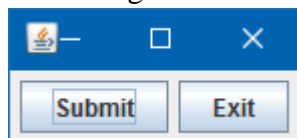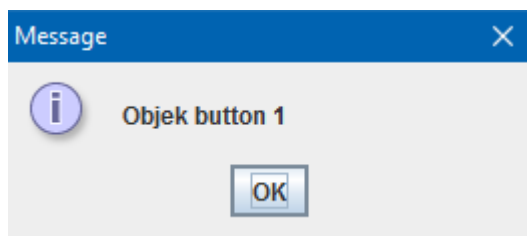1. Program untuk mengimplementasikan ActionListener


```java
/*
 * 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 Lat9;

/**
 *
 * @author Wandha
 */
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class GUIEventHandlingActionListener extends JFrame implements ActionListener {
    private JFrame frame = new JFrame();
        private JButton tbutton1 = new JButton("Submit");
        private JButton tbutton2 = new JButton("Exit");
        public GUIEventHandlingActionListener()
        {
                tbutton1.addActionListener(this);
                tbutton2.addActionListener(this);
                frame.getContentPane().setLayout(new FlowLayout());
                frame.getContentPane().add(tbutton1);
                frame.getContentPane().add(tbutton2);
                frame.pack();
                frame.setVisible(true);
                frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        }
        public void actionPerformed(ActionEvent e)
        {
```

Hasil Program :

Bila klik submit.

2. Program untuk mengimplementasikan ChangeListener
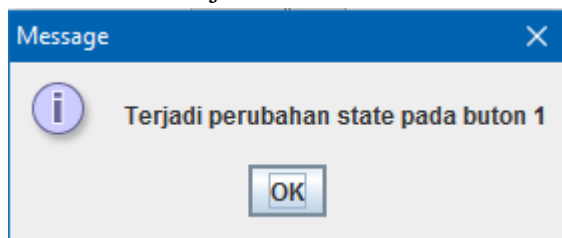
```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package Lat9;

/**
 *
 * @author Wandha
 */
import javax.swing.*;
import javax.swing.event.*;
import java.awt.*;
import java.awt.event.*;

public class GUIEventHandlingChangeListener extends JFrame implements ChangeListener {
    private JFrame frame = new JFrame();
        private JButton tbutton = new JButton("Setuju");
        public GUIEventHandlingChangeListener()
        {
                tbutton.addChangeListener(this);
                frame.getContentPane().setLayout(new FlowLayout());
                frame.getContentPane().add(tbutton);
                frame.pack();
                frame.setVisible(true);
                frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        }
        public void stateChanged(ChangeEvent e)
        {
                if (e.getSource()==tbutton)
                {
```

Hasil Program :

Bila di klik setuju.

Terjadi perubahan state pada buton 1

OK

3. Program untuk mengimplementasikan FocusListener

```
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 Lat9;
 7
 8         /**
 9          *
10          * @author Wandha
11          */
12  ⊟    import javax.swing.*;
13         import java.awt.*;
14         import java.awt.event.*;
15
16         public class GUIEventHandlingFocusListener extends JFrame implements FocusListener {
           private JFrame frame = new JFrame();
               private JLabel lKota = new JLabel("Kota :", JLabel.RIGHT);
               private JLabel lProp = new JLabel("Propinsi :", JLabel.RIGHT);
               private JTextField tKota = new JTextField();
               private JTextField tProp = new JTextField();
               private JButton tbutton1 = new JButton("Submit");
               private JButton tbutton2 = new JButton("Exit");
24             public GUIEventHandlingFocusListener()
25  ⊟        {
                   tKota.addFocusListener(this);
27                 tProp.setEnabled(false);
28                 frame.getContentPane().setLayout(new GridLayout(2,3));
29                 frame.getContentPane().add(lKota);
30                 frame.getContentPane().add(tKota);
31                 frame.getContentPane().add(tbutton1);
32                 frame.getContentPane().add(lProp);
33                 frame.getContentPane().add(tProp);
```
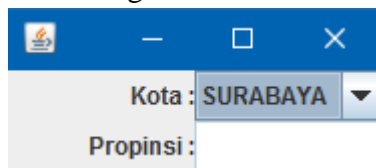
Hasil program :

| Kota : | | Submit |
| Propinsi : | | Exit |
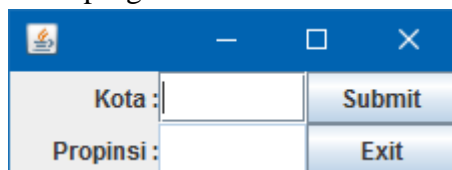
4. Program untuk mengimplementasikan ItemListener

```java
/*
 * 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 Lat9;

/**
 *
 * @author Wandha
 */
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;

public class GUIEventHandlingItemListener extends JFrame implements ItemListener {
    private String[] listKota = {"SURABAYA","SEMARANG","BANDUNG"};
    private String[] listProp = {"JATIM","JATENG","JABAR"};
    private JFrame frame = new JFrame();
    private JLabel lKota = new JLabel("Kota :", JLabel.RIGHT);
    private JLabel lProp = new JLabel("Propinsi :", JLabel.RIGHT);
    private JComboBox cbKota = new JComboBox(listKota);
    private JTextField tProp = new JTextField();
    public GUIEventHandlingItemListener()
    {
        cbKota.addItemListener(this);
        tProp.setEnabled(false);
        frame.getContentPane().setLayout(new GridLayout(2,2));
        frame.getContentPane().add(lKota);
        frame.getContentPane().add(cbKota);
        frame.getContentPane().add(lProp);
        frame.getContentPane().add(tProp);
```

Hasil Program :

5. Program untuk mengimplementasikan MenuListener

```java
/*
 * 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 Lat9;

/**
 *
 * @author Wandha
 */
import javax.swing.*;
import javax.swing.event.*;
import java.awt.*;
import java.awt.event.*;

public class GUIEventHandlingMenuListener extends JFrame implements MenuListener {
    private JFrame frame = new JFrame();
        private JMenuBar menu = new JMenuBar();
        private JMenu file = new JMenu("File");
        private JMenu edit = new JMenu("Edit");
        private JMenu help = new JMenu("Help");
        private JMenuItem mi1 = new JMenuItem("New");
        private JMenuItem mi2 = new JMenuItem("Save");
        private JMenuItem mi3 = new JMenuItem("Exit");
        public GUIEventHandlingMenuListener()
        {
                file.addMenuListener(this);
                menu.add(file);
                menu.add(edit);
                menu.add(help);
                frame.getContentPane().add(menu);
```

Hasil Program :