

PERANCANGAN PERHITUNGAN SEDERHANA

(KALKULATOR SEDERHANA)

1. Gambaran Umum Aplikasi

- a. Aplikasi untuk mempermudah kita menghitung rumus matematika tertentu.
- b. Mendapat keuntungan dengan waktu yang digunakan menjadi lebih singkat.
- c. Membuat Perhitungan Lebih Akurat

2. Flowchart

- 1) START
- 2) Inputkan nilai pertama yang akan kita hitung
- 3) Inputkan nilai kedua yang akan kita hitung
- 4) Pilih operator aritmatika yang mana akan dihitung
- 5) Apakah nilai keluarannya benar?
- 6) Jika TIDAK, lakukan Langkah nomor 2 dan 3
- 7) Jika YA, maka hasil outputnya sesuai dengan yang diinginkan
- 8) END

1. Gambar Mesin Hitung/Output

HITUNG SEDERHANA

Nilai 1		
Nilai 2		
Hasil		

KALI (X)

BAGI (:)

TAMBAH (+)

KURANG (-)

HAPUS

BACK

EXIT

2. Gambar Tampilan Login



WELLCOME TO
MARI BERHITUNG

USERNAME

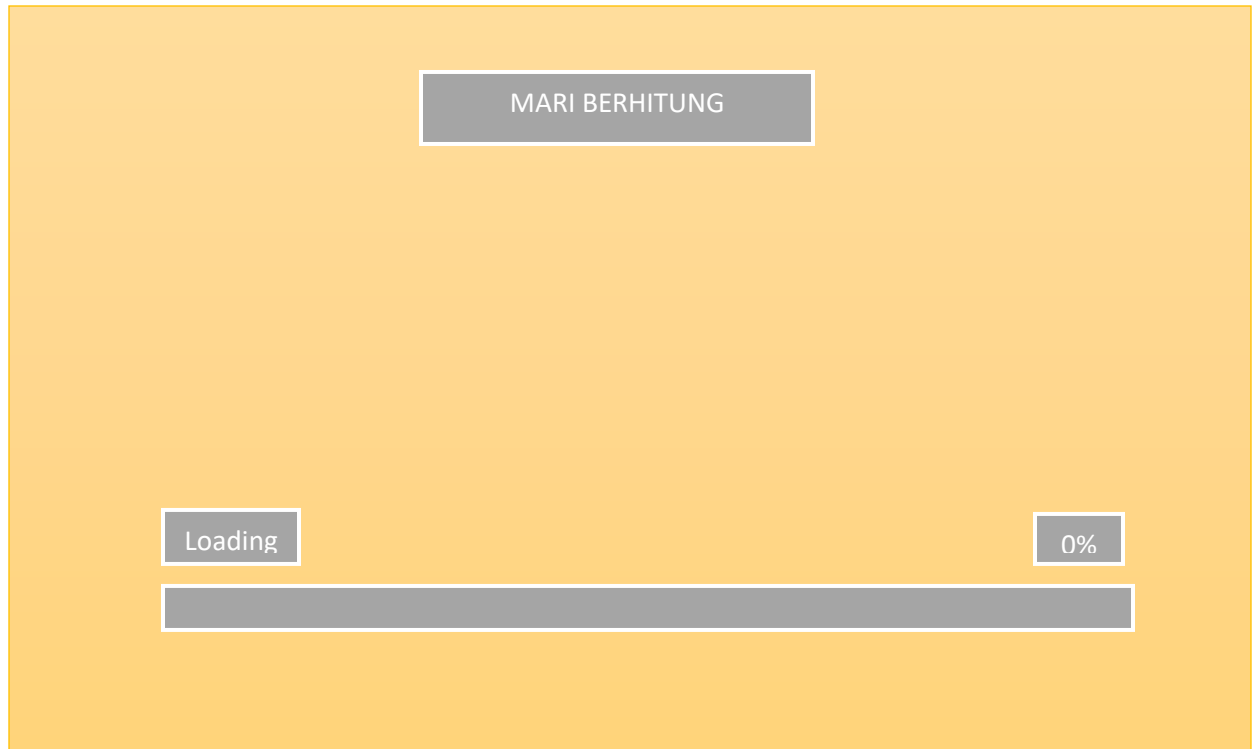
PASSWORD

KELUAR

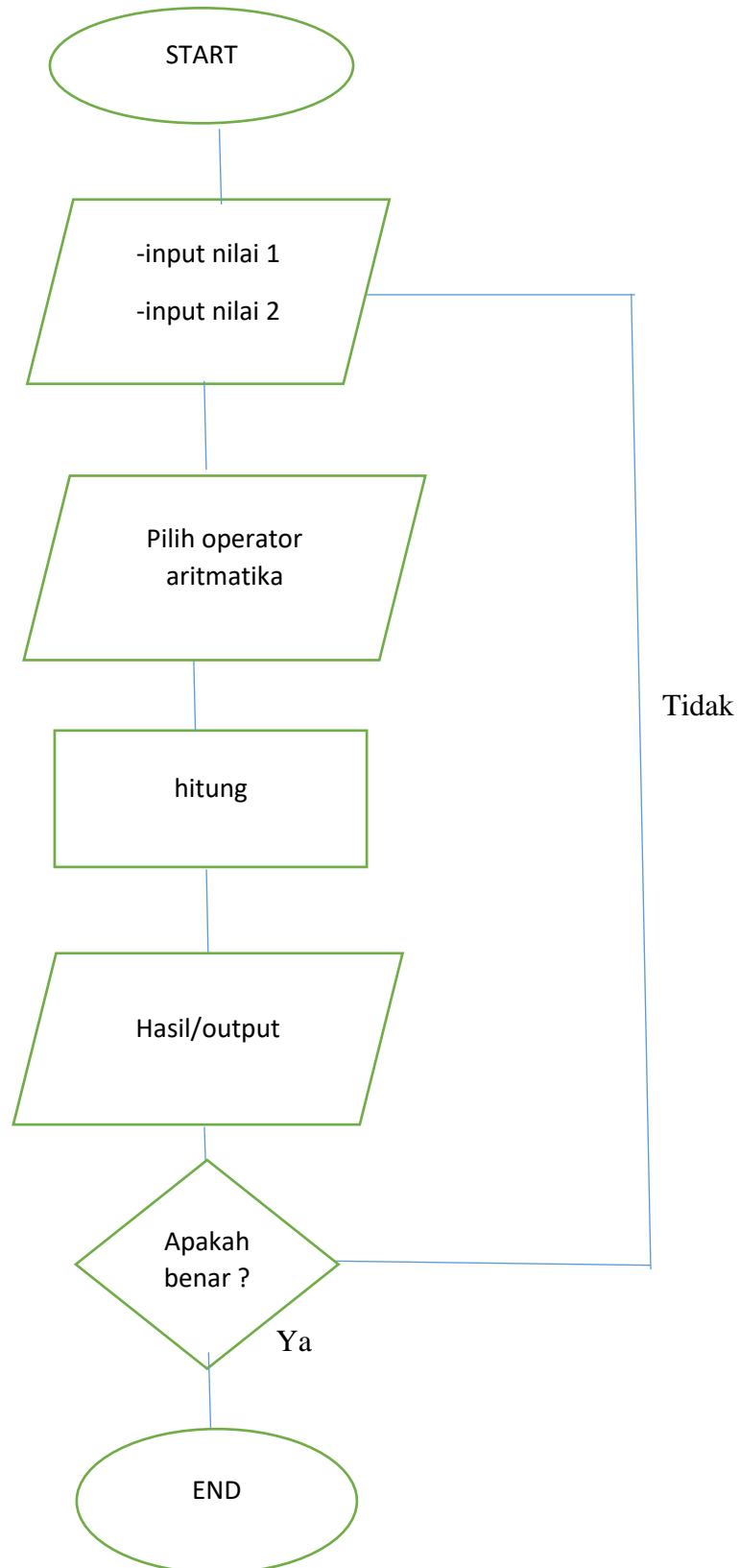
MASUK

The image shows a login form on a yellow background. At the top, a gray button contains the text 'WELLCOME TO' and 'MARI BERHITUNG'. Below this, there are two rows of input fields. The first row has a gray button labeled 'USERNAME' followed by a gray input field. The second row has a gray button labeled 'PASSWORD' followed by a gray input field. At the bottom, there are two gray buttons: 'KELUAR' on the left and 'MASUK' on the right.

3. Tampilan Awal

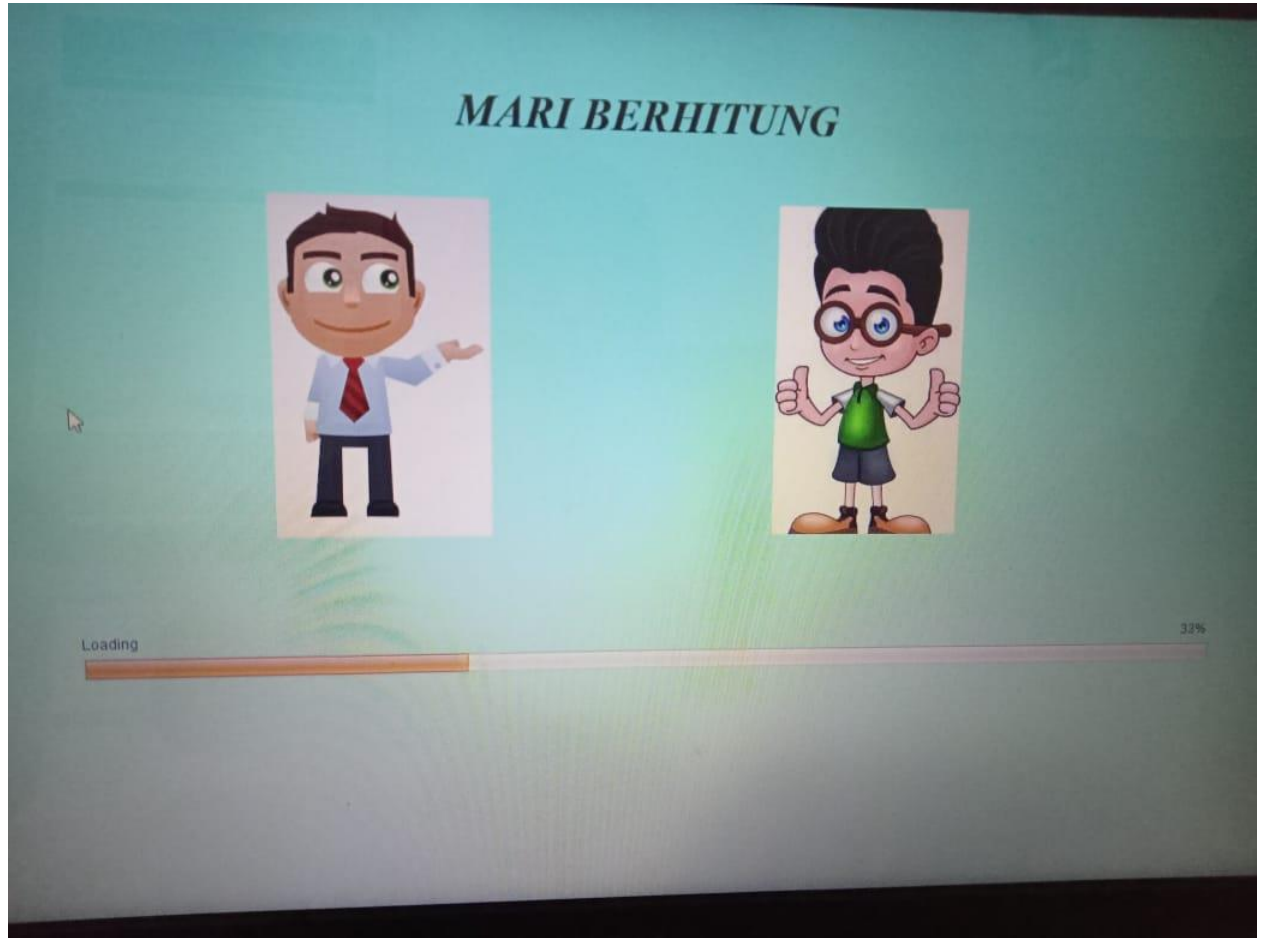


4. FLOWCHART



5. LANJUTAN PROGRES

a. Tampilan Awal

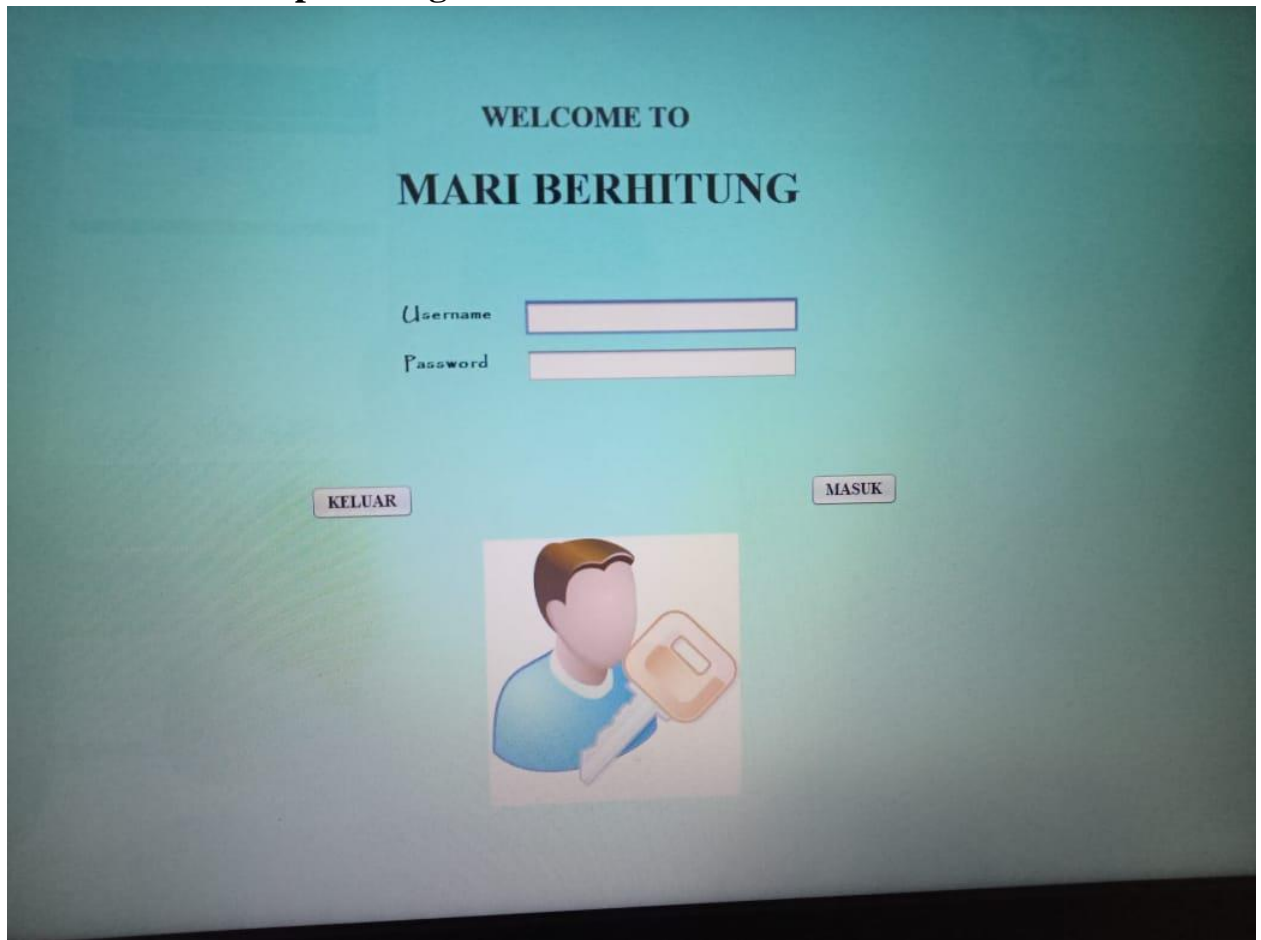


```
Start Page x Tamplanawal.java x Login.java x perhitungan.java x Program_Hitung_Rada.java x
Source Design History
1 package program_hitung_rada;
2
3 import javax.swing.JFrame;
4 import javax.swing.JOptionPane;
5
6 /**
7  *
8  * @author ASUS
9  */
10 public class Tampilanawal extends javax.swing.JFrame {
11
12     /**
13      * Creates new form Tampilanawal
14      */
15     public Tampilanawal() {
16         this.setExtendedState(JFrame.MAXIMIZED_BOTH);
17         this.setUndecorated(true);
18         initComponents();
19     }
20
21     /**
22      * This method is called from within the constructor to initialize the form.
23      * WARNING: Do NOT modify this code. The content of this method is always
24      * regenerated by the Form Editor.
25      */
26     @SuppressWarnings("unchecked")
27     Generated Code
75
```

```
Start Page x Tamplanawal.java x Login.java x perhitungan.java x Program_Hitung_Rada.java x
Source Design History
75
76 /**
77  * @param args the command line arguments
78  */
79 public void masuk() {
80     this.dispose();
81     new Login().setVisible(true);
82 }
83
84 public static void main(String args[]) {
85     /* Set the Nimbus look and feel */
86     Look and feel setting code (optional)
87
88     /* Create and display the form */
89     Tampilanawal awal = new Tampilanawal();
90     awal.setVisible(true);
91     try {
92         for (int i = 0; i <= 100; i++) {
93             Thread.sleep(50);
94             awal.jalan.setValue(i);
95             awal.jumlah.setText(i + "%");
96
97             awal.jumlah.setText(i + "%");
98             if (i == 10) {
99                 awal.loading.setText("Please Wait");
100             }
101             if (i == 25) {
102                 awal.loading.setText("Loading");
103             }
104         }
105     } catch (InterruptedException ex) {
106         Logger.getLogger(Tampilanawal.class.getName()).log(Level.SEVERE, null, ex);
107     }
108 }
109
110
111
112
```

```
Start Page x Tampilanawal.java x Login.java x perhitungan.java x Program_Hitung_Rada.java x
Source Design History
131         awal.loading.setText("Run Application");
132     }
133 }
134 } catch (Exception e) {
135     JOptionPane.showMessageDialog(null, e);
136 }
137 java.awt.EventQueue.invokeLater(new Runnable() {
138     public void run() {
139         new Tampilanawal().setVisible(false);
140         awal.masuk();
141     }
142 });
143 }
144
145 // Variables declaration - do not modify
146 private javax.swing.JLabel jLabel1;
147 private javax.swing.JLabel jLabel3;
148 private javax.swing.JLabel jLabel4;
149 private javax.swing.JPanel jPanel1;
150 private javax.swing.JProgressBar jalan;
151 private javax.swing.JLabel jumlah;
152 private javax.swing.JLabel loading;
153 // End of variables declaration
154 }
155 }
```

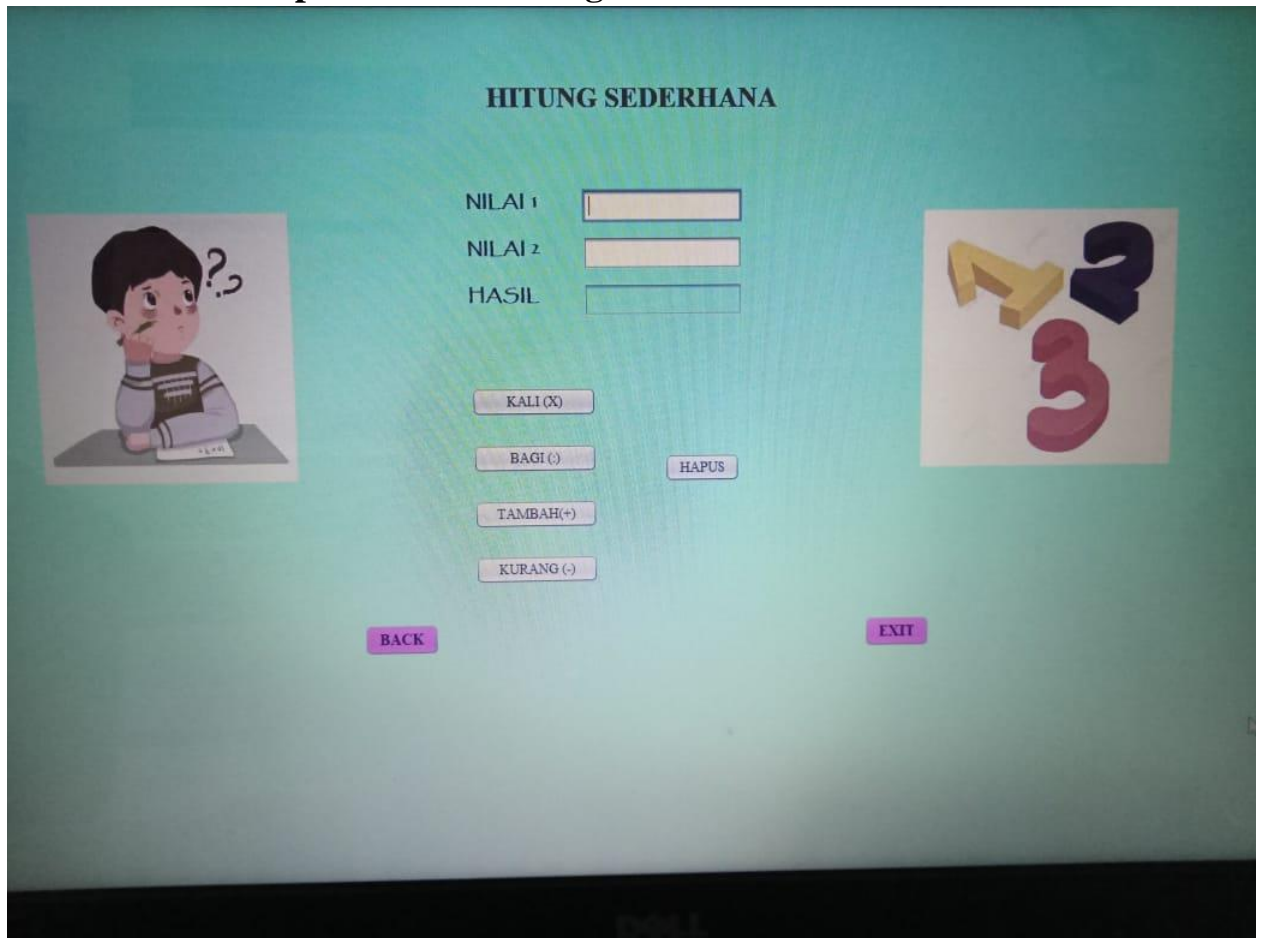

b. Tampilan Login



```
Start Page X Tampilanawal.java X Login.java X perhitungan.java X Program_Hitung_Rada.java X
Source Design History
1 1 /*
2 2  * To change this license header, choose License Headers in Project Properties.
3 3  * To change this template file, choose Tools | Templates
4 4  * and open the template in the editor.
5 5  */
6 6 package program_hitung_rada;
7 7
8 8 import javax.swing.JFrame;
9 9 import javax.swing.JOptionPane;
10 10
11 11 /**
12 12  *
13 13  * @author ASUS
14 14  */
15 15 public class Login extends javax.swing.JFrame {
16 16
17 17     /**
18 18     * Creates new form Login
19 19     */
20 20     public Login() {
21 21         this.setExtendedState(JFrame.MAXIMIZED_BOTH);
22 22         this.setUndecorated(true);
23 23         initComponents();
24 24     }
25 25
26 26     /**
27 27     * This method is called from within the constructor to initialize the form.
```

```
Start Page x Tampilanawal.java x Login.java x perhitungan.java x Program_Hitung_Rada.java x
Source Design History
109 // </editor-fold>
110
111 private void nama_penggunaActionPerformed(java.awt.event.ActionEvent evt) {
112     // TODO add your handling code here:
113 }
114
115 private void masukActionPerformed(java.awt.event.ActionEvent evt) {
116     // TODO add your handling code here:
117     String dataku[] = new String[2];
118     dataku[0] = "Rada";
119     dataku[1] = "202013016";
120     if (dataku[0].equals(nama_pengguna.getText()) && dataku[1].equals(sandi_pengguna.getText())) {
121         perhitungan masa_depan = new perhitungan(); // Membuat Instant dari kelas Menu
122         masa_depan.main(dataku);
123         masa_depan.setVisible(true); // Menampilkan kelas Menu
124         this.dispose(); // Menutup kelas Login
125     } else {
126         javax.swing.JOptionPane.showMessageDialog(null, "Nama Pengguna Atau Sandi Salah!!");
127         nama_pengguna.setText("");
128         sandi_pengguna.setText("");
129         nama_pengguna.requestFocus();
130     }
131 }
132
133 private void keluarActionPerformed(java.awt.event.ActionEvent evt) {
134     // TODO add your handling code here:
135     kotak_pesan();
136 }
137
138 /**
139  * @param args the command line arguments
140  */
141 public static void main(String args[]) {
142     /* Set the Nimbus look and feel */
143     Look and feel setting code (optional)
144
145     /* Create and display the form */
146     java.awt.EventQueue.invokeLater(new Runnable() {
147         public void run() {
148             new Login().setVisible(true);
149         }
150     });
151 }
152
153 public void kotak_pesan() {
154     int dialogButton = JOptionPane.showConfirmDialog(null, "Apakah Anda Yakin Akan Keluar?", "PERINGATAN", JOptionPane.YES_1
155
156     if (dialogButton == JOptionPane.YES_OPTION) {
157         System.exit(0);
158     }
159 }
160
161 public void kotak_pesan_login() {
162     int dialogButton = JOptionPane.showConfirmDialog(null, "Nama Pengguna Atau Sandi Salah?", "PERINGATAN", JOptionPane.WARN
```

c. Tampilan Mesin Hitung



```
Start Page x Tamplanawal.java x Login.java x perhitungan.java x Program_Hitung_Rada.java x
Source Design 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 program_hitung_rada;
7
8   import javax.swing.JFrame;
9   import javax.swing.JOptionPane;
10
11  /**
12   *
13   * @author ASUS
14   */
15  public class perhitungan extends javax.swing.JFrame {
16
17      /**
18       * Creates new form perhitungan
19       */
20      public perhitungan() {
21          this.setExtendedState(JFrame.MAXIMIZED_BOTH);
22          this.setUndecorated(true);
23          initComponents();
24      }
25
26      /**
27       * This method is called from within the constructor to initialize the form.
```

```
Start Page X | Tampilanawal.java X | Login.java X | perhitungan.java X | Program_Hitung_Rada.java X
Source Design History
28 * WARNING: Do NOT modify this code. The content of this method is always
29 * regenerated by the Form Editor.
30 */
31 @SuppressWarnings("unchecked")
32 Generated Code
175
176 private void jbagiActionPerformed(java.awt.event.ActionEvent evt) {
177     // TODO add your handling code here:
178     int nilai1,nilai2,bagi;
179     nilai1=Integer.parseInt(jnilai1.getText());
180     nilai2=Integer.parseInt(jnilai2.getText());
181     bagi=nilai1/nilai2;
182
183     jhasil.setText (String.valueOf(bagi));
184 }
185
186 private void kosongkanActionPerformed(java.awt.event.ActionEvent evt) {
187     // TODO add your handling code here:
188     jnilai1.setText("");
189     jnilai2.setText("");
190     jhasil.setText("");
191 }
192
193 private void jhasilActionPerformed(java.awt.event.ActionEvent evt) {
194     // TODO add your handling code here:
195 }
196
program hitung rada perhitungan
Start Page X | Tampilanawal.java X | Login.java X | perhitungan.java X | Program_Hitung_Rada.java X
Source Design History
197 private void jkaliActionPerformed(java.awt.event.ActionEvent evt) {
198     // TODO add your handling code here:
199     int nilai1,nilai2,kali;
200     nilai1=Integer.parseInt(jnilai1.getText());
201     nilai2=Integer.parseInt(jnilai2.getText());
202     kali=nilai1*nilai2;
203
204     jhasil.setText (String.valueOf(kali));
205 }
206
207 private void keluarActionPerformed(java.awt.event.ActionEvent evt) {
208     // TODO add your handling code here:
209     kotak_pesan();
210 }
211
212 private void jtambahActionPerformed(java.awt.event.ActionEvent evt) {
213     // TODO add your handling code here:
214     int nilai1,nilai2,tambah;
215     nilai1=Integer.parseInt(jnilai1.getText());
216     nilai2=Integer.parseInt(jnilai2.getText());
217     tambah=nilai1+nilai2;
218
219     jhasil.setText (String.valueOf(tambah));
220 }
221
222 private void jknurangActionPerformed(java.awt.event.ActionEvent evt) {
223     // TODO add your handling code here:
```



```
Start Page x Tampilanawal.java x Login.java x perhitungan.java x Program_Hitung_Rada.java x
Source Design History
224     int nilai1, nilai2, kurang;
225     nilai1=Integer.parseInt(jnilai1.getText());
226     nilai2=Integer.parseInt(jnilai2.getText());
227     kurang=nilai1-nilai2;
228
229     jhasil.setText (String.valueOf(kurang));
230 }
231
232 private void kembaliActionPerformed(java.awt.event.ActionEvent evt) {
233     // TODO add your handling code here:
234     Login menu = new Login();
235     menu.setVisible(true);
236     this.dispose();
237 }
238
239 /**
240  * @param args the command line arguments
241  */
242 public static void main(String args[]) {
243     /* Set the Nimbus look and feel */
244     Look and feel setting code (optional)
245
246     /* Create and display the form */
247     java.awt.EventQueue.invokeLater(new Runnable() {
248         public void run() {
249             new perhitungan().setVisible(true);
250         }
251     });
252 }
```

```
Start Page x Tampilanawal.java x Login.java x perhitungan.java x Program_Hitung_Rada.java x
Source Design History
269     new perhitungan().setVisible(true);
270 }
271 }
272 }
273
274 // Variables declaration - do not modify
275 private javax.swing.JLabel jLabel1;
276 private javax.swing.JLabel jLabel2;
277 private javax.swing.JLabel jLabel3;
278 private javax.swing.JLabel jLabel4;
279 private javax.swing.JLabel jLabel5;
280 private javax.swing.JLabel jLabel6;
281 private javax.swing.JPanel jPanel1;
282 private javax.swing.JButton jbagi;
283 private javax.swing.JTextField jhasil;
284 private javax.swing.JButton jkali;
285 private javax.swing.JButton jkurang;
286 private javax.swing.JTextField jnilai1;
287 private javax.swing.JTextField jnilai2;
288 private javax.swing.JButton jtambah;
289 private javax.swing.JButton keluar;
290 private javax.swing.JButton kembali;
291 private javax.swing.JButton kosongkan;
292 // End of variables declaration
293 public void kotak_pesan() {
294     int dialogButton = JOptionPane.showConfirmDialog(null, "Perhitungan Selesai", "PERINGATAN", JOptionPane.YES_NO_OPTION,
295 }
```