LAPORAN PRAKTIKUM

PEMEROGRAMAN BERORIANTASI OBYEK

Di Susun Guna Memenuhi Tugas Mata Kuliah Pemerograman Berorientasi Obyek (PBO)

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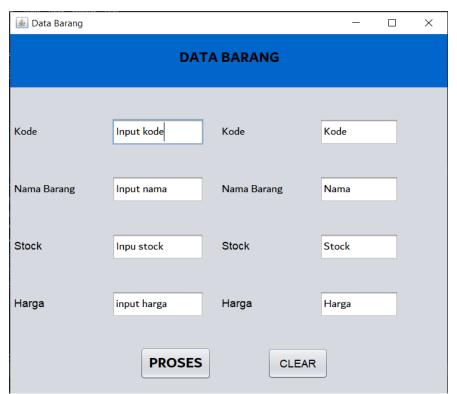
PROGRAM STUDI TEKNOLOGI INFORMASI
FAKULTAS TEKNIK DAN DESAIN
UNIVERSITAS BUMIGORA MATARAM

Desain Form

Form properties

No	Object	Property	Value
1	Form 1	form	Data Barang
2	Label1	Kode	txt_kode
3	Label2	Nama barang	txt_barang
4	Label3	Stock	txt_stok
5	Label4	Harga	txt_harga
6	Label5	Kode	kode2
7	Label6	Nama barang	berinama
8	Label7	Stock	setok
9	Label8	Harga	price
14	Button	Button	proses
15	Button	Clear	clear

Data Barang Desain.



Listing program

A. Listing Code tombol proses.

```
private void prosesActionPerformed(java.awt.event.ActionEvent evt) {

   barang barbar = new barang();
   barbar.setcode(_overkode_.getText());
   barbar.set_nama(txt_name.getText());
   barbar.setstock(txt_stok.getText());

   barbar.setharga(txt_harga.getText());

   kode2.setText(barbar.getcode());
   berinama.setText(barbar.getnama());
   setok.setText(barbar.getstock());
   price.setText(barbar.getharga());
}
```

B. Listing Code tombol clear.

```
private void clearActionPerformed(java.awt.event.ActionEvent evt) {
    barang barbar = new barang();
    if (evt.getSource() == clear) {
        kode2.setText("0");
        berinama.setText("0");
        price.setText("0");
        price.setText("");
        txt_name.setText("");
        txt_stok.setText("");
        txt_harga.setText("");
    }
}
```