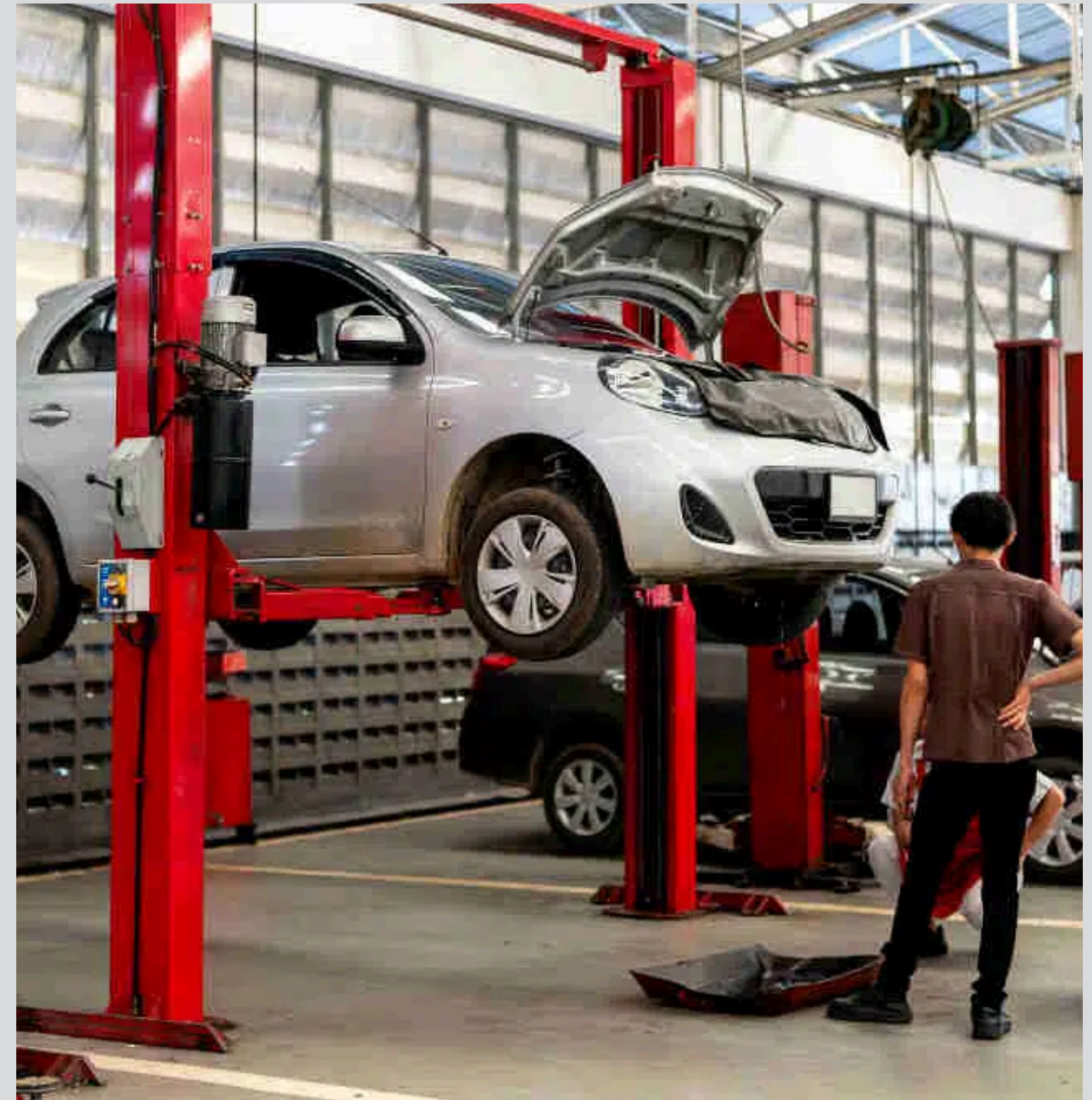


# SISTEM ANTRIAN SERVICE MOBIL SHOP & DRIVE

RAISA SHAHLA KHALISA  
235150701111022



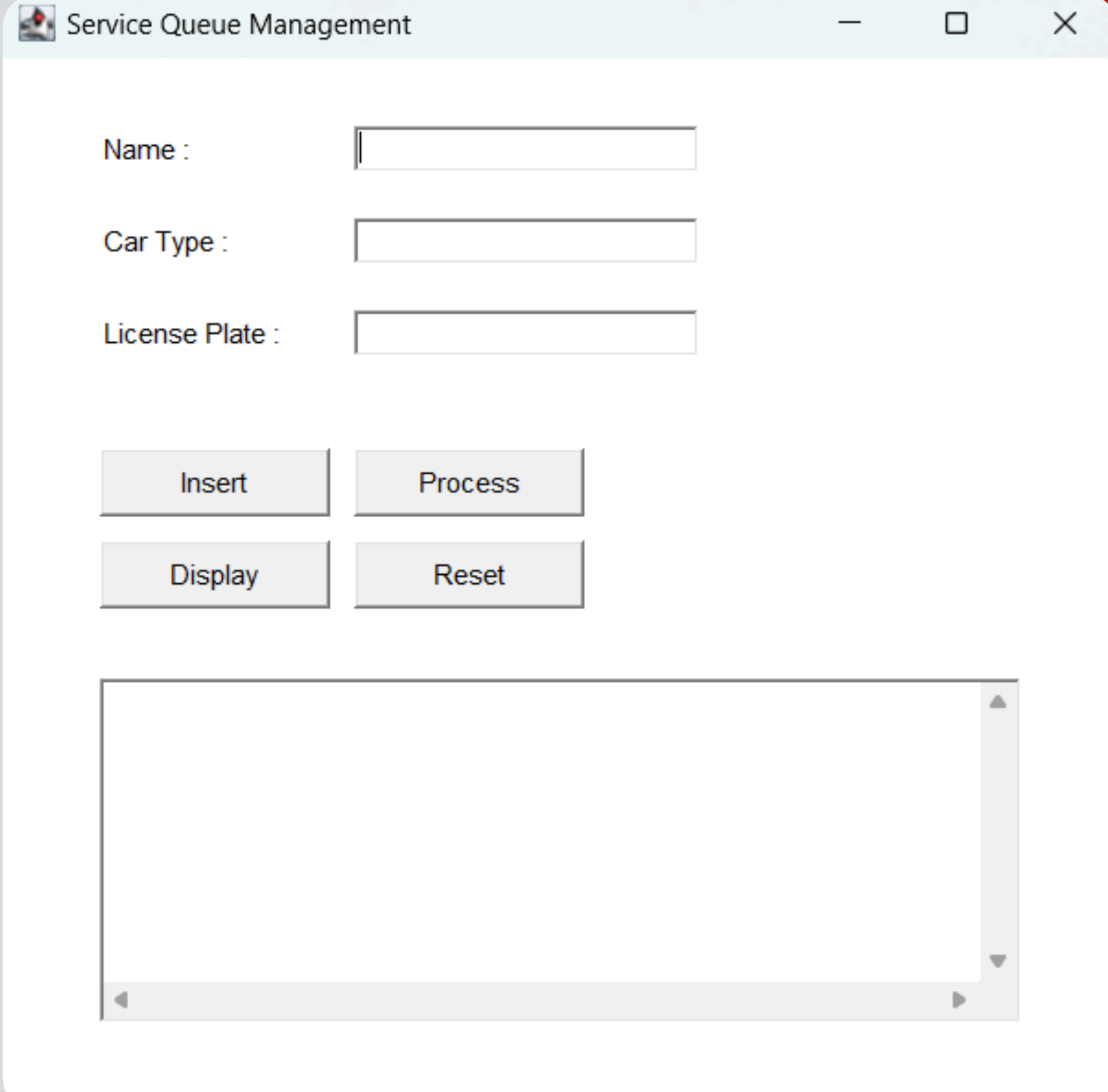


# TUJUAN

- Membuat sistem yang mengelola antrian pelayanan pelanggan dengan efisien.
- Membantu pusat pelayanan mengelola pelanggan dan memproses mereka dengan cara yang terorganisir.

# FITUR

- 01** • Menambahkan detail pelanggan ke dalam antrian.
- 02** • Memproses pelanggan secara urutan kedatangan.
- 03** • Menampilkan status antrian saat ini.
- 04** • Mereset antrian bila diperlukan.

A screenshot of a software window titled "Service Queue Management". The window has a standard Windows-style title bar with minimize, maximize, and close buttons. Inside the window, there are three input fields: "Name :", "Car Type :", and "License Plate :". Below these fields are four buttons arranged in a 2x2 grid: "Insert", "Process", "Display", and "Reset". At the bottom of the window is a large, empty rectangular area with a scrollbar on the right side, likely intended for displaying the queue status.

Service Queue Management

Name :

Car Type :

License Plate :

```
ServiceGUI.java 1 X Project 4.0.html # PFour.css
D: > CODE > JAVA > SMS 2 > PRAKTIKSI PROJECT > ServiceGUI.java > ...
1  import javax.swing.*;
2  import java.awt.*;
3  import java.awt.event.*;
4  import java.text.SimpleDateFormat;
5  import java.util.Date;
6  import java.util.LinkedList;
7  import java.util.Queue;
8
9  class Customer {
10     String name;
11     String type;
12     String licensePlate;
13     int queueNumber;
14     String registrationDate;
15
16     public Customer(String name, String type, String licensePlate, int queueNumber, String registrationDate) {
17         this.name = name;
18         this.type = type;
19         this.licensePlate = licensePlate;
20         this.queueNumber = queueNumber;
21         this.registrationDate = registrationDate;
22     }
23
24     @Override
25     public String toString() {
26         return "Nama Customer: " + name + ", Tipe Mobil: " + type + ", Nomor Polisi: " + licensePlate + ", No Antrian: "
27             + queueNumber + ", Tanggal Service: " + registrationDate;
28     }
29 }
```

- **Atribut:**

- **name:** Nama pelanggan.
- **type:** Tipe mobil.
- **licensePlate:** Nomor polisi mobil.
- **queueNumber:** Nomor antrian unik.
- **registrationDate:** Tanggal dan waktu pendaftaran.

- **Metode:**

- **toString():** Mengembalikan representasi string dari detail pelanggan.



# KELAS CUSTOMER



# KELAS SERVICEQUEUE

- **Atribut:**

- **customerQueue:** Antrian untuk menampung pelanggan.
- **nextQueueNumber:** Melacak nomor antrian berikutnya yang tersedia.

- **Metode:**

- **enqueue(Customer customer):** Menambahkan pelanggan ke dalam antrian.
- **dequeue():** Menghapus dan mengembalikan pelanggan berikutnya dalam antrian.
- **displayQueue():** Menampilkan status antrian saat ini.
- **getNextQueueNumber():** Menghasilkan nomor antrian berikutnya.
- **resetQueue():** Mereset antrian dan nomor antrian.

```
J ServiceGUI.java 1 X <> Project 4.0.html # PFour.css
D: > CODE > JAVA > SMS 2 > PRAKTIKSI PROJECT > J ServiceGUI.java > ServiceQueue > displayQueue()
33         super(message);
37     class ServiceQueue {
38         Queue<Customer> customerQueue;
39         private int nextQueueNumber;
40
41         public ServiceQueue() {
42             customerQueue = new LinkedList<>();
43             nextQueueNumber = 1;
44         }
45
46         public void enqueue(Customer customer) {
47             customerQueue.add(customer);
48         }
49
50         public Customer dequeue() throws EmptyQueueException {
51             Customer customer = customerQueue.poll();
52             if (customer == null) {
53                 throw new EmptyQueueException(message:"Antrian kosong, tidak ada customer untuk dikeluarkan.");
54             }
55             return customer;
56         }
57
58         public String displayQueue() {
59             if (!customerQueue.isEmpty()) {
60                 StringBuilder display = new StringBuilder(str:"Data customer yang tersedia:\n");
61                 for (Customer customer : customerQueue) {
62                     display.append(customer.toString()).append(str:"\n");
63                 }
64                 return display.toString();
65             } else {
66                 return "Antrian kosong.";
67             }
68         }
69
70         public int getNextQueueNumber() {
71             return nextQueueNumber + 1;
72         }
73     }
74 }
```

# JAVA GENERIC

- **Penggunaan Generics:**
  - Meningkatkan keamanan tipe dan fleksibilitas kode.
  - **Queue<Customer>** memastikan hanya objek **Customer** yang bisa masuk antrian.

```
37 class ServiceQueue {
38     Queue<Customer> customerQueue;
39     private int nextQueueNumber;
40
41     public ServiceQueue() {
42         customerQueue = new LinkedList<>();
43         nextQueueNumber = 1;
44     }
45
46     public void enqueue(Customer customer) {
47         customerQueue.add(customer);
48     }
49
50     public Customer dequeue() throws EmptyQueueException {
51         Customer customer = customerQueue.poll();
52         if (customer == null) {
53             throw new EmptyQueueException(message:"Antrian kosong, tidak ada cust
54         }
55         return customer;
56     }
57 }
```

# JAVA COLLECTION

- **Penggunaan Queue:**
  - Implementasi menggunakan **LinkedList** untuk mendukung operasi antrian.
  - **Queue<Customer>** **customerQueue** menyimpan objek pelanggan dalam urutan kedatangan.

```
37 class ServiceQueue {
38     Queue<Customer> customerQueue;
39     private int nextQueueNumber;
40
41     public ServiceQueue() {
42         customerQueue = new LinkedList<>();
43         nextQueueNumber = 1;
44     }
45
46     public void enqueue(Customer customer) {
47         customerQueue.add(customer);
48     }
49
50     public Customer dequeue() throws EmptyQueueException {
51         Customer customer = customerQueue.poll();
52         if (customer == null) {
53             throw new EmptyQueueException(message: "Antrian kosong, tidak ada cust
54         }
55         return customer;
56     }
57 }
```

# JAVA EXCEPTION HANDLING

- **EmptyQueueException:**
  - Dilemparkan ketika mencoba mengeluarkan dari antrian kosong.
  - Memberikan pesan yang menunjukkan bahwa antrian kosong.
- **Java Exception Handling:**
  - Menggunakan **try-catch** untuk menangani eksepsi.
  - Memberikan umpan balik melalui pesan di GUI.

```
btnprocess = new Button(label:"Process");
add(btnprocess);
btnprocess.setBounds(x:160, y:200, width:100, height:30);
btnprocess.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        try {
            Customer customer = serviceQueue.dequeue();
            displayArea.setText("Processed: " + customer.toString());
        } catch (EmptyQueueException ex) {
            displayArea.setText(ex.getMessage());
        }
    }
});
```



# JAVA GUI



- **Label:**
  - **lbyname, lbtype, lblicenseplate:**  
Menampilkan petunjuk untuk input pengguna.
- **TextFields:**
  - **txtname, txttype, txtlicenseplate:**  
Menangkap input pengguna.
- **Button:**
  - **btninsert:** Menambahkan pelanggan ke antrian.
  - **btnprocess:** Memproses pelanggan berikutnya.
  - **btndisplay:** Menampilkan antrian.
  - **btnreset:** Mereset antrian.
- **TextArea:**
  - **displayArea:** Menunjukkan pesan dan status antrian.

```
public ServiceGUI() {  
    serviceQueue = new ServiceQueue();  
    setLayout(mgr:null);  
  
    lbyname = new Label(text:"Name : ");  
    add(lbyname);  
    lbyname.setBounds(x:50, y:60, width:100, height:20);  
  
    txtname = new TextField();  
    add(txtname);  
    txtname.setBounds(x:160, y:60, width:150, height:20);  
  
    lbtype = new Label(text:"Car Type : ");  
    add(lbtype);  
    lbtype.setBounds(x:50, y:100, width:100, height:20);  
  
    txttype = new TextField();  
    add(txttype);  
    txttype.setBounds(x:160, y:100, width:150, height:20);  
  
    lblicenseplate = new Label(text:"License Plate : ");  
    add(lblicenseplate);  
    lblicenseplate.setBounds(x:50, y:140, width:100, height:20);  
  
    txtlicenseplate = new TextField();  
    add(txtlicenseplate);  
    txtlicenseplate.setBounds(x:160, y:140, width:150, height:20);  
}
```



# JAVA OPERATION FILE

Setiap data yang di input akan disimpan didalam file database.txt

```
private void saveQueue() {  
    try (BufferedWriter writer = new BufferedWriter(new FileWriter(FILE_NAME))) {  
        writer.write(String.valueOf(nextQueueNumber));  
        writer.newLine();  
        for (Customer customer : customerQueue) {  
            writer.write(customer.toFileFormat());  
            writer.newLine();  
        }  
    } catch (IOException e) {  
        e.printStackTrace();  
    }  
}
```

```
private void loadQueue() {  
    File file = new File(FILE_NAME);  
    if (file.exists()) {  
        try (BufferedReader reader = new BufferedReader(new FileReader(FILE_NAME))) {  
            String line = reader.readLine();  
            if (line != null) {  
                nextQueueNumber = Integer.parseInt(line.trim());  
                while ((line = reader.readLine()) != null) {  
                    Customer customer = Customer.fromFileFormat(line);  
                    customerQueue.add(customer);  
                }  
            }  
        } catch (IOException e) {  
            e.printStackTrace();  
        }  
    }  
}
```



# THANK YOU

.....