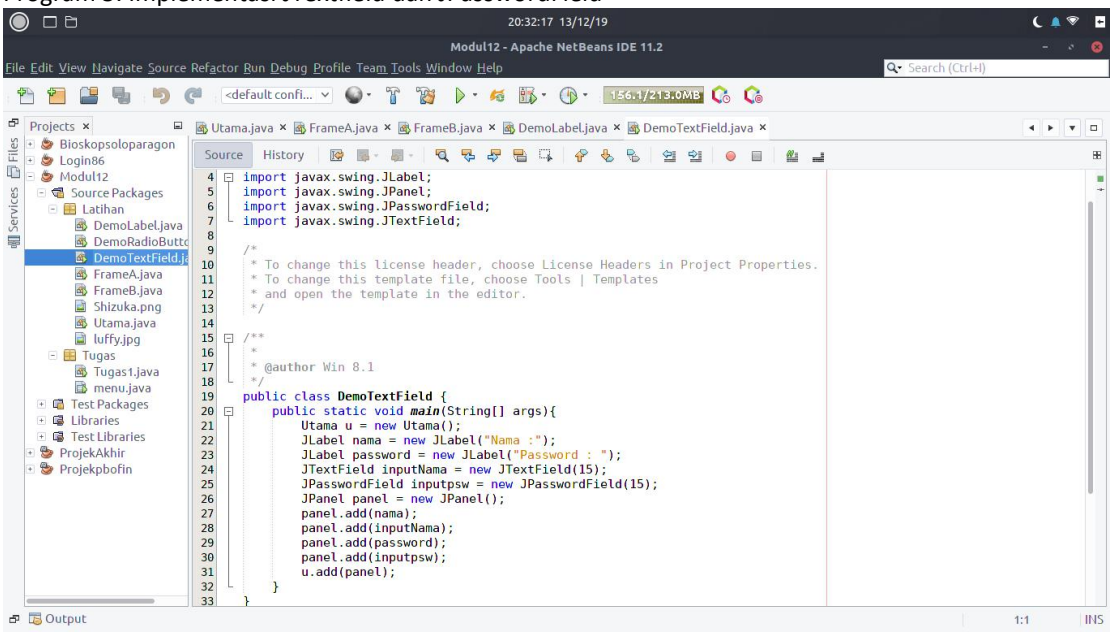

```
package Latihan;


import java.net.URL;
import javax.swing.ImageIcon;

import javax.swing.JButton;
import static javax.swing.JFrame.EXIT_ON_CLOSE;
import javax.swing.JPanel;

public class FrameB extends javax.swing.JFrame{
    public FrameB(){
        super("Frame dan Button");
        setSize(500, 500);
        setDefaultCloseOperation(EXIT_ON_CLOSE);
        setLocationRelativeTo(null);
    }
    public static void main(String[] args){
        FrameB fb = new FrameB();
        JPanel panel = new JPanel();
        URL img = FrameB.class.getResource("luffy.jpg");
        JButton jbtOK = new JButton("OK");
        JButton jbtImg = new JButton (new ImageIcon(img));
        panel.add(jbtOK);
        panel.add(jbtImg);
        fb.add(panel);
        fb.setVisible(true);
    }
}
```

Program 4. Implementasi JLabel



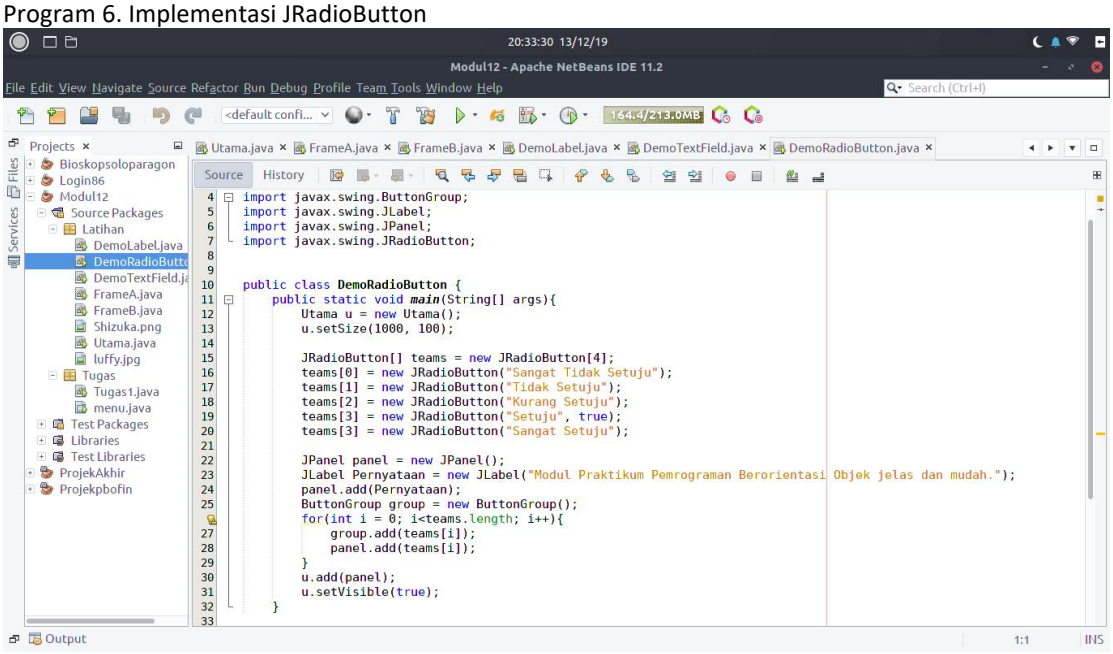

```
package Latihan;


import java.net.URL;
import javax.swing.ImageIcon;
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.SwingConstants;

/*
 * 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 Win 8.1
 */
public class DemoLabel {
    public static void main(String[] args){
        Utama u = new Utama();
        u.setSize(500, 500);
        URL img = FrameB.class.getResource("Shizuka.png");
        ImageIcon ikon = new ImageIcon(img);
        JLabel label = new JLabel("Label", ikon, SwingConstants.CENTER);
        JPanel panel = new JPanel();
        panel.add(label);
        u.add(panel);
    }
```

Program 5. Implementasi JTextfield dan JPasswordField

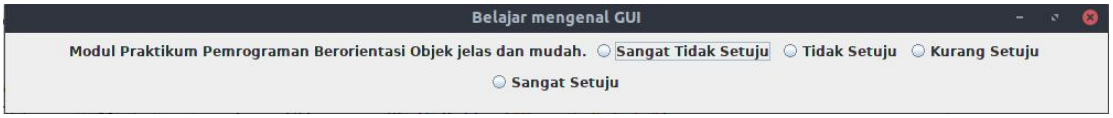



```
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.JPasswordField;
import javax.swing.JTextField;

/*
 * 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 Win 8.1
 */
public class DemoTextField {
    public static void main(String[] args){
        Utama u = new Utama();
        JLabel nama = new JLabel("Nama :");
        JLabel password = new JLabel("Password : ");
        JTextField inputNama = new JTextField(15);
        JPasswordField inputpsw = new JPasswordField(15);
        JPanel panel = new JPanel();
        panel.add(nama);
        panel.add(inputNama);
        panel.add(password);
        panel.add(inputpsw);
        u.add(panel);
    }
}
```

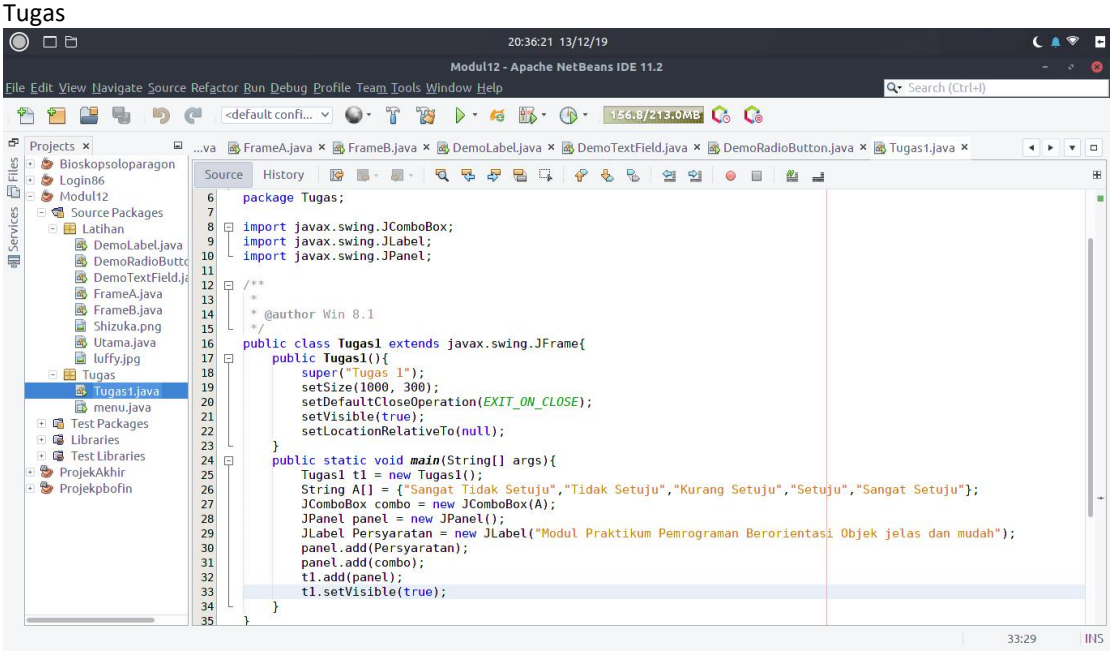
Program 6. Implementasi JRadioButton




```
import javax.swing.ButtonGroup;
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.JRadioButton;


public class DemoRadioButton {
    public static void main(String[] args){
        Utama u = new Utama();
        u.setSize(1000, 100);

        JRadioButton[] teams = new JRadioButton[4];
        teams[0] = new JRadioButton("Sangat Tidak Setuju");
        teams[1] = new JRadioButton("Tidak Setuju");
        teams[2] = new JRadioButton("Kurang Setuju");
        teams[3] = new JRadioButton("Setuju", true);
        teams[3] = new JRadioButton("Sangat Setuju");

        JPanel panel = new JPanel();
        JLabel Pernyataan = new JLabel("Modul Praktikum Pemrograman Berorientasi Objek jelas dan mudah.");
        panel.add(Pernyataan);
        ButtonGroup group = new ButtonGroup();
        for(int i = 0; i<teams.length; i++){
            group.add(teams[i]);
            panel.add(teams[i]);
        }
        u.add(panel);
        u.setVisible(true);
    }
```


Belajar mengenal GUI
Modul Praktikum Pemrograman Berorientasi Objek jelas dan mudah.
Sangat Tidak Setuju
Tidak Setuju
Kurang Setuju
Sangat Setuju

Tugas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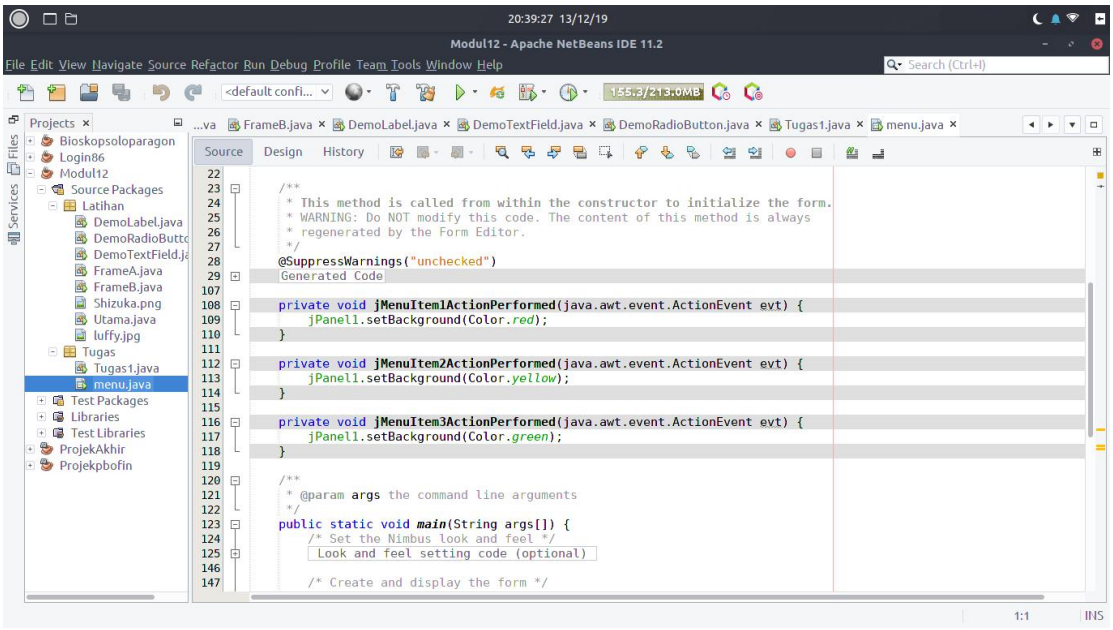
Modul12 - Apache NetBeans IDE 11.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Search (Ctrl+I)
Projects
Bioskopsoloparagon
Login86
Modul12
Source Packages
Latihan
DemoLabel.java
DemoRadioButtc
DemoTextField.ja
FrameA.java
FrameB.java
Shizuka.png
Utama.java
luffy.jpg
Tugas
Tugas1.java
menu.java
Test Packages
Libraries
Test Libraries
ProjekAkhir
Projekpbofin
...va FrameA.java FrameB.java DemoLabel.java DemoTextField.java DemoRadioButton.java Tugas1.java
Source History
package Tugas;
import javax.swing.JComboBox;
import javax.swing.JLabel;
import javax.swing.JPanel;
/**
*
* @author Win 8.1
*/
public class Tugas1 extends javax.swing.JFrame{
public Tugas1(){
super("Tugas 1");
setSize(1000, 300);
setDefaultCloseOperation(EXIT_ON_CLOSE);
setVisible(true);
setLocationRelativeTo(null);
}
public static void main(String[] args){
Tugas1 t1 = new Tugas1();
String A[] = {"Sangat Tidak Setuju","Tidak Setuju","Kurang Setuju","Setuju","Sangat Setuju"};
JComboBox combo = new JComboBox(A);
JPanel panel = new JPanel();
JLabel Persyaratan = new JLabel("Modul Praktikum Pemrograman Berorientasi Objek jelas dan mudah");
panel.add(Persyaratan);
panel.add(combo);
t1.add(panel);
t1.setVisible(true);
}
}
33:29
INS


20:39:27 13/12/19
Modul12 - Apache NetBeans IDE 11.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Search (Ctrl+I)
Projects
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Utama.java
luffy.jpg
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Tugas1.java
menu.java
Test Packages
Libraries
Test Libraries
ProjekAkhir
Projekpbofin
...va FrameB.java DemoLabel.java DemoTextField.java DemoRadioButton.java Tugas1.java menu.java
Source Design History
/**
* This method is called from within the constructor to initialize the form.
* WARNING: Do NOT modify this code. The content of this method is always
* regenerated by the Form Editor.
*/
@SuppressWarnings("unchecked")
Generated Code
private void jMenuItem1ActionPerformed(java.awt.event.ActionEvent evt) {
jPanel1.setBackground(Color.red);
}
private void jMenuItem2ActionPerformed(java.awt.event.ActionEvent evt) {
jPanel1.setBackground(Color.yellow);
}
private void jMenuItem3ActionPerformed(java.awt.event.ActionEvent evt) {
jPanel1.setBackground(Color.green);
}
/**
* @param args the command line arguments
*/
public static void main(String args[]) {
/* Set the Nimbus look and feel */
Look and feel setting code (optional)
/* Create and display the form */
1:1
INS