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NIM : A12.2020.06455

Mata Kuliah : PBO

### Tugas Praktik 5 (Class)

#### Latihan05a.java

```
C:\Program Files (x86)\Xinox Software\JCreatorV3LE\GE2001.exe
Mobil Avanza mempunyai maxSpeed 120 km per jam
Press any key to continue...
```

#### Latihan05b.java

```
Administrator: C:\Windows\system32\cmd.exe
F:\Kuliah\Materi - Tugas\Semt 4\PBO Java\src\10) Praktik 5>javac Latihan05b.java
F:\Kuliah\Materi - Tugas\Semt 4\PBO Java\src\10) Praktik 5>java Latihan05b
Nama Mhs : Adi Sanjaya
```

#### Latihan05c.java

```
Administrator: C:\Windows\system32\cmd.exe
F:\Kuliah\Materi - Tugas\Semt 4\PBO Java\src\10) Praktik 5>javac Latihan05c.java
F:\Kuliah\Materi - Tugas\Semt 4\PBO Java\src\10) Praktik 5>java Latihan05c
10 + 50 = 60
10 - 50 = -40
50 * 10 = 500
50 / 10 = 5
```

#### Latihan05d (FHitungInput.java)

Source Code :

```
//Latihan 05d
import java.awt.*;
import java.awt.event.*;
import java.io.*;
import javax.swing.*;
import java.sql.*;
```

```

//deklarasi class
public class FHitungInput extends JFrame implements ActionListener{
    private JPanel      pPgw      = new JPanel();
    private JLabel      lNilai1    = new JLabel ("Nilai 1    "),
                    lNilai2    = new JLabel ("Nilai 2    "),
                    lHasil      = new JLabel ("Hasil      "),
                    lcreate     = new JLabel ("nama");
    private JTextField  fNilai1    = new JTextField (),
                    fNilai2    = new JTextField (),
                    fHasil      = new JTextField ();
    private JButton     btnTambah  = new JButton (),
                    btnKurang    = new JButton (),
                    btnBersih    = new JButton (),
                    btnSelesai   = new JButton (),
                    btnKali      = new JButton (),
                    btnBagi      = new JButton ();

    public FHitungInput(){
        setPreferredSize(new Dimension(450, 280));
        setTitle("Form Hitung");
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        JDesktopPane pPgw = new JDesktopPane();

        /* Mengatur Letak objek Label di container */
        lNilai1.setBounds (15, 20, 100, 25);
        lNilai2.setBounds (15, 55, 100, 25);
        lHasil.setBounds (15, 90, 100, 25);
        lcreate.setBounds (250, 210, 300, 25);
        lcreate.setText("dibuat oleh Ade Reiki Karuna -
A12.2020.06455");

        /* Mengatur Letak objek Text di container */
        fNilai1.setBounds (115, 20, 100, 25);
        fNilai2.setBounds (115, 55, 205, 25);
        fHasil.setBounds (115, 90, 92, 25);
        fNilai1.setToolTipText("Isi Nilai dengan Angka !");

        /* Mengatur Letak objek Button di container */
        // coord x , coord y , width (panjang) , height (lebar)//
        btnTambah.setBounds (50, 150, 85, 25);
        btnTambah.setLabel("Tambah");
        btnTambah.setBackground(Color.red);
        btnTambah.setForeground(Color.getHSBColor(50,0,55));

```

```

        btnKurang.setBounds (150, 150, 85, 25);
        btnKurang.setLabel("Kurang");
        btnBersih.setBounds (250, 150, 75, 25);
        btnBersih.setLabel("Bersih");
        btnSelesai.setBounds (335, 150, 85, 25);
        btnSelesai.setLabel("Selesai");
        btnKali.setBounds (50, 200, 85, 25);
        btnKali.setLabel("Kali");
        btnBagi.setBounds (150, 200, 85, 25);
        btnBagi.setLabel("Bagi");

        btnSelesai.setToolTipText("Mengakhiri Program");

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

        // Mengatur objek untuk dapat berinteraksi
        btnTambah.addActionListener(this);
        btnKurang.addActionListener(this);
        btnBersih.addActionListener(this);
        btnSelesai.addActionListener(this);
        btnKali.addActionListener(this);
        btnBagi.addActionListener(this);

        // Meletakkan seluruh kontrol pada objek panel
        pPgw.add (lNilai1);
        pPgw.add (fNilai1);
        pPgw.add (lNilai2);
        pPgw.add (fNilai2);
        pPgw.add (lHasil);
        pPgw.add (fHasil);
        pPgw.add (lcreate);
        pPgw.add (btnKurang);
        pPgw.add (btnTambah);
        pPgw.add (btnBersih);
        pPgw.add (btnSelesai);
        pPgw.add (btnKali);
        pPgw.add (btnBagi);

        // Menambahkan objek panel (pPgr) ke container frame
        getContentPane().add(pPgw).setBackground(Color.getHSBColor(2
50,0,255));

        // Menampilkan frame ke layar monitor

```

```

        pack();
    }

    public static void main(String[] args){
        new FHitungInput().setVisible(true);
    }

    // Fungsi jika user melakukan action penekanan tombol Button
    public void actionPerformed (ActionEvent ae){
        Object obj = ae.getSource();

        if (obj == btnTambah)
        {
            methodTambah();
        }

        if (obj == btnKurang)
        {
            methodKurang();
        }

        if (obj == btnBersih)
        {
            Kosong();
        }

        if (obj == btnSelesai)
        {
            System.exit(0);
        }

        if (obj == btnKali)
        {
            methodKali();
        }

        if (obj == btnBagi)
        {
            methodBagi();
        }

    }

    void methodTambah()
    {

```

```

        int xhasil = Integer.parseInt(fNilai1.getText()) +
Integer.parseInt(fNilai2.getText());

        fHasil.setText (Integer.toString(xhasil));
    }

    void methodKurang()
    {
        int xhasil = Integer.parseInt(fNilai1.getText()) -
Integer.parseInt(fNilai2.getText());

        fHasil.setText(Integer.toString(xhasil));
    }

    void methodKali()
    {
        int xhasil = Integer.parseInt(fNilai1.getText()) *
Integer.parseInt(fNilai2.getText());

        fHasil.setText(Integer.toString(xhasil));
    }

    void methodBagi()
    {
        int xhasil = Integer.parseInt(fNilai1.getText()) /
Integer.parseInt(fNilai2.getText());

        fHasil.setText(Integer.toString(xhasil));
    }

    // Fungsi untuk mengkosongkan objek masukan
    void Kosong ()
    {
        fNilai1.setText ("");
        fNilai2.setText ("");
        fHasil.setText ("");
        fNilai1.requestFocus();
    }
}

```

Output :

1. Tambah



Form Hitung

Nilai 1: 99

Nilai 2: 100

Hasil: 199

Tambah Kurang Bersih Selesai

Kali Bagi

dibuat oleh Ade Reiki Karuna - A12.2020.06455

2. Kurang



Form Hitung

Nilai 1: 99

Nilai 2: 100

Hasil: -1

Tambah Kurang Bersih Selesai

Kali Bagi

dibuat oleh Ade Reiki Karuna - A12.2020.06455

3. Kali



Form Hitung

Nilai 1: 99

Nilai 2: 100

Hasil: 9900

Tambah Kurang Bersih Selesai

Kali Bagi

dibuat oleh Ade Reiki Karuna - A12.2020.06455

#### 4. Bagi

The screenshot shows a Java Swing window titled "Form Hitung" with a yellow background. It contains three input fields for numbers: "Nilai 1" with the value "100", "Nilai 2" with the value "98", and "Hasil" with the value "1.0". Below the input fields are six buttons: "Tambah" (red), "Kurang" (blue), "Bersih" (blue), "Selesai" (blue), "Kali" (blue), and "Bagi" (blue). The "Bagi" button is highlighted, indicating it is the active operation. At the bottom right, there is a text label that reads "dibuat oleh Ade Reiki Karuna - A1".

Label	Value
Nilai 1	100
Nilai 2	98
Hasil	1.0

Buttons: Tambah, Kurang, Bersih, Selesai, Kali, Bagi

dibuat oleh Ade Reiki Karuna - A1