LAPORAN PRAKTIKUM
PEMROGRAMAN BERORIENTASI
OBJEK
MODUL 4

PROGRAM STUDI S1 SISTEM INFORMASI

FAKULTAS REKAYASA INDUSTRI DAN DESAIN

TELKOM UNIVERSITY PURWOKERTO

2024

LATIHAN
GUI

A. Guided

1. Buat project baru dengan LatihanP9**Nama**. Nama diganti dengan nama kalian, contoh : *LatihanP9SenaWijayanto*
2. Ubah kode program **PraktikGUI :**

```java
import javax.swing.*;

public class PraktikGUI { public static void main(String [] args){
        JFrame myFrame = new JFrame ("My First Frame");
    myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    myFrame.setSize(600,600); myFrame.setVisible(true);g }
}
```

3. Tambahkan JPanel pada GUI

```java
import javax.swing.*;

public class PraktikGUI { public static void main(String [] args){
        JFrame myFrame = new JFrame ("My First Frame");

        JPanel myPanel = new JPanel();
        myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS));
        myFrame.getContentPane().add(myPanel);

        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        myFrame.setSize(600,600); myFrame.setVisible(true);
    }
}
```

4. Tambahkan JLabel pada GUI

```java
import javax.swing.*;

public class PraktikGUI { public static void main(String [] args){
```

```java
        JFrame myFrame = new JFrame ("My First Frame"); JPanel myPanel = new JPanel();
        myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS));

        JLabel myLabel = new JLabel("Label Pertama Ku...");
        myPanel.add(myLabel);

        myFrame.getContentPane().add(myPanel);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        myFrame.setSize(600,600); myFrame.setVisible(true);
    }
}
```

5. Tambahkan JButton pada GUI

```java
import javax.swing.*;

public class PraktikGUI { public static void main(String [] args){
        JFrame myFrame = new JFrame ("My First Frame"); JPanel myPanel = new
        JPanel();
        myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS));

        JButton myButton = new JButton("Tombol 1st");
        JButton myNdButton = new JButton("Tombol 2nd");

        myPanel.add(myButton);
        myPanel.add(myNdButton);

        JLabel myLabel = new JLabel("Label Pertama Ku...");
        myPanel.add(myLabel);

        myFrame.getContentPane().add(myPanel);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        myFrame.setSize(600,600); myFrame.setVisible(true);
    }
}
```

6. Tambahkan JTextField pada GUI

```java
import javax.swing.*;

public class PraktikGUI { public static void main(String [] args){
        JFrame myFrame = new JFrame ("My First Frame"); JPanel myPanel = new
        JPanel();
        myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS));
        JLabel myLabel = new JLabel("Label Pertama Ku...");


        JButton myButton = new JButton("Tombol 1st"); JButton myNdButton = new
        JButton("Tombol 2nd");
                        JTextArea myTextArea = new JTextArea("My First Text Area...", 5,
30);

        myPanel.add(myLabel); myPanel.add(myButton); myPanel.add(myNdButton);
        myPanel.add(myTextArea); myFrame.getContentPane().add(myPanel);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        myFrame.setSize(600,600); myFrame.setVisible(true);
    }
}
```

7. Tambahkan JCheckBox pada GUI

```java
import javax.swing.*;

public class PraktikGUI { public static void
    main(String [] args){
        JFrame myFrame = new JFrame ("My First Frame"); JPanel myPanel
        = new JPanel();
        myPanel.setLayout(new  BoxLayout(myPanel,  BoxLayout.Y_AXIS)); JLabel  myLabel  =  new
        JLabel("Label Pertama Ku...");
        JButton  myButton = new JButton("Tombol 1st"); JButton myNdButton = new
        JButton("Tombol 2nd");
            JCheckBox myCbxOne = new JCheckBox("Libur masih lama");
            JCheckBox myCbxTwo = new JCheckBox("Libur agak dekat");
            JCheckBox myCbxThree = new JCheckBox("Libur sudah dekat");
            JCheckBox myCbxFour = new JCheckBox("Libur sudah tiba");
        JTextArea myTextArea = new JTextArea("My First Text Area...", 5, 30);


        myPanel.add(myLabel);                myPanel.add(myButton);
        myPanel.add(myNdButton);             myPanel.add(myTextArea);
        myPanel.add(myCbxOne);                myPanel.add(myCbxTwo);
        myPanel.add(myCbxThree); myPanel.add(myCbxFour); myPanel);
                                             (JFrame.EXIT_ON_CLOSE);
        myFrame.getContentPane().add(
        myFrame.setDefaultCloseOperation

        myFrame.setSize(600,600); myFrame.setVisible(true);
    }
}
```

8. Tambahkan JRadioButton dan ButtonGroup pada GUI

```java
import javax.swing.*;

public class PraktikGUI { public static void
    main(String [] args){
            JFrame myFrame = new JFrame ("My First Frame"); JPanel myPanel
            = new JPanel();
            myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS)); JLabel myLabel =
            new JLabel("Label Pertama Ku...");
            JButton myButton = new JButton("Tombol 1st"); JButton myNdButton
            = new JButton("Tombol 2nd");
            JTextArea myTextArea = new JTextArea("My First Text Area...", 5,
30);

            JCheckBox myCbxOne = new JCheckBox("Libur masih lama"); JCheckBox myCbxTwo
            = new JCheckBox("Libur agak dekat"); JCheckBox myCbxThree = new
            JCheckBox("Libur sudah dekat"); JCheckBox myCbxFour = new JCheckBox("Libur
            sudah tiba"); JRadioButton myRdoOne = new JRadioButton("Putera", true);

                JRadioButton myRdoTwo = new JRadioButton("Puteri", false); ButtonGroup grpRdo
                = new ButtonGroup(); grpRdo.add(myRdoOne); grpRdo.add(myRdoTwo);
                myPanel.add(myLabel); myPanel.add(myButton); myPanel.add(myNdButton);


            myPanel.add(myTextArea); myPanel.add(myCbxOne); myPanel.add(myCbxTwo);
            myPanel.add(myCbxThree); myPanel.add(myCbxFour);
            myPanel.add(myRdoOne); myPanel.add(myRdoTwo);
            myFrame.getContentPane().add(myPanel);
            myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
            myFrame.setSize(600,600); myFrame.setVisible(true);




    }

}
```

9. Tambahkan JList pada GUI

```java
import javax.swing.*;

public class PraktikGUI { public static void
    main(String [] args){

                                    String hari [] = {"Senin", "Selasa", "Rabu", "Kamis", "Jumat",
"Sabtu", "Ahad"};



        JFrame myFrame = new JFrame ("My First Frame");
        JPanel myPanel = new JPanel();
        myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS)); JLabel myLabel = new
        JLabel("Label Pertama Ku...");
        JButton myButton = new JButton("Tombol 1st"); JButton myNdButton = new
        JButton("Tombol 2nd");
        JTextArea myTextArea = new JTextArea("My First Text Area...", 5,
30);

        JCheckBox myCbxOne = new JCheckBox("Libur masih lama"); JCheckBox myCbxTwo
        = new JCheckBox("Libur agak dekat"); JCheckBox myCbxThree = new
        JCheckBox("Libur sudah dekat"); JCheckBox myCbxFour = new JCheckBox("Libur
        sudah tiba"); JRadioButton myRdoOne = new JRadioButton("Putera", true);
        JRadioButton myRdoTwo = new JRadioButton("Puteri", false); ButtonGroup grpRdo
        JList daftarHari = new JList(hari);                              = new ButtonGroup();
        daftarHari.setSelectedIndex(0);
        grpRdo.add(myRdoOne); grpRdo.add(myRdoTwo);

        myPanel.add(myLabel); myPanel.add(myButton);
        myPanel.add(myNdButton); myPanel.add(myTextArea);
        myPanel.add(myCbxOne); myPanel.add(myCbxTwo);
        myPanel.add(myCbxThree); myPanel.add(myCbxFour);
        myPanel.add(myRdoOne); myPanel.add(myRdoTwo);

        myFrame.getContentPane().add(myPanel);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    myFrame.setSize(600,600); myFrame.setVisible(true); }
}           myPanel.add(daftarHari);
```

10. Tambahkan JComboBox pada GUI

```java
import javax.swing.*;

public class PraktikGUI { public static void
    main(String [] args){
        String hari [] = {"Senin", "Selasa", "Rabu", "Kamis", "Jumat", "Sabtu", "Ahad"};
        JFrame myFrame = new JFrame ("My First Frame"); JPanel myPanel
        = new JPanel();
        myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS)); JLabel myLabel = new
        JLabel("Label Pertama Ku...");
        JButton myButton = new JButton("Tombol 1st"); JButton
        myNdButton = new JButton("Tombol 2nd");
        JTextArea myTextArea = new JTextArea("My First Text Area...", 5,
30);

        JCheckBox myCbxOne = new JCheckBox("Libur masih lama"); JCheckBox myCbxTwo
        = new JCheckBox("Libur agak dekat"); JCheckBox myCbxThree = new
        JCheckBox("Libur sudah dekat"); JCheckBox myCbxFour = new JCheckBox("Libur
        sudah tiba"); JRadioButton myRdoOne = new JRadioButton("Putera", true);
        JRadioButton myRdoTwo = new JRadioButton("Puteri", false); ButtonGroup grpRdo
        = new ButtonGroup(); grpRdo.add(myRdoOne); grpRdo.add(myRdoTwo);
        JList daftarHari = new JList(hari); daftarHari.setSelectedIndex(0);
        JComboBox cbbHari = new JComboBox(hari);

        myPanel.add(myLabel); myPanel.add(myButton);
        myPanel.add(myNdButton); myPanel.add(myTextArea);
        myPanel.add(myCbxOne); myPanel.add(myCbxTwo);
        myPanel.add(myCbxThree); myPanel.add(myCbxFour);
        myPanel.add(myRdoOne); myPanel.add(myRdoTwo);
        myPanel.add(daftarHari);

        myFrame.getContentPane().add(myPanel);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        myFrame.setSize(600,600); myFrame.setVisible(true);
    }
        myPanel.add(cbbHari);
```

```
}
```

11. Coba hapus code layout

```java
import javax.swing.*;

public class PraktikGUI { public static void
    main(String [] args){
        String hari [] = {"Senin", "Selasa", "Rabu", "Kamis", "Jumat", "Sabtu", "Ahad"};
        JFrame myFrame = new JFrame ("My First Frame"); JPanel myPanel =
        new JPanel();
        //myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS));

        JLabel myLabel = new JLabel("Label Pertama Ku..."); JButton myButton =
        new JButton("Tombol 1st"); JButton myNdButton = new JButton("Tombol
        2nd");
        JTextArea myTextArea = new JTextArea("My First Text Area...", 5,
30);

        JCheckBox myCbxOne = new JCheckBox("Libur masih lama"); JCheckBox myCbxTwo
        = new JCheckBox("Libur agak dekat"); JCheckBox myCbxThree = new
        JCheckBox("Libur sudah dekat"); JCheckBox myCbxFour = new JCheckBox("Libur
        sudah tiba"); JRadioButton myRdoOne = new JRadioButton("Putera", true);
        JRadioButton myRdoTwo = new JRadioButton("Puteri", false); ButtonGroup grpRdo =
        new ButtonGroup(); grpRdo.add(myRdoOne);
        grpRdo.add(myRdoTwo);
        JList daftarHari = new JList(hari);
        daftarHari.setSelectedIndex(0); JComboBox cbbHari = new
        JComboBox(hari); myPanel.add(myLabel);
        myPanel.add(myButton); myPanel.add(myNdButton);
        myPanel.add(myTextArea); myPanel.add(myCbxOne);
        myPanel.add(myCbxTwo); myPanel.add(myCbxThree);
        myPanel.add(myCbxFour); myPanel.add(myRdoOne);
        myPanel.add(myRdoTwo); myPanel.add(daftarHari);
        myPanel.add(cbbHari);
        myFrame.getContentPane().add(myPanel);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

```
        myFrame.setSize(600,600); myFrame.setVisible(true);
    }
}
```

12. Tambahkan JOptionPane pada GUI

```
import javax.swing.*;

public class PraktikGUI { public static void main(String [] args){
            JFrame myFrame = new JFrame ("My First Frame");
            JOptionPane.showMessageDialog(null, "Peringatan sebentar lagi
libur !",
"Warning", JOptionPane.WARNING_MESSAGE);
            myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
            myFrame.setSize(600,600); myFrame.setVisible(true);
    }
}
```
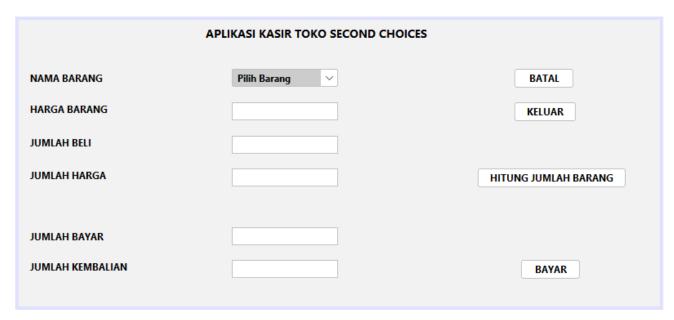
1. **Kode Program Guided**

```java
import javax.swing.*;

public class PraktikGUI {

    public static void main(String[] args) {
        String hari[] = {"Senin", "Selasa", "Rabu", "Kamis", "Jumat",
            "Sabtu", "Ahad"};
        JFrame myFrame = new JFrame("My First Frame");
        JOptionPane.showMessageDialog(null, "Peringatan sebentar lagi libur", "Warning",
JOptionPane.WARNING_MESSAGE);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        myFrame.setSize(600, 600);
        myFrame.setVisible(true);
        JPanel myPanel = new JPanel();
        myPanel.setLayout(new BoxLayout(myPanel, BoxLayout.Y_AXIS));
        JLabel myLabel = new JLabel("Label Pertama Ku...");
        JButton myButton = new JButton("Tombol 1st");
        JButton myNdButton = new JButton("Tombol 2nd");
        JTextArea myTextArea = new JTextArea("My First Text Area...", 5,
            30);
        JCheckBox myCbxOne = new JCheckBox("Libur masih lama");
        JCheckBox myCbxTwo = new JCheckBox("Libur agak dekat");
        JCheckBox myCbxThree = new JCheckBox("Libur sudah dekat");
        JCheckBox myCbxFour = new JCheckBox("Libur sudah tiba");
        JRadioButton myRdoOne = new JRadioButton("Putera", true);
        JRadioButton myRdoTwo = new JRadioButton("Puteri", false);
        ButtonGroup grpRdo = new ButtonGroup();
        grpRdo.add(myRdoOne);
        grpRdo.add(myRdoTwo);
        JList daftarHari = new JList(hari);
        daftarHari.setSelectedIndex(0);
        JComboBox cbbHari = new JComboBox(hari);
        myPanel.add(myLabel);
        myPanel.add(myButton);
        myPanel.add(myNdButton);
        myPanel.add(myTextArea);
        myPanel.add(myCbxOne);
        myPanel.add(myCbxTwo);
        myPanel.add(myCbxThree);
        myPanel.add(myCbxFour);
```

```
      myPanel.add(myRdoOne);
      myPanel.add(myRdoTwo);
      myPanel.add(daftarHari);
      myPanel.add(cbbHari);
      myFrame.getContentPane().add(myPanel);
      myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
      myFrame.setSize(600, 600);
      myFrame.setVisible(true);
   }
}
```

B. Unguided

Buatlah suatu tampilan antar muka yang unik dan bagus untuk sebuah program. Cukup tampilannya saja. Cari Ide program yang sederhana dan unik.

Penjelasan : Diatas adalah tampilan dari aplikasi kasir sederhana dimana nanti kita bisa input nama barang serta menghitung jumlah serta harga barang dan program tersebut akan menghitung jumlah keseluruhan serta jumlah yang kita bayar dan jumlah kembalian yang diterima