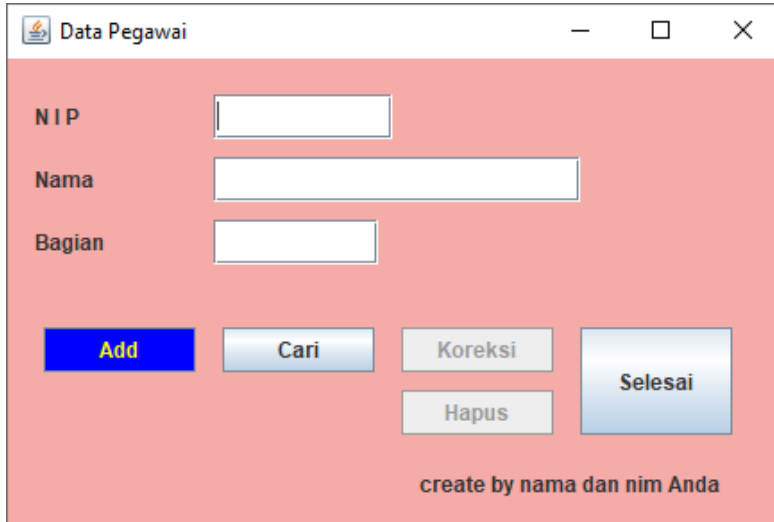


Praktikum 7 (Form Pegawai)

Latihan07a.java

Cobalah program berikut :

- output program :



The screenshot shows a Java Swing window titled "Data Pegawai". The window has a light red background. It contains three text input fields labeled "NIP", "Nama", and "Bagian". Below the fields are five buttons: "Add" (blue), "Cari" (light blue), "Koreksi" (light blue), "Hapus" (light blue), and "Selesai" (light blue). At the bottom, it says "create by nama dan nim Anda".

- kode program :

```
1  import java.awt.*;
2  import java.awt.event.*;
3  import java.io.*;
4  import javax.swing.*;
5  import java.sql.*;
6
7  public class FPegawai021 extends JFrame implements ActionListener
8  {
9      private JPanel      pPgw      = new JPanel();
10     private JLabel      lNip       = new JLabel ("N I P      "),
11     private JLabel      lNama      = new JLabel ("Nama      "),
12     private JLabel      lBagian    = new JLabel ("Bagian    "),
13     private JLabel      lcreate    = new JLabel ("nama");
14     private JTextField  fNip       = new JTextField (),
15     private JTextField  fNama      = new JTextField (),
16     private JTextField  fBagian    = new JTextField ();
17     private JButton     btnAdd     = new JButton (),
18     private JButton     btnCari    = new JButton (),
19     private JButton     btnKoreksi = new JButton (),
20     private JButton     btnHapus   = new JButton (),
21     private JButton     btnSelesai = new JButton ();
22 }
```

```

23 public Fpegawai021() {
24     setPreferredSize(new Dimension(450,300));
25     setTitle("Data Pegawai");
26     setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
27
28     JDesktopPane pPgw = new JDesktopPane();
29
30     /* Mengatur letak objek Label Di container*/
31     lNip.setBounds (15, 20, 100, 25);
32     lNama.setBounds (15, 55, 100, 25);
33     lBagian.setBounds (15, 90, 100, 25);
34     lcreate.setBounds (230, 225, 200, 25);
35     lcreate.setText("create by nama dan nim Anda");
36
37     /* Mengatur letak objek Text Di Container */
38     fNip.setBounds (115, 20, 100, 25);
39     fNama.setBounds (115, 55, 205, 25);
40     fBagian.setBounds (115, 90, 92, 25);
41     fNip.setToolTipText("Isi Nip dengan Angka !");
42
43     /* Mengatur letak objek Button di Container */
44     btnAdd.setBounds (20, 150, 85, 25);
45     btnAdd.setLabel("Add");
46     btnAdd.setBackground(Color.BLUE);
47     btnAdd.setForeground(Color.getHSBColor(250,0,255));
48     btnCari.setBounds (120, 150, 85, 25);
49     btnCari.setLabel("Cari");
50     btnKoreksi.setBounds (220, 150, 85, 25);
51     btnKoreksi.setLabel("Koreksi");
52     btnHapus.setBounds (220, 185, 85, 25);
53     btnHapus.setLabel("Hapus");
54     btnSelesai.setBounds (320, 150, 85, 60);
55     btnSelesai.setLabel("Selesai");
56     btnSelesai.setToolTipText("Mengakhiri Program");
57
58     /* Objek Button di Non Aktifkan dan di aktifkan */
59     btnAdd.setEnabled(true);
60     btnSelesai.setEnabled(true);
61
62     // Mengatur objek untuk dapat berinteraksi
63     btnAdd.addActionListener (this);
64     btnCari.addActionListener (this);
65     btnKoreksi.addActionListener (this);
66     btnHapus.addActionListener (this);
67     btnSelesai.addActionListener (this);
68
69     // Meletakkan seluruh kontrol pada objek panel */
70     pPgw.add (lNip);
71     pPgw.add (fNip);
72     pPgw.add (lNama);
73     pPgw.add (fNama);
74     pPgw.add (lBagian);
75     pPgw.add (fBagian);
76     pPgw.add (lcreate);

```

```

77     pPgw.add (btnAdd);
78     pPgw.add (btnCari);
79     pPgw.add (btnKoreksi);
80     pPgw.add (btnHapus);
81     pPgw.add (btnSelesai);
82
83     /* Menambahkan objek panel (pPgr) ke container frame */
84     getContentPane().add (pPgw).setBackground(Color.getHSBColor(100,150,75));
85
86     /* Menampilkan frame ke layar monitor */
87     pack();
88     Kosong();
89     settombol(1, 1, 0, 0, 1);
90 }
91
92 public static void main(String[] args) {
93     new FPegawai021().setVisible(true);
94 }
95
96 /* Fungsi jika user melakukan action penekanan tombol Button */
97 public void actionPerformed (ActionEvent ae)
98 {
99     Object obj = ae.getSource();
100
101     //saat dipilih Add.....
102     if (obj == btnAdd)
103     {
104         if (btnAdd.getText()=="Simpan")
105         {
106             String xnip = fNip.getText();
107             if (xnip.length() != 0)
108                 Add();
109             else
110                 JOptionPane.showMessageDialog(this, "Nip kosong !");
111
112             btnAdd.setText("Add");
113             Kosong();
114             settombol(1, 1, 0, 0, 1);
115         }
116         else {
117             Kosong();
118             settombol(1, 0, 0, 0, 1);
119             btnAdd.setText("Simpan");
120             btnAdd.setForeground(Color.getHSBColor(100,10,0));
121             btnAdd.setBackground(Color.getHSBColor(200,100,100));
122         }
123     }
124
125     //saat dipilih cari.....
126     if (obj == btnCari)
127     {
128         String xcari = JOptionPane.showInputDialog(this, "Masukkan Nip !");
129         if (xcari != null)
130         {
131             fNip.setText(xcari);
132             int xx = Cari();
133             if (xx == 1) settombol(1, 1, 1, 1, 1);
134         }
135         else
136             JOptionPane.showMessageDialog(this, "Nip kosong !");
137     }
138 }

```

```

139 //saat dipilih koreksi.....
140 if (obj == btnKoreksi)
141 {
142     if (btnKoreksi.getText()=="Simpan")
143     {
144         if (fNip.getText() != "") Koreksi();
145         btnKoreksi.setText("Koreksi");
146         Kosong();
147         settombol(1, 1, 0, 0, 1);
148     }
149     else
150     {
151         btnKoreksi.setText("Simpan");
152         settombol(0, 0, 1, 0, 1);
153         fNama.requestFocus();
154     }
155 }
156
157 //saat dipilih hapus.....
158 if (obj == btnHapus)
159 {
160     int stt = JOptionPane.showConfirmDialog(this,"Yakin dihapus ?");
161     System.out.print(stt);
162
163     if (stt == 0)
164     {
165         Hapus();
166         Kosong();
167     }
168 }
169
170 //saat dipilih selesai.....
171 if (obj == btnSelesai)
172 {
173     System.exit(0);
174 }
175 }
176
177 // Fungsi untuk menambahkan data ke tabel barang
178 void Add()
179 {
180     try
181     {
182         JOptionPane.showMessageDialog(this, "Proses untuk Add!");
183     }
184     catch(Exception e)
185     {
186         JOptionPane.showMessageDialog(this, "Penambahan Gagal!!!");
187     }
188 }
189

```

```

190 // Fungsi untuk mencari Kode_Barang ke tabel barang.....
191 int Cari()
192 {
193     int x = 0;
194     return x;
195 }
196
197 // Fungsi untuk menambahkan data ke tabel barang.....
198 void Koreksi()
199 {}
200
201 // Fungsi untuk menambahkan data ke tabel barang.....
202 void Hapus()
203 {}
204
205 // Fungsi untuk mengkosongkan Objek masukan.....
206 void Kosong ()
207 {
208     fNip.setText ("");
209     fNama.setText ("");
210     fBagian.setText ("");
211     fNip.requestFocus ();
212 }
213
214 void settombol(int a, int b, int c, int d, int e)
215 {
216     btnAdd.setEnabled(a>=1 ? true: false);
217     btnCari.setEnabled(b>=1 ? true: false);
218     btnKoreksi.setEnabled(c>=1 ? true: false);
219     btnHapus.setEnabled(d>=1 ? true: false);
220     btnSelesai.setEnabled(e>=1 ? true: false);
221 }
222 }

```

Selamat mencoba.....