Nama : Ardhiat Gilang Pratama

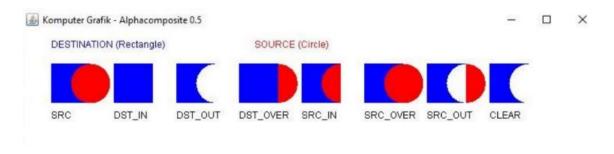
Nim : 211011450609

Kelas : 06TPLE005

Mata Kuliah : Komputer Grafik 1

Dosen Pengampu : Dedin Fathudin

1. Buatkan Source code AlphaComposite dengan nilai alpha = 1.0 (tidak transparan)



## Jawab:

```
package Alphacomposite;
/**
* @author Gilang
import java.awt.*;
import java.awt.image.*;
import javax.swing.*;
public class Alphacomposite extends JPanel {
public Alphacomposite() {
this.setBackground(Color.WHITE);
@Override
public void paintComponent(Graphics g) {
super.paintComponent(g);
Graphics2D g2 = (Graphics2D) g;
g2.setColor(Color.BLUE);
g2.drawString("DESTINATION (Rectangle)", 40, 20);
g2.setColor(Color.RED);
g2.drawString("SOURCE (Circle)", 300, 20);
g2.setColor(Color.BLACK);
drawComposite(g2, 1.0f);
public void drawComposite(Graphics2D g2, float alpha) {
int[] alphaComp = {
AlphaComposite.SRC,
AlphaComposite.DST IN,
```

```
AlphaComposite.DST_OUT,
AlphaComposite.DST_OVER,
AlphaComposite.SRC_IN,
AlphaComposite.SRC_OVER,
AlphaComposite.SRC_OUT,
AlphaComposite.CLEAR
};
String[] caption = {
"SRC",
"DST IN"
"DST_OUT",
"DST_OVER",
"SRC IN",
"SRC OVER",
"SRC_OUT",
"CLEAR"
};
int x, y;
x = y = 40;
AlphaComposite ac;
for (int j = 0; j < alphaComp.length; <math>j++) {
ac = AlphaComposite.getInstance(alphaComp[j], alpha);
BufferedImage buffImg = new BufferedImage(75, 80,
BufferedImage.TYPE_INT_ARGB);
Graphics2D gbi = buffImg.createGraphics();
gbi.setColor(Color.BLUE);
gbi.fillRect(0, 0, 50, 50);
gbi.setColor(Color.RED);
gbi.setComposite(ac);
gbi.fillOval(25, 0, 50, 50);
g2.drawImage(buffImg, null, x, y);
g2.drawString(caption[j], x, y + 70);
x += 80:
public static void main(String[] args) {
Alphacomposite panelGambar = new Alphacomposite();
IFrame fr = new JFrame();
fr.setTitle("Komputer Grafik - Alphacomposite 0.5");
fr.setSize(700, 365);
fr.getContentPane().add(panelGambar);
fr.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
fr.setVisible(true);
```

