

Modul 12

NIM : L200180132

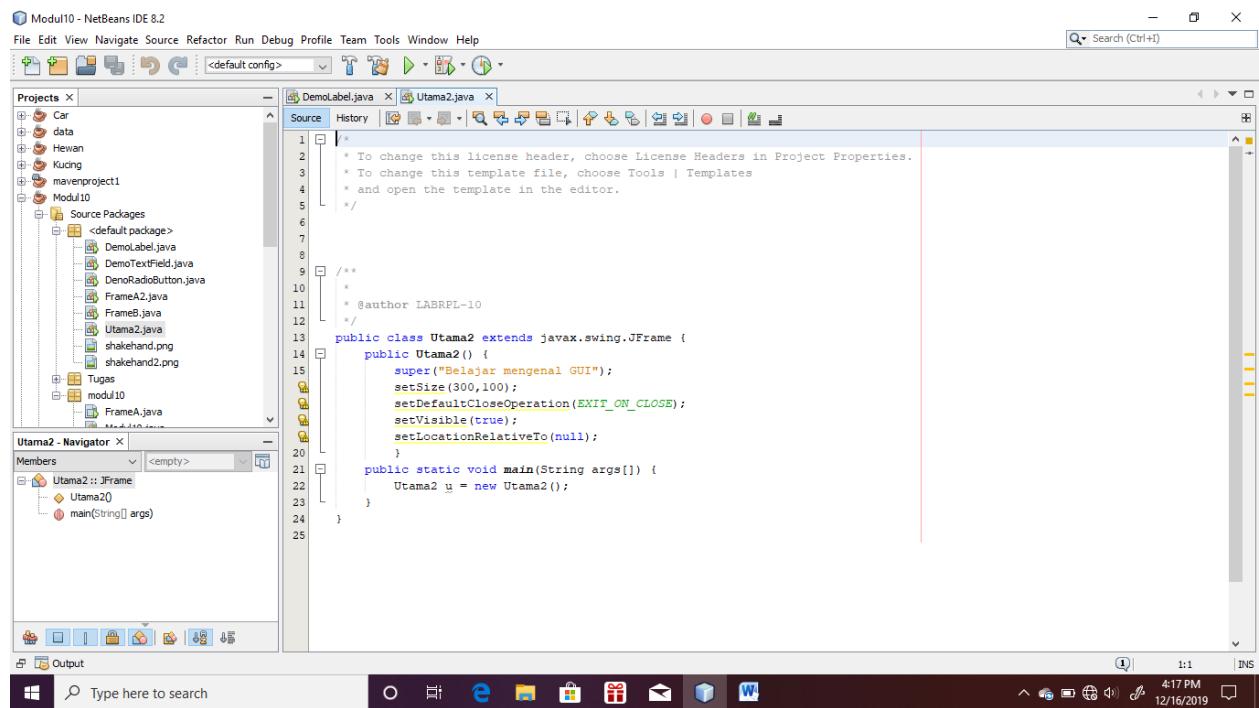
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Reza

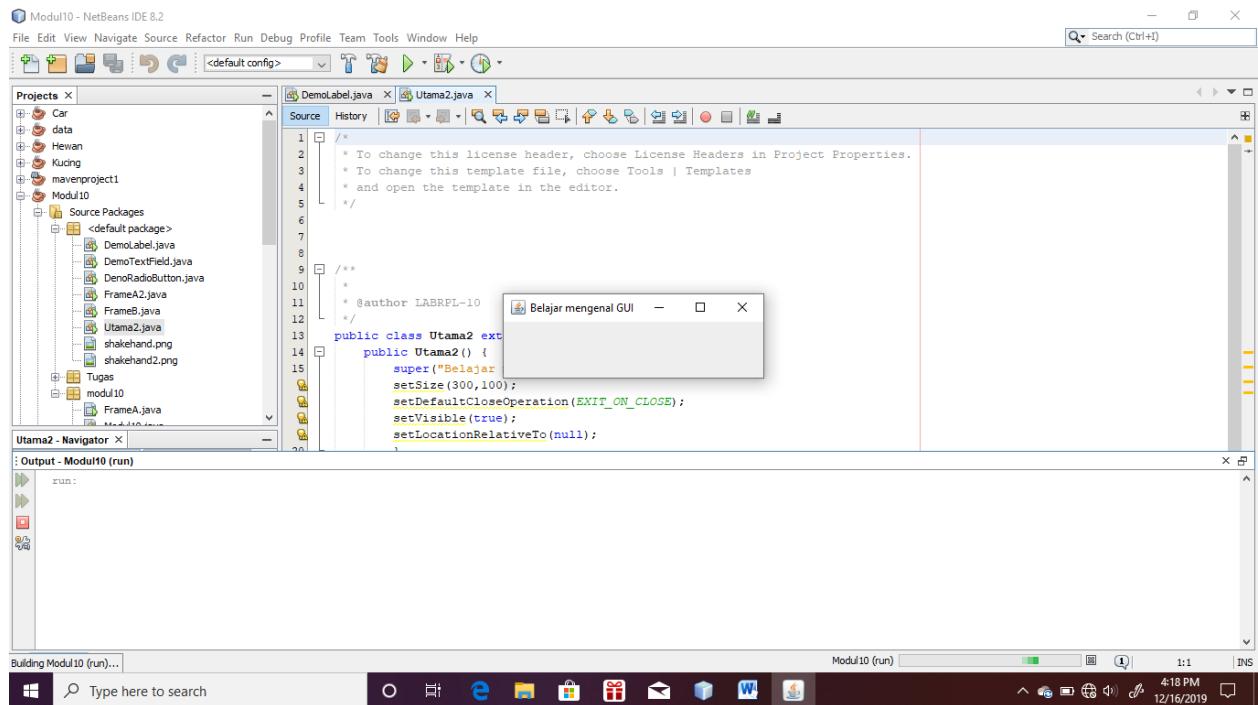
Tanggal Praktikum : 11 Desember 2019

12.5.Latihan

12.5.1. Frame



```
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 LABRPL-10
10 */
11
12 public class Utama2 extends javax.swing.JFrame {
13     public Utama2() {
14         super("Belajar mengenal GUI");
15         setSize(300,100);
16         setDefaultCloseOperation(EXIT_ON_CLOSE);
17         setVisible(true);
18         setLocationRelativeTo(null);
19     }
20     public static void main(String args[]) {
21         Utama2 u = new Utama2();
22     }
23 }
24
25
```



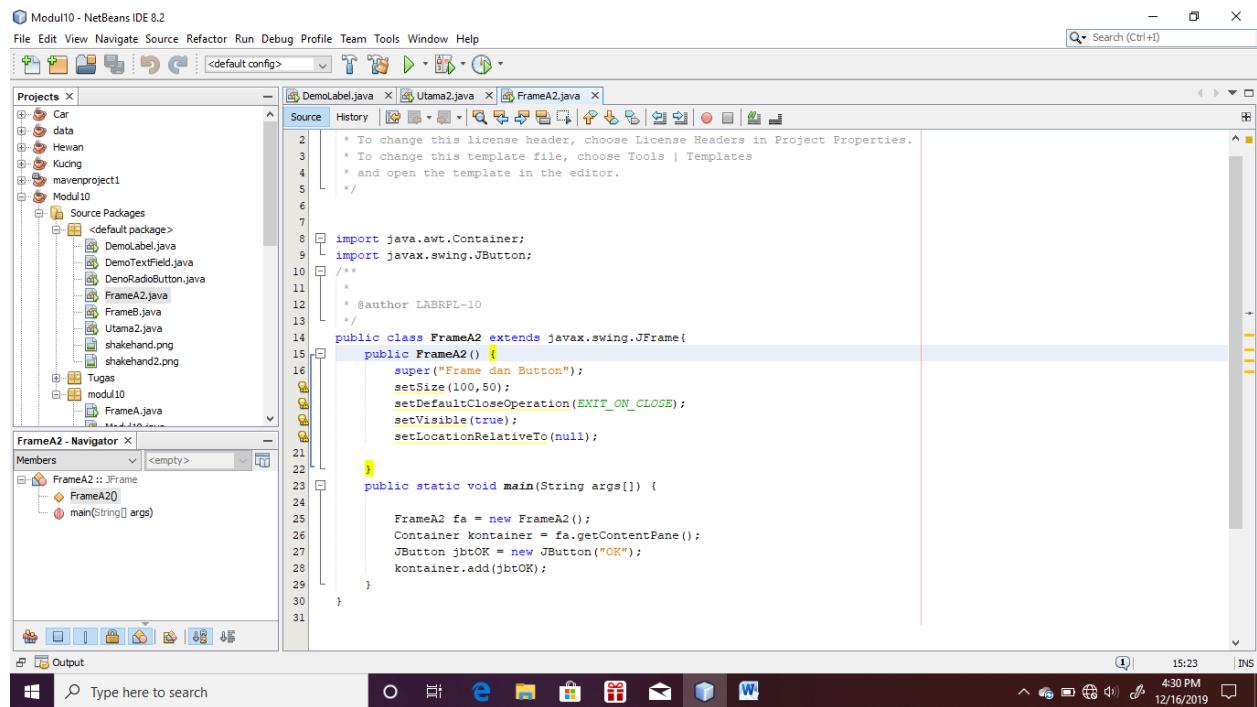
Program 1. Implementasi JFrame

- Jalankan dan perlihatkan hasil program saudara!
- Lengkapi pengertian implementasi class JFrame pada tabel berikut ini!

Konstruktur	Keterangan
JFrame()	Konstruktor JFrame tanpa parameter / konstruktor standar tanpa judul
JFrame(String Judul)	Konstruktor JFrame dengan parameter utk judul

Metode	Keterangan
void setSize(int lebar, int tinggi)	method utk mengatur ukuran yg di perlukan
void setLocation(int x, int y)	method utk mengatur lokasi ... output
void setVisible(Boolean)	mengatur output agar dapat ditampilkan
void setLocationRelativeTo(Component)	agar JFrame berada di tengah

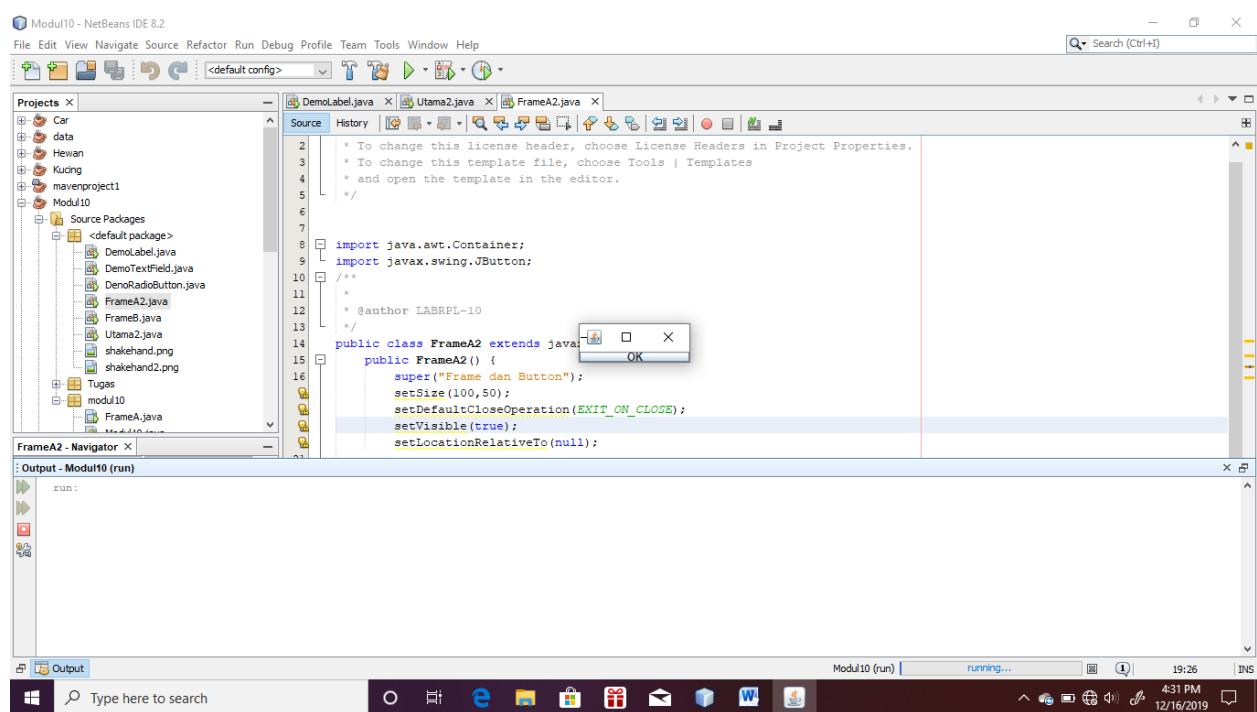
12.5.2. Button



The screenshot shows the NetBeans IDE 8.2 interface. The top menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, and Help. The title bar says "Modul10 - NetBeans IDE 8.2". The main window has tabs for "Source", "History", and "Output". The "Source" tab is active, displaying the following Java code:

```
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 import java.awt.Container;
9 import javax.swing.JButton;
10 /**
11 *
12 * @author LABRPL-10
13 */
14 public class FrameA2 extends javax.swing.JFrame{
15     public FrameA2() {
16         super("Frame dan Button");
17         setSize(100,50);
18         setDefaultCloseOperation(EXIT_ON_CLOSE);
19         setVisible(true);
20         setLocationRelativeTo(null);
21     }
22
23     public static void main(String args[]) {
24
25         FrameA2 fa = new FrameA2();
26         Container kontainer = fa.getContentPane();
27         JButton jbtOK = new JButton("OK");
28         kontainer.add(jbtOK);
29     }
30
31 }
```

The "Projects" panel on the left lists various Java files and resources. The "FrameA2 - Navigator" panel shows the members of the FrameA2 class. The "Output" panel at the bottom is empty.



This screenshot shows the same NetBeans IDE 8.2 environment as the previous one, but with a modal dialog box overlaid on the code editor. The dialog has a title bar with "OK" and "Cancel" buttons, and a message area that is currently empty. The Java code in FrameA2.java remains the same as in the first screenshot.

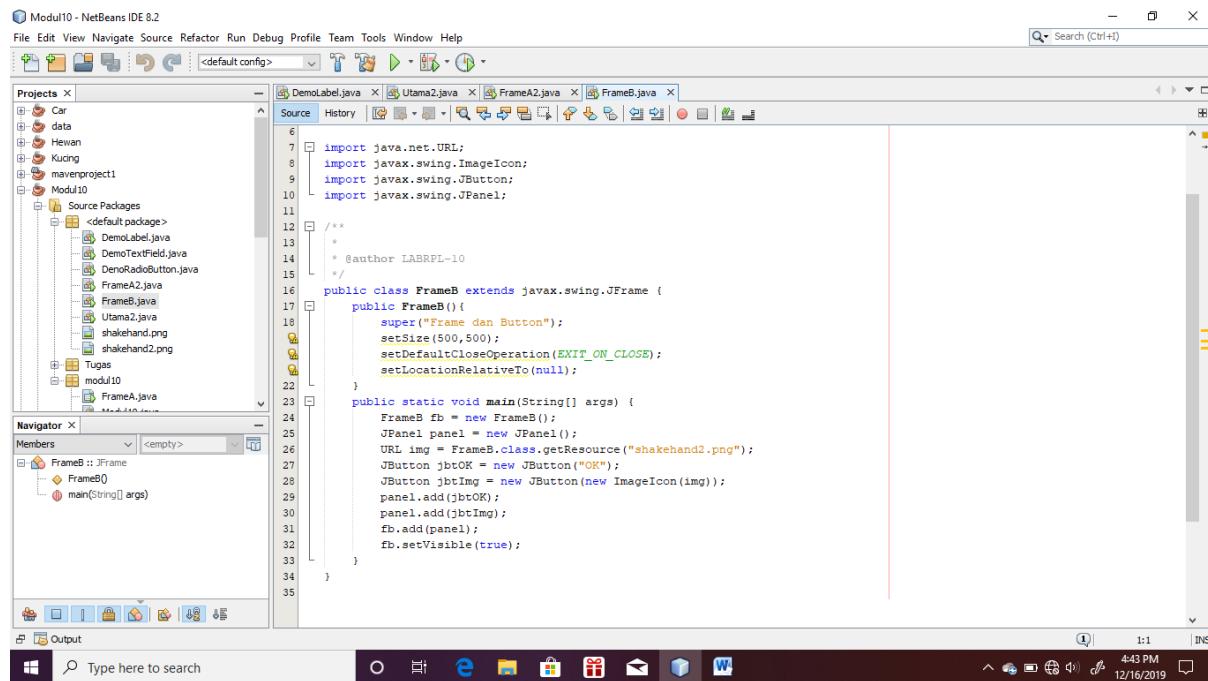
- a. Jalankan dan perlihatkan hasil program saudara!
- b. Lengkapi pengertian implementasi class JButton pada tabel berikut ini!

Konstruktor	Keterangan
JButton()	konstruktor button tanpa parameter
JButton(String teks)	konstruktor button dengan parameter string teks
JButton(Icon icon)	..Mengkonstruksi objek button dengan ikon
JButton(String teks, Icon icon)	..mengkonstruksi objek button dengan teks dan ikon

12.5.3. Container

JFrame dapat diisi dengan komponen-komponen GUI setelah diletakkan container. Container adalah komponen khusus yang

12.5.3. Container



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

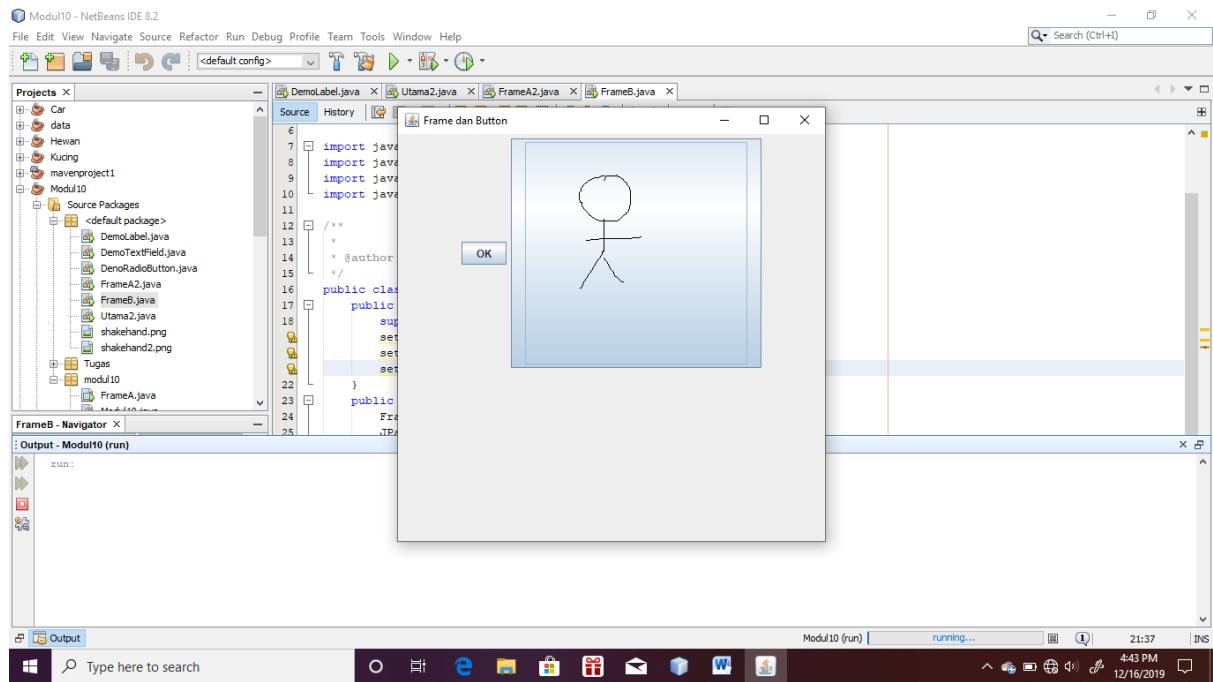
- Title Bar:** Modul10 - NetBeans IDE 8.2
- Menu Bar:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Toolbar:** Standard NetBeans toolbar.
- Project Explorer (Projects X):**
 - Modul10 project
 - Source Packages folder containing:
 - <default package>
 - DemoLabel.java
 - DemoTextField.java
 - DemoRadioButton.java
 - FrameA2.java
 - FrameB.java
 - Utama2.java
 - shakehand.png
 - shakehand2.png
 - Tugas folder
 - modul10 folder
 - FrameA.java
- Code Editor:** Displays the FrameB.java code. The code creates a JFrame window with a JPanel containing a JButton labeled "OK".
- Navigator:** Shows the members of the FrameB class, including the main method.
- Output:** Shows the command line interface for running the application.
- System Tray:** Shows the date and time (12/16/2019, 4:43 PM).

```

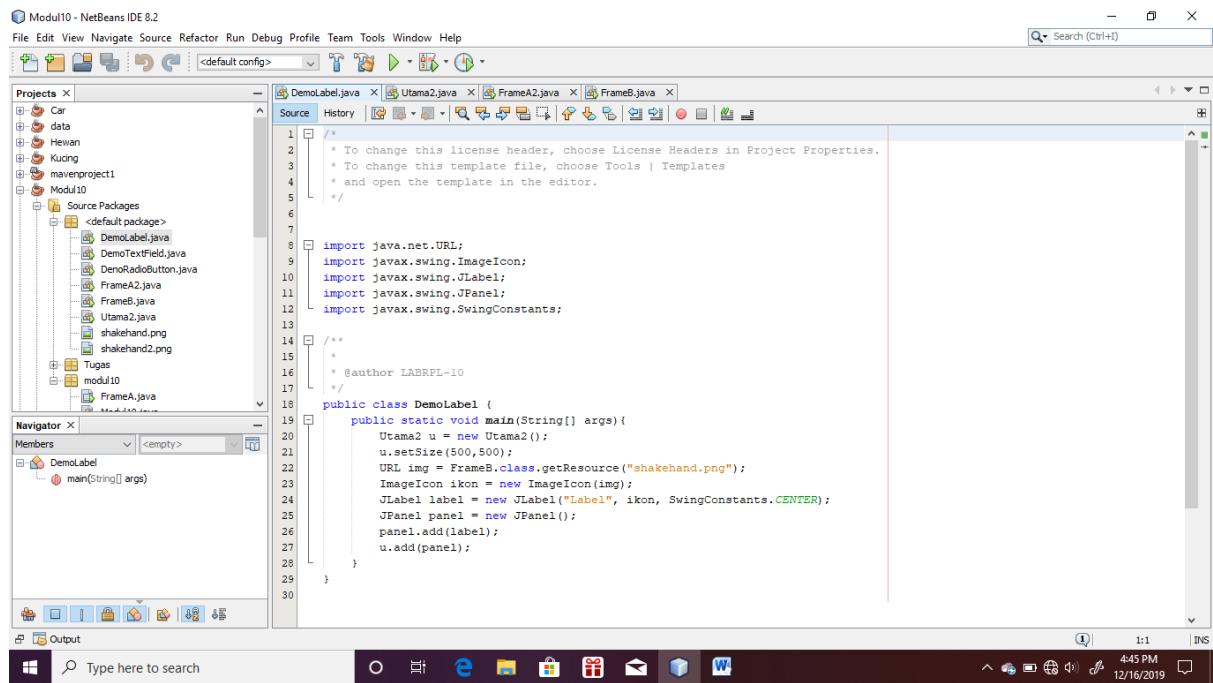
import java.net.URL;
import javax.swing.ImageIcon;
import javax.swing.JButton;
import javax.swing.JPanel;

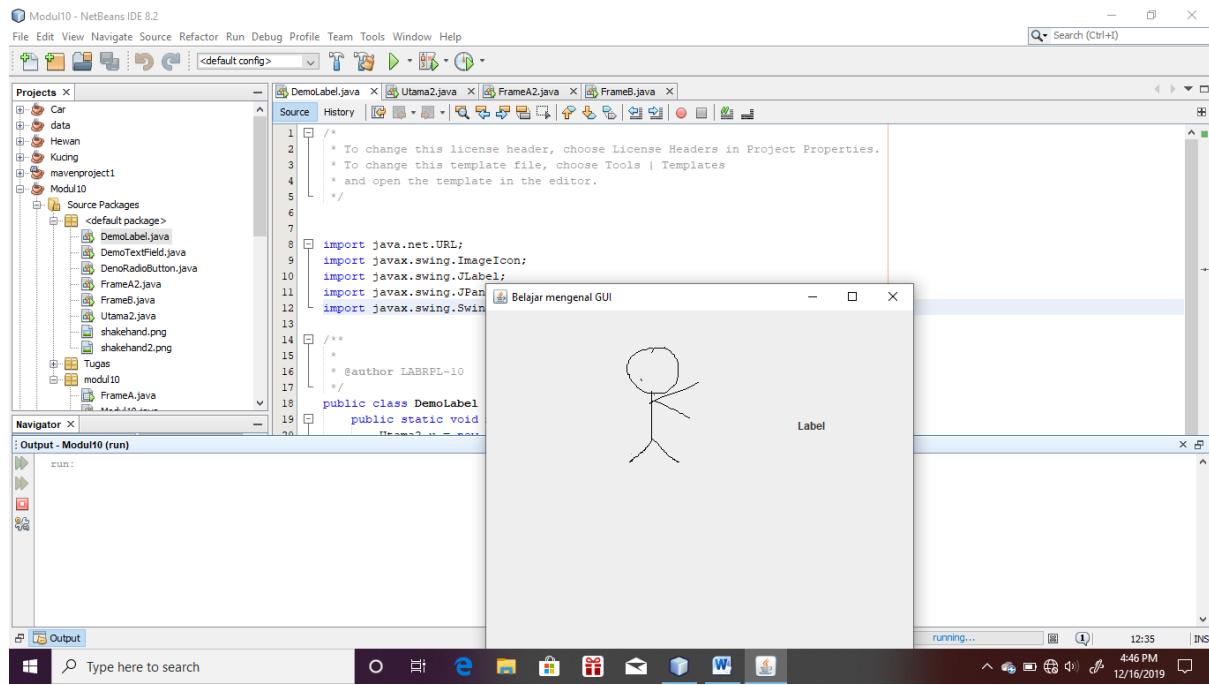
/*
 * @author LABRPL-10
 */
public class FrameB extends javax.swing.JFrame {
    public FrameB() {
        super("Frame dan Button");
        setSize(500,500);
        setDefaultCloseOperation(EXIT_ON_CLOSE);
        setLocationRelativeTo(null);
    }
    public static void main(String[] args) {
        FrameB fb = new FrameB();
        JPanel panel = new JPanel();
        URL img = FrameB.class.getResource("shakehand2.png");
        JButton jbtOK = new JButton("OK");
        JButton jbtImg = new JButton(new ImageIcon(img));
        panel.add(jbtOK);
        panel.add(jbtImg);
        fb.add(panel);
        fb.setVisible(true);
    }
}

```



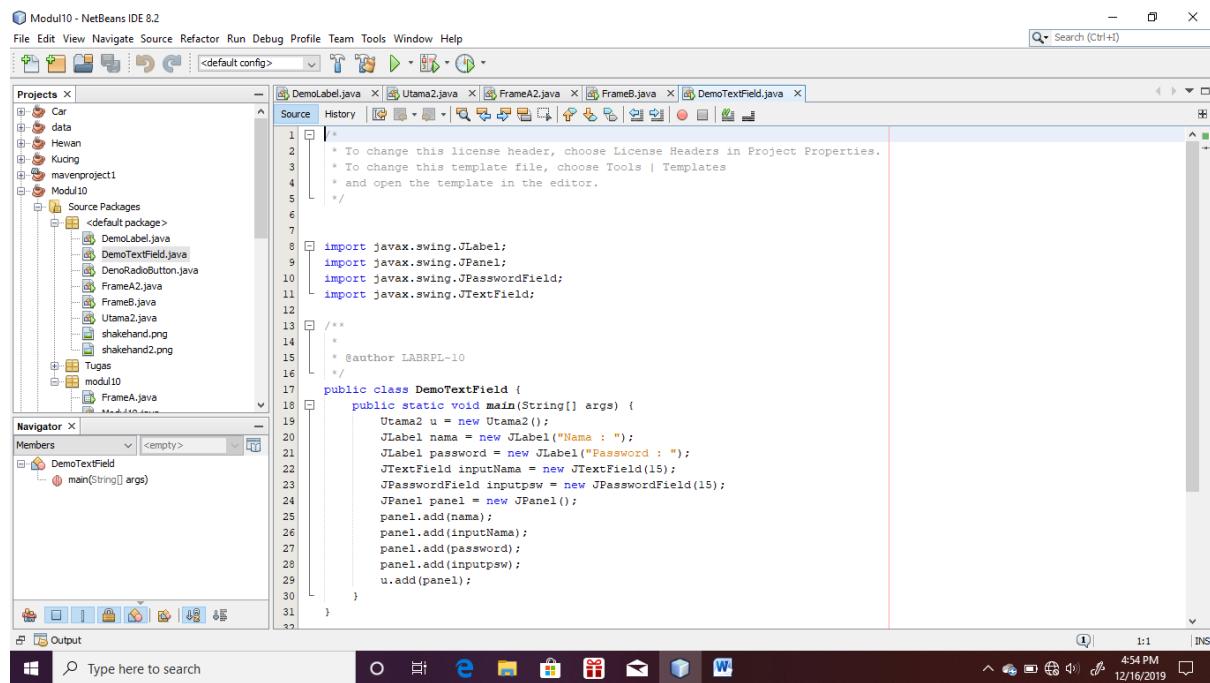
12.5.4. Label





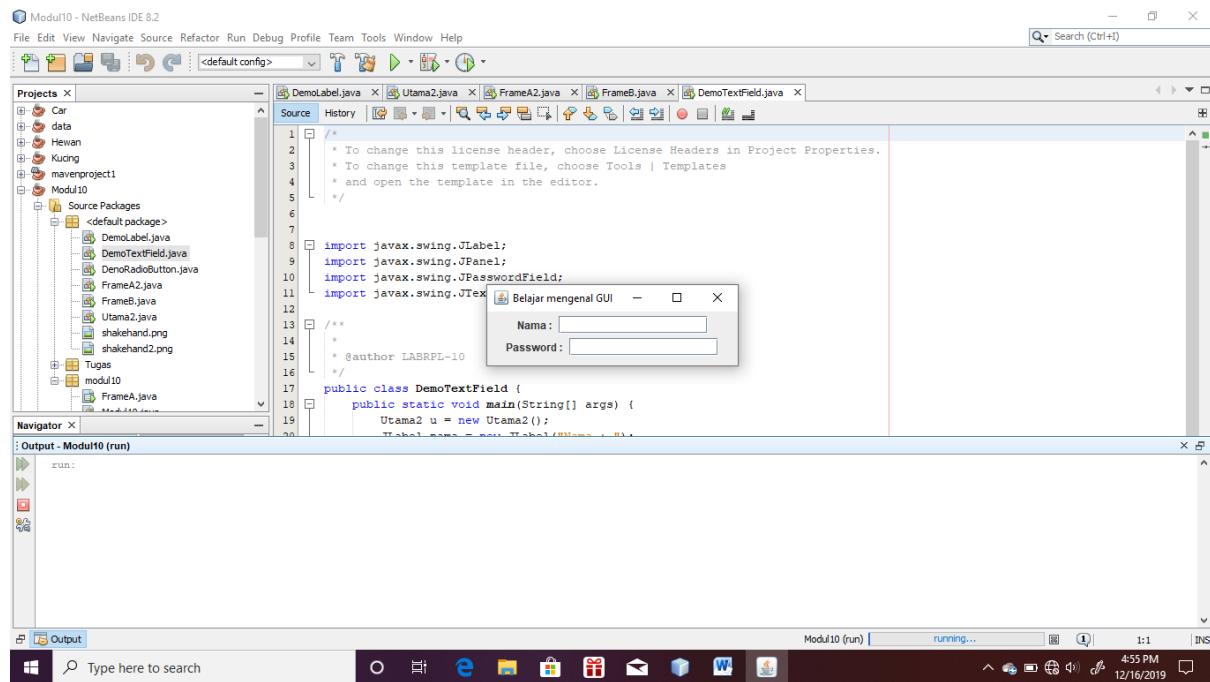
Konstruktor	Keterangan
JLabel (String teks)	.Mengatur objek label dengan parameter String teks
JLabel (String teks, int i)	.Mengatur objek label dengan teks dan menentukan lokasi / penjajaran label secara horizontal.
JLabel (String teks, Icon ic, int i)	Mengatur objek label dengan teks & ikon kemudian menentukan lokasi label secara horizontal.

12.5.5. TextField dan Password Field



The screenshot shows the NetBeans IDE 8.2 interface. The top menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, and Help. The title bar says "Modul10 - NetBeans IDE 8.2". The main window has several tabs: DemoLabel.java, Utama2.java, FrameA2.java, FrameB.java, and DemoTextField.java (which is the active tab). The Projects panel on the left shows a project named "Modul10" with various source packages and files like DemoLabel.java, DemoTextField.java, and FrameA.java. The Navigator panel shows the members of the DemoTextField class, including the main() method. The Source editor displays the Java code for DemoTextField:

```
/*
 * 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.
 */
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.JPasswordField;
import javax.swing.JTextField;
/*
 * 
 * @author LABRPL-10
 */
public class DemoTextField {
    public static void main(String[] args) {
        Utama2 u = new Utama2();
        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);
    }
}
```



Konstruktor	Penjelasan
JTextField()	Membuat textfield kosong tanpa parameter dengan lebar 0 karakter
JTextField(int i)	Membuat textfield kosong dengan jumlah karakter minimum sebesar int i.
JTextField(String i)	Membuat textfield dengan parameter String i atau isi textfield String i.
JTextField(String teks, int i)	Membuat textfield dengan lebar sebesar parameter int i & berisi String teks.

Parameter dalam class JTextField	Penjelasan
String Text	Mengatur objek dengan teks yang telah ditentukan
Boolean Editable	Mengatur agar string objek textfield tdk dapat / dapat diubah.
Int columns	Mengatur ulang jumlah kolom pada objek textfield
Int horizontalAlignment	Mengatur posisi teks rata, kanan, kiri, tengah.

12.5.6. Radio Button dan CheckBox

Modul10 - NetBeans IDE 8.2

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

Search (Ctrl+F)

Projects x

- Car
- data
- Hewan
- Kucing
- mavenproject1
- Modul10
 - Source Packages
 - <default package>
 - DemoLabel.java
 - DemoTextField.java
 - DenoRadioButton.java
 - FrameA.java
 - FrameA2.java
 - FrameB.java
 - Utama2.java
 - shakehand.png
 - shakehand2.png
 - Tugas
 - modul10
 - FrameA.java

Navigator x

- Members <empty>
- DenoRadioButton
 - main(String[] args)

Output

Type here to search

11:33 5:24 PM 12/16/2019

```
8 import javax.swing.ButtonGroup;
9 import javax.swing.JLabel;
10 import javax.swing.JPanel;
11 import javax.swing.JRadioButton;
12 /**
13 * @author LABRPL-10
14 */
15 public class DenoRadioButton {
16     public static void main(String[] args) {
17         Utama2 u = new Utama2();
18         u.setSize(1000,100);
19
20         JRadioButton[] teams = new JRadioButton[4];
21         teams[0] = new JRadioButton("Sangat tidak setuju");
22         teams[1] = new JRadioButton("Tidak Setuju");
23         teams[2] = new JRadioButton("Kurang Setuju");
24         teams[3] = new JRadioButton("Setuju", true);
25         teams[3] = new JRadioButton("Sangat Setuju");
26
27         JPanel panel = new JPanel();
28         JLabel Pertanyaan = new JLabel("Modul Praktikum Pemrograman Berorientasi Objek jelas dan mudah");
29         panel.add(Pertanyaan);
30
31         ButtonGroup group = new ButtonGroup();
32         for(int i = 0; i< teams.length; i++){
33             group.add(teams[i]);
34             panel.add(teams[i]);
35         }
36         u.add(panel);
37         u.setVisible(true);
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

- Car
- data
- Hewan
- Kucing
- mavenproject1
- Modul10
 - Source Packages
 - <default package>
 - DemoLabel.java
 - DemoTextField.java
 - DenoRadioButton.java
 - FrameA.java
 - FrameA2.java
 - FrameB.java
 - Utama2.java
 - shakehand.png
 - shakehand2.png
 - Tugas
 - modul10
 - FrameA.java

Navigator x

Output - Modul10 (run)

Type here to search

11:33 5:24 PM 12/16/2019

Belajar mengenal GUI

Modul Praktikum Pemrograman Berorientasi Objek jelas dan mudah

Sangat tidak setuju

Tidak Setuju

Kurang Setuju

Sangat Setuju

```
8 import javax.swing.ButtonGroup;
9 import javax.swing.JLabel;
10 import javax.swing.JPanel;
11 import javax.swing.JRadioButton;
12 /**
13 * @author LABRPL-10
14 */
15 public class DenoRadioButton {
16     public static void main(String[] args) {
17         Utama2 u = new Utama2();
18
19         JPanel panel = new JPanel();
20
21         teams[2] = new JRadioButton("Kurang Setuju");
22         teams[3] = new JRadioButton("Setuju", true);
23         teams[3] = new JRadioButton("Sangat Setuju");
24
25         JPanel panel = new JPanel();
```

- b. Lengkapi pengertian implementasi class JCheckBox pada table berikut ini

Konstruktor	Penjelasan
JCheckBox(String teks)	.Membuat checkbox dengan isi atau parameter String teks.
JCheckBox(String, Boolean)	.Membuat checkbox dgn teks dan menentukan apakah checkbox tsb dalam kondisi dipilih /tidak
JCheckBox(icon)	.Membuat checkbox dengan icon / parameter icon.
JCheckBox(icon, Boolean)	Membuat checkbox dengan ikon dan menentukan apakah checkbox dalam kondisi dipilih /tidak.
JCheckBox(String, Icon)	.Membuat checkbox dengan parameter /isi teks dan ikon.
JCheckBox(String, Icon, Boolean)	.Membuat checkbox dengan teks & ikon serta menentukan apakah checkbox dalam kondisi dipilih /tidak.