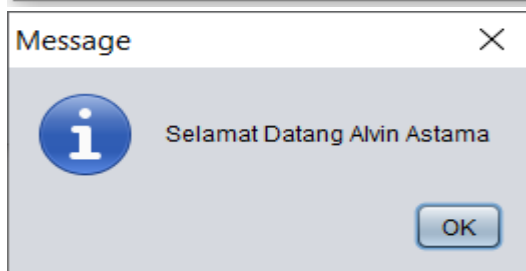
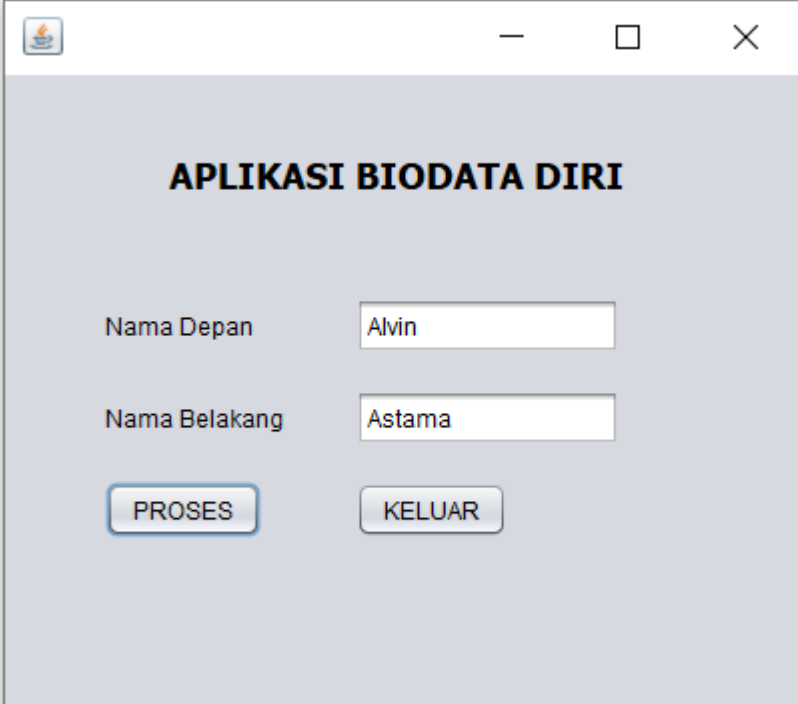


Tampilan dan Hasil Latihan 1

```
6 package JavaGUI2;
7
8 /**
9  *
10  * @author alvin
11  * 55170005
12  */
13 import javax.swing.*;
14 public class Latihan1 extends JFrame {
15
16     /** Creates new form Latihan1 ...3 lines */
17     public Latihan1() { ...3 lines }
18
19     /** This method is called from within the constructor to initialize the form ...5 lines */
20     @SuppressWarnings("unchecked")
21     Generated Code
22
23     private void btnProsesActionPerformed(java.awt.event.ActionEvent evt) {
24         // TODO add your handling code here:
25         String nd = txt1.getText();
26         String nb = txt2.getText();
27         JOptionPane.showMessageDialog(this, "Selamat Datang " + nd + " " + nb);
28     }
29
30     private void btnKeluarActionPerformed(java.awt.event.ActionEvent evt) {
31         // TODO add your handling code here:
32         System.exit(0);
33     }
34 }
```



Tampilan dan Hasil Latihan 2

```
6 package JavaGUI2;
7
8 /**
9  *
10  * @author alvin
11  * 55170005
12  */
13 import javax.swing.JOptionPane;
14 public class Latihan2 extends javax.swing.JFrame {
15
16     /** Creates new form Latihan2 ...3 lines */
17     public Latihan2() {
18         // ...3 lines
19     }
20
21     /**
22      * This method is called from within the constructor to initialize the form.
23      * WARNING: Do NOT modify this code. The content of this method is always
24      * regenerated by the Form Editor.
25      */
26     @SuppressWarnings("unchecked")
27     Generated Code
28
29
30 private void btnSubmitActionPerformed(java.awt.event.ActionEvent evt) {
31     // TODO add your handling code here:
32     String nama = "";
33     String hobi = "";
34     String gender = "";
35     String jurusan = "";
36     String info = "";
37
38     nama = nama_mhs.getText();
39     if(hobi1.isSelected())
40         hobi+="Membaca";
41     if(hobi2.isSelected())
42         hobi+="Traveling";
43     if(hobi3.isSelected())
44         hobi+="Menulis";
45
46     if(rdlaki.isSelected())
47         gender+="Laki-Laki";
48     else
49         gender+="Perempuan";
50
51     jurusan = lstjurusan.getSelectedValue().toString();
52
53     info="Nama Saya adalah "+nama+", Hobi: "+hobi+", Jenis Kelamin: "+gender+
54         ", Jurusan: "+jurusan;
55     JOptionPane.showMessageDialog(null, info);
56 }
57
58 private void btnKeluarActionPerformed(java.awt.event.ActionEvent evt) {
59     // TODO add your handling code here:
60     System.exit(0);
61 }
```

FORM BOIDATA MAHASISWA

Nama Mahasiswa

Wahyu Sentosa

Hobby

☐ Membaca
☒ Traveling
☐ Menulis

Jenis Kelamin

☒ Laki-Laki
☐ Perempuan

Jurusan

Teknik Informatika

Sistem Informasi

Ekonomi Manajeme

Ekonomi Akuntansi

SUBMIT

KELUAR

Message

Nama Saya adalah Wahyu Sentosa, Hobi: Traveling, Jenis Kelamin: Laki-Laki, Jurusan: Sistem Informasi

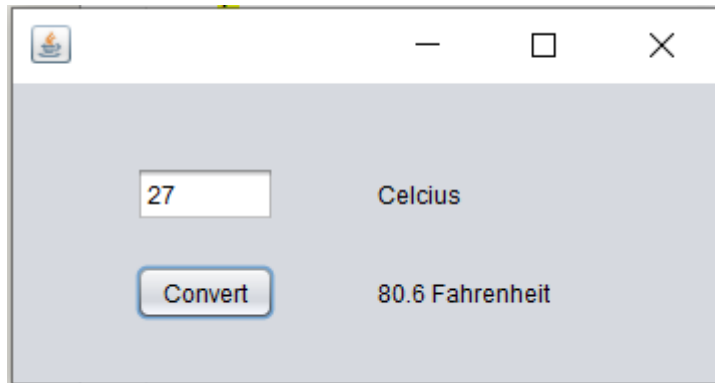
OK

Tampilan dan Hasil Latihan 3

```

6      package JavaGUI2;
7
8      /**
9       *
10      * @author alvin
11      * 55170005
12      */
13      import javax.swing.JOptionPane;
14      public class Latihan3 extends javax.swing.JFrame {
15
16          /**
17           * Creates new form Latihan3
18           */
19          public Latihan3() {
20              initComponents();
21          }
22
23          /**
24           * This method is called from within the constructor to initialize the form.
25           * WARNING: Do NOT modify this code. The content of this method is always
26           * regenerated by the Form Editor.
27           */
28          @SuppressWarnings("unchecked")
29          Generated Code
30
31
32          private void btnConvertActionPerformed(java.awt.event.ActionEvent evt) {
33              // TODO add your handling code here:
34              double f = Double.parseDouble(txt_c.getText()) * 1.8 + 32;
35              lblFahrenheit.setText(f + " Fahrenheit");
36          }

```



Tampilan dan Hasil Latihan 4

```

6   package JavaGUI2;
7
8   /**
9    *
10   * @author alvin
11   * 55170005
12   */
13   import javax.swing.JOptionPane;
14   public class Latihan4 extends javax.swing.JFrame {
15
16       /**
17        * Creates new form Latihan4
18        */
19       public Latihan4() {
20           initComponents();
21       }
22
23       /**
24        * This method is called from within the constructor to initialize the form.
25        * WARNING: Do NOT modify this code. The content of this method is always
26        * regenerated by the Form Editor.
27        */
28       @SuppressWarnings("unchecked")
29       Generated Code
140
141       private void btn_convertActionPerformed(java.awt.event.ActionEvent evt) {
142           // TODO add your handling code here:
143           double fahrenheit = Double.parseDouble(txt_celcius.getText()) * 1.8 + 32;
144           txt_fahrenheit.setText(fahrenheit + "");
145           double reamur = Double.parseDouble(txt_celcius.getText()) * 0.8;
146           txt_reamur.setText(reamur + "");
147           double kelvin = Double.parseDouble(txt_celcius.getText()) + 273;
148           txt_kelvin.setText(kelvin + "");
149       }
151       private void btn_keluarActionPerformed(java.awt.event.ActionEvent evt) {
152           // TODO add your handling code here:
153           int alert = JOptionPane.showConfirmDialog(null, "Yakin Ingin Keluar?",
154               "Konfirmasi Keluar Aplikasi", JOptionPane.YES_NO_OPTION);
155           if (alert == JOptionPane.YES_OPTION) {
156               System.exit(0);
157           }
158       }

```

APLIKASI KONVERSI SUHU


Masukan Nilai Celcius Celcius

Hasil Reamur

Fahrenheit

Kelvin

Konfirmasi Keluar Aplikasi

 Yakin Ingin Keluar?

Tampilan dan Hasil Latihan 5

```

6   package JavaGUI2;
7
8   /**
9    *
10   * @author alvin
11   * 55170005
12   */
13   import javax.swing.JOptionPane;
14   public class Latihan5 extends javax.swing.JFrame {
15
16       /**
17        * Creates new form Latihan5
18        */
19       public Latihan5() {
20           initComponents();
21       }
22
23       /**
24        * This method is called from within the constructor to initialize the form.
25        * WARNING: Do NOT modify this code. The content of this method is always
26        * regenerated by the Form Editor.
27        */
28       @SuppressWarnings("unchecked")
29       Generated Code

```

```

231 private void btn_tambahActionPerformed(java.awt.event.ActionEvent evt) {
232     // TODO add your handling code here:
233     int a = Integer.parseInt(angka1.getText());
234     int b = Integer.parseInt(angka2.getText());
235     int c = a+b;
236     hasil.setText(Integer.toString(c));
237 }
238
239 private void btn_hapusActionPerformed(java.awt.event.ActionEvent evt) {
240     // TODO add your handling code here:
241     angka1.setText("");
242     angka2.setText("");
243     hasil.setText("");
244 }
245
246 private void btn_keluarActionPerformed(java.awt.event.ActionEvent evt) {
247     // TODO add your handling code here:
248     System.exit(0);
249 }

```

The screenshot shows a Java Swing application window titled "Aplikasi Pertambahan Angka". The window contains three text input fields with colored backgrounds: "Angka Pertama" (yellow) with the value "6", "Angka Kedua" (green) with the value "4", and "Hasil" (blue) with the value "10". Below the input fields are three buttons: "Tambah", "Hapus", and "Keluar".

Tampilan dan Hasil Latihan 6

```

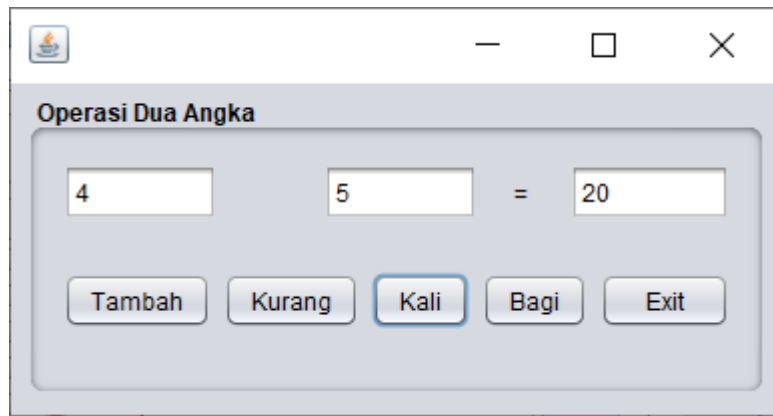
6 package JavaGUI2;
7
8 /**
9  *
10  * @author alvin
11  * 55170005
12  */
13 import javax.swing.JOptionPane;
14 import java.awt.event.*;
15 public class Latihan6 extends JFrame {
16
17     /**
18      * Creates new form Latihan6
19      */
20     public Latihan6() {
21         initComponents();
22     }
23
24     /**
25      * This method is called from within the constructor to initialize the form.
26      * WARNING: Do NOT modify this code. The content of this method is always
27      * regenerated by the Form Editor.
28      */
29     @SuppressWarnings("unchecked")
30     Generated Code

```

```

163 private void txt1KeyTyped(java.awt.event.KeyEvent evt) {
164     // TODO add your handling code here:
165     char a = evt.getKeyChar();
166     if(! ((Character.isDigit(a) ||
167         (a == KeyEvent.VK_BACK_SPACE) ||
168         (a == KeyEvent.VK_DELETE))
169         )){
170         getToolkit().beep();
171         JOptionPane.showMessageDialog(null, "MASukan hanya angka 0-9");
172         evt.consume();
173     }
174 }
175
176 private void txt2KeyTyped(java.awt.event.KeyEvent evt) {
177     // TODO add your handling code here:
178     char a = evt.getKeyChar();
179     if(! ((Character.isDigit(a) ||
180         (a == KeyEvent.VK_BACK_SPACE) ||
181         (a == KeyEvent.VK_DELETE))
182         )){
183         getToolkit().beep();
184         JOptionPane.showMessageDialog(null, "MASukan hanya angka 0-9");
185         evt.consume();
186     }
187 }
188
189 private void btn_tambahActionPerformed(java.awt.event.ActionEvent evt) {
190     // TODO add your handling code here:
191     int a = Integer.parseInt(txt1.getText());
192     int b = Integer.parseInt(txt2.getText());
193     int c = a+b;
194     hasil.setText(Integer.toString(c));
195 }
196
197 private void btn_kurangActionPerformed(java.awt.event.ActionEvent evt) {
198     // TODO add your handling code here:
199     int a = Integer.parseInt(txt1.getText());
200     int b = Integer.parseInt(txt2.getText());
201     int c = a-b;
202     hasil.setText(Integer.toString(c));
203 }
204
205 private void btn_kaliActionPerformed(java.awt.event.ActionEvent evt) {
206     // TODO add your handling code here:
207     int a = Integer.parseInt(txt1.getText());
208     int b = Integer.parseInt(txt2.getText());
209     int c = a*b;
210     hasil.setText(Integer.toString(c));
211 }
212
213 private void btn_bagiActionPerformed(java.awt.event.ActionEvent evt) {
214     // TODO add your handling code here:
215     int a = Integer.parseInt(txt1.getText());
216     int b = Integer.parseInt(txt2.getText());
217     int c = a/b;
218     hasil.setText(Integer.toString(c));
219 }
220
221 private void btn_exitActionPerformed(java.awt.event.ActionEvent evt) {
222     // TODO add your handling code here:
223     System.exit(0);
224 }

```



Tampilan dan Hasil Latihan 7

```

6      package JavaGUI2;
7
8      /**
9       *
10     * @author alvin
11     * 55170005
12     */
13     import java.awt.event.KeyEvent;
14     import javax.swing.JOptionPane;
15     public class Latihan7 extends javax.swing.JFrame {
16
17         /**
18          * Creates new form Latihan7
19          */
20         public Latihan7() {
21             initComponents();
22         }
23
24         /**
25          * This method is called from within the constructor to initialize the form.
26          * WARNING: Do NOT modify this code. The content of this method is always
27          * regenerated by the Form Editor.
28          */
29         @SuppressWarnings("unchecked")
30         Generated Code
31
32     private void nilaiKeyTyped(java.awt.event.KeyEvent evt) {
33         // TODO add your handling code here:
34         char a = evt.getKeyChar();
35         if(! ((Character.isDigit(a) ||
36             (a == KeyEvent.VK_BACK_SPACE) ||
37             (a == KeyEvent.VK_DELETE))
38             )){
39             getToolkit().beep();
40             JOptionPane.showMessageDialog(null, "Masukan nilai 0-100");
41             evt.consume();
42         }
43     }
44
45     private void btn_prosesActionPerformed(java.awt.event.ActionEvent evt) {
46         // TODO add your handling code here:
47         double nilaiakhir;
48         String hasil;
49         nilaiakhir = Double.parseDouble(nilai.getText());
50         if(nilaiakhir >= 60){
51             hasil="LULUS";
52             keterangan.setText(hasil);
53         }else{
54             hasil="TIDAK LULUS";
55             keterangan.setText(hasil);
56         }
57     }
58

```



```
160 private void btn_keluarActionPerformed(java.awt.event.ActionEvent evt) {  
161     // TODO add your handling code here:  
162     System.exit(0);  
163 }
```

The screenshot shows a Java Swing window with a light gray background and a white title bar. The title bar contains a standard Mac OS X window control icon (a red, yellow, and green button) and the window title "SELEKSI KELULUSAN". The window content is as follows:

- Title:** SELEKSI KELULUSAN
- Fields:**
 - Nama Mahasiswa:** A text field containing the name "Yoshua".
 - Nilai Akhir:** A text field containing the value "66".
 - Keterangan:** A text field containing the word "LULUS".
- Buttons:** At the bottom of the window, there are two buttons:
 - Proses:** A button with a blue border and a light blue gradient.
 - Keluar:** A button with a gray border and a light gray gradient.