

Praktikum 6 (Inheritance)

Ketentuan pengumpulan tugas :

Nama file : **Praktikum6_XXXXX** (contoh : **Praktikum6_06123**)

File dikirim dalam format PDF (dari word dikonversi ke PDF)

Latihan06a.java

Apa output program berikut :

```
class Employee
{
    float salary = 40000;
}

class Programmer extends Employee
{
    int bonus = 10000;
}

class TestInheri01
{
    public static void main(String args[])
    {
        Programmer p = new Programmer();
        System.out.println("Programmer salary is : " + p.salary);
        System.out.println("Bonus of Programmer is : " + p.bonus);
    }
}
```

Latihan06b.java

Apa output program berikut :

```
public class Person {
    String name = "Suryania";
    int age = 22;
}
```

```

public class Employee extends Person {

    float salary = 4000;
    String name = "Diana";
    int age = 23;

    public void showInfo(){
        System.out.println("Name      : " + super.name);
        System.out.println("Age       : " + super.age);
        System.out.println("Salary   : " + salary);
    }
}

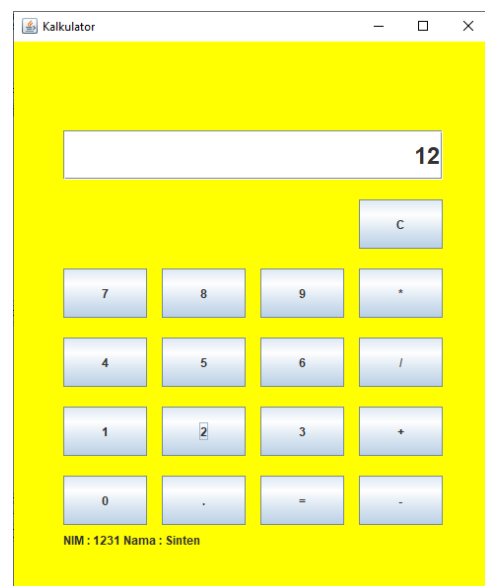
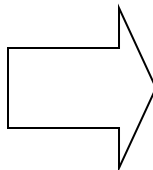
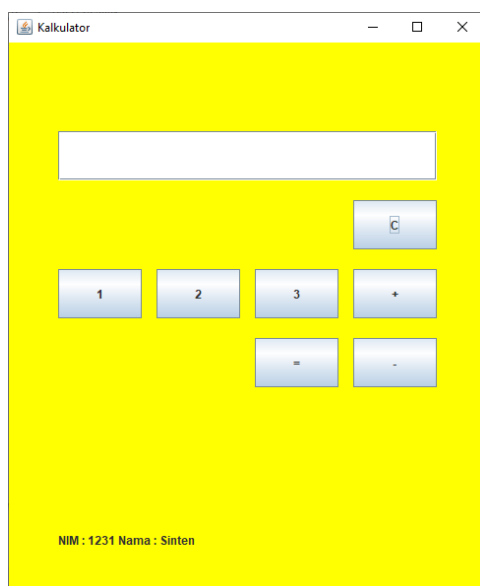
public class Demosuper {
    public static void main(String[] args) {
        Employee dian = new Employee();

        dian.showInfo();
    }
}

```

Latihan06c.java

Lengkapi tombol program kalkulator berikut :



Kode program :

```
1  import java.awt.*;
2  import java.awt.event.*;
3  import javax.swing.*;
4
5  public class Calculator011 extends JFrame implements ActionListener
6  {
7      private JPanel      jpCalculator    = new JPanel();
8
9      private JTextField  fLayar          = new JTextField ();
10     private JLabel      labelmhs       = new JLabel ("NIM:1231 Nama:Sinten");
11
12     private JButton      btnTambah      = new JButton ("+"),
13     private JButton      btnKurang      = new JButton ("-"),
14     private JButton      btnC           = new JButton ("C"),
15     private JButton      btn1           = new JButton ("1"),
16     private JButton      btn2           = new JButton ("2"),
17     private JButton      btn3           = new JButton ("3"),
18     private JButton      btnSama        = new JButton ("=");
19
20     private String isiLayar = "";
21     private String snilai1, snilai2, tombol;
22     private int hasil;
23     Font font1 = new Font("SansSerif", Font.BOLD, 24);
24
25     public Calculator011() {
26         setPreferredSize(new Dimension(500,600));
27         setTitle("Kalkulator");
28         setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
29
30         new BorderLayout();
31         JDesktopPane jpCalculator = new JDesktopPane();
32         add(jpCalculator, BorderLayout.CENTER);
33
34         /* Mengatur letak objek Text Di Container */
35         // (50, 90, 385, 50); : (kolom, baris, panjang, tinggi);
36         fLayar.setBounds (50, 90, 385, 50);
37         fLayar.setFont(font1);
38         labelmhs.setBounds (50, 480, 200, 50);
39
40         /* Mengatur letak objek Button di Container */
41         btnC.setBounds (350, 160, 85, 50);
42         btnTambah.setBounds (350, 230, 85, 50);
43         btnKurang.setBounds (350, 300, 85, 50);
44
45         btnSama.setBounds (250, 300, 85, 50);
46         //btnSama.setLabel("="); bisa juga diatur disini...
47
48         //btnAdd.setToolTipText("Tombol Tambah Data");
49         btn1.setBounds (50, 230, 85, 50);
50         btn2.setBounds (150, 230, 85, 50);
51         btn3.setBounds (250, 230, 85, 50);
52
53         fLayar.setHorizontalAlignment (JTextField.RIGHT);
54     }
```

```

55      /* Objek Button di Non Aktifkan dan di aktifkan */
56      btnTambah.setEnabled(true);
57
58      /* Mengatur objek untuk dapat berinteraksi */
59      btn1.addActionListener (this);
60      btn2.addActionListener (this);
61      btn3.addActionListener (this);
62
63      btnC.addActionListener (this);
64      btnSama.addActionListener (this);
65      btnTambah.addActionListener (this);
66      btnKurang.addActionListener (this);
67
68      // Meletakkan seluruh kontrol pada objek panel */
69      jpCalculator.add (fLayar);
70      jpCalculator.add (labelmhs);
71      jpCalculator.add (btn1);
72      jpCalculator.add (btn2);
73      jpCalculator.add (btn3);
74
75      jpCalculator.add (btnTambah);
76      jpCalculator.add (btnKurang);
77      jpCalculator.add (btnC);
78      jpCalculator.add (btnSama);
79
80      /* Menambahkan objek panel (jpCalculator) ke container frame */
81      getContentPane().add (jpCalculator).setBackground(Color.getHSBColor(0,0,0));
82      //(Color.getHSBColor(0,0,0)) silahkan angka 0 di atas diganti dengan 0 s/d 255
83      //misal (Color.getHSBColor(10,50,200))
84
85
86      /* Menampilkan frame ke layar monitor */
87      pack();
88      setVisible (true);
89  }
90
91  public static void main(String[] args)
92  {
93      new Calculator011().setVisible(true);
94  }
95
96  /* Fungsi jika user melakukan action penekanan tombol Button */
97  public void actionPerformed (ActionEvent ae) {
98      Object obj = ae.getSource();
99
100     if (obj == btnC)
101     {
102         tombol = ""; snilai1 = ""; snilai2 = "";
103         isiLayar = "";
104         fLayar.setText(isiLayar);
105     }
106     if (obj == btn1)
107     {
108         isiLayar = isiLayar + "1";
109         fLayar.setText(isiLayar);
110     }
111     if (obj == btn2)
112     {
113         isiLayar = isiLayar + "2";
114         fLayar.setText(isiLayar);
115     }

```

```

115     if (obj == btn3)
116     {
117         isiLayar = isiLayar + "3000";
118         fLayar.setText(isiLayar);
119     }
120     if (obj == btnTambah)
121     {
122         tombol = "tambah";
123         snilai1 = fLayar.getText();
124         isiLayar = "";
125         fLayar.setText(isiLayar);
126     }
127     if (obj == btnKurang)
128     {
129         tombol = "kurang";
130         snilai1 = fLayar.getText();
131         fLayar.setText("");
132     }
133     if (obj == btnSama)
134     {
135         snilai2 = fLayar.getText();
136
137         // saat ditekan tombol samadengan .....
138         // (sebelumnya operator yg digunakan tambah).....
139         hasil = Integer.parseInt(snilai1) + Integer.parseInt(snilai2);
140
141         String shasil = "" + hasil;
142         fLayar.setText(shasil);
143     }
144 } // tutup methode public void actionPerformed
145
146 // Fungsi untuk mengkosongkan Objek layar tampilan.....
147 void Kosong ()
148 {
149     fLayar.setText("");
150     fLayar.requestFocus();
151 }
152 }

```