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### Tugas Praktik 7

#### Latihan07a (FPegawai021.java)

Source Code :

```
import java.awt.*;
import java.awt.event.*;
import java.io.*;
import javax.swing.*;
import java.sql.*;

public class FPegawai021 extends JFrame implements ActionListener
{
    public JPanel      pPgw      = new JPanel();
    private JLabel     lNip       = new JLabel("N I P"),
                   lNama       = new JLabel("Nama"),
                   lBagian      = new JLabel("Bagian"),
                   lcreate      = new JLabel("nama");
    private JTextField fNip       = new JTextField(),
                   fNama       = new JTextField(),
                   fBagian      = new JTextField();
    private JButton    btnAdd     = new JButton(),
                   btnCari      = new JButton(),
                   btnKoreksi    = new JButton(),
                   btnHapus     = new JButton(),
                   btnSelesai    = new JButton();

    public FPegawai021(){
        setPreferredSize(new Dimension(450, 300));
        setTitle("Data Pegawai");
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        JDesktopPane pPgw = new JDesktopPane();

        /* Mengatur letak objek label di container */
        lNip.setBounds(15, 20, 100, 25);
        lNama.setBounds(15, 55, 100, 25);
        lBagian.setBounds(15, 90, 100, 25);
        lcreate.setBounds(150, 225, 260, 25);
        lcreate.setText("Created by Ade Reiki Karuna  
A12.2020.06455");
    }
}
```

```

/* Mengatur Letak objek Text di container */
fNip.setBounds(115, 20, 100, 25);
fNama.setBounds(115, 55, 205, 25);
fBagian.setBounds(115, 90, 92, 25);
fNip.setToolTipText("Isi Nip dengan Angka !");

/* Mengatur Letak objek Button di container */
// koord x , y , panjang, lebar
btnAdd.setBounds(20, 150, 85, 25);
btnAdd.setText("Add");
btnAdd.setBackground(Color.BLUE);
btnAdd.setForeground(Color.getHSBColor(250, 0, 255));
btnCari.setBounds(120, 150, 85, 25);
btnCari.setText("Cari");
btnKoreksi.setBounds(220, 150, 85, 25);
btnKoreksi.setText("Koreksi");
btnHapus.setBounds(220, 185, 85, 25);
btnHapus.setText("Hapus");
btnSelesai.setBounds(320, 150, 80, 60);
btnSelesai.setText("Selesai");
btnSelesai.setToolTipText("Mengakhiri Program");

/* Objek Button di Non Aktifkan dan di Aktifkan */
btnAdd.setEnabled(true);
btnSelesai.setEnabled(true);

// mengatur objek untuk dapat berinteraksi
btnAdd.addActionListener(this);
btnCari.addActionListener(this);
btnKoreksi.addActionListener(this);
btnHapus.addActionListener(this);
btnSelesai.addActionListener(this);

/* Meletakkan seluruh komponen pada Panel */
pPgw.add (lNip);
pPgw.add (fNip);
pPgw.add (lNama);
pPgw.add (fNama);
pPgw.add (lBagian);
pPgw.add (fBagian);
pPgw.add (lcreate);
pPgw.add (btnAdd);
pPgw.add (btnCari);

```

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        pPgw.add (btnKoreksi);
        pPgw.add (btnHapus);
        pPgw.add (btnSelesai);

        /* menambahkan panel pada Frame */
        getContentPane().add(pPgw).setBackground(Color.getHSBColor(1
00, 150, 75));

        /* Menampilkan frame ke layar monitor */
        pack();
        Kosong();
        settombol(1, 1, 0, 0, 1);
    }

    //program utama
    public static void main(String[] args) {
        new FPegawai021().setVisible(true);
    }

    public void actionPerformed (ActionEvent ae){
        Object obj = ae.getSource();

        //saat dipilih tambah/add
        if (obj == btnAdd){
            if (btnAdd.getText() == "Simpan"){
                String xnip = fNip.getText();
                if (xnip.length() != 0)
                    Add();
            }
            else
                JOptionPane.showMessageDialog(this, "Nip kosong
!");

            btnAdd.setText("Add");
            Kosong();
            settombol(1, 1, 0, 0, 1);
        }
        else {
            Kosong();
            settombol(1, 0, 0, 0, 1);
            btnAdd.setText("Simpan");
            btnAdd.setForeground(Color.getHSBColor(100, 10, 0));
            btnAdd.setBackground(Color.getHSBColor(200, 100,
100));
        }
    }
}

```

```

        //saat dipilih cari
        if (obj == btnCari){
            String xcari = JOptionPane.showInputDialog(this,
"Masukkan Nip !");
            if (xcari != null)
            {
                fNip.setText(xcari);
                int xx = Cari();
                if (xx == 1) settombol(1, 1, 1, 1, 1);
            }
            else
                JOptionPane.showMessageDialog(this, "Nip kosong !");
        }

        //saat dipilih koreksi
        if (obj == btnKoreksi)
        {
            if (btnKoreksi.getText()=="Simpan")
            {
                if (fNip.getText() != "")
                    Koreksi();
                btnKoreksi.setText("Koreksi");
                Kosong();
                settombol(1, 1, 0, 0, 1);
            }

            else
            {
                btnKoreksi.setText("Simpan");
                settombol(0, 0, 1, 0, 1);
                fNama.requestFocus();
            }
        }

        //saat dipilih hapus
        if (obj == btnHapus)
        {
            int stt = JOptionPane.showConfirmDialog(this,"Yakin
dihapus ?");
            System.out.print(stt);

            if (stt == 0)
            {
                Hapus();
                Kosong();
            }
        }
    }
}

```

```

    }
}

//saat dipilih selesai
if (obj == btnSelesai)
{
    System.exit(0);
}
}

// Fungsi untuk menambahkan data ke tabel barang
void Add()
{
    try
    {
        JOptionPane.showMessageDialog(this, "Proses untuk
Add!");
    }
    catch(Exception e)
    {
        JOptionPane.showMessageDialog(this, "Penambahan
Gagal!!!");
    }
}

// Fungsi untuk mencari NIP
int Cari()
{
    int x = 0;
    return x;
}

// Fungsi untuk melakukan koreksi data
void Koreksi()
{
    try
    {
        JOptionPane.showMessageDialog(this, "Sukses DiEdit !");
    }
    catch(Exception e)
    {
        JOptionPane.showMessageDialog(this, "Koreksi Gagal !");
    }
}
}

```

```

// Fungsi untuk menghapus data
void Hapus()
{
    try
    {
        JOptionPane.showMessageDialog(this, "Data Terhapus !");
    }
    catch(Exception e)
    {
        JOptionPane.showMessageDialog(this, "Penghapusan Gagal
!");
    }
}

// Fungsi untuk mengkosongkan data
void Kosong ()
{
    fNip.setText("");
    fNama.setText("");
    fBagian.setText("");
    fNip.requestFocus();
}

void settombol(int a, int b, int c, int d, int e)
{
    btnAdd.setEnabled(a>=1 ? true: false);
    btnCari.setEnabled(a>=1 ? true: false);
    btnKoreksi.setEnabled(a>=1 ? true: false);
    btnHapus.setEnabled(a>=1 ? true: false);
    btnSelesai.setEnabled(a>=1 ? true: false);
}
}

```

Output Program :

The screenshot shows a Java Swing window titled "Data Pegawai". The window has a light pink background and a standard Windows-style title bar with minimize, maximize, and close buttons. Inside the window, there are three text input fields labeled "NIP", "Nama", and "Bagian". Below these fields, there are five buttons: "Add" (blue), "Cari" (light blue), "Koreksi" (light blue), "Hapus" (light blue), and "Selesai" (light blue). At the bottom of the window, there is a text label that reads "Created by Ade Reiki Karuna A12.2020.06455".