

**LAPORAN PRAKTIKUM**  
**PEMEROGRAMAN BERORIENTASI OBYEK**

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

DOSEN PENGAMPU : Lalu Ganda Rady Putra, S.Kom., M.Eng



DISUSUN OLEH :

Ida Bagus Kresnayana

Eka

2001020002

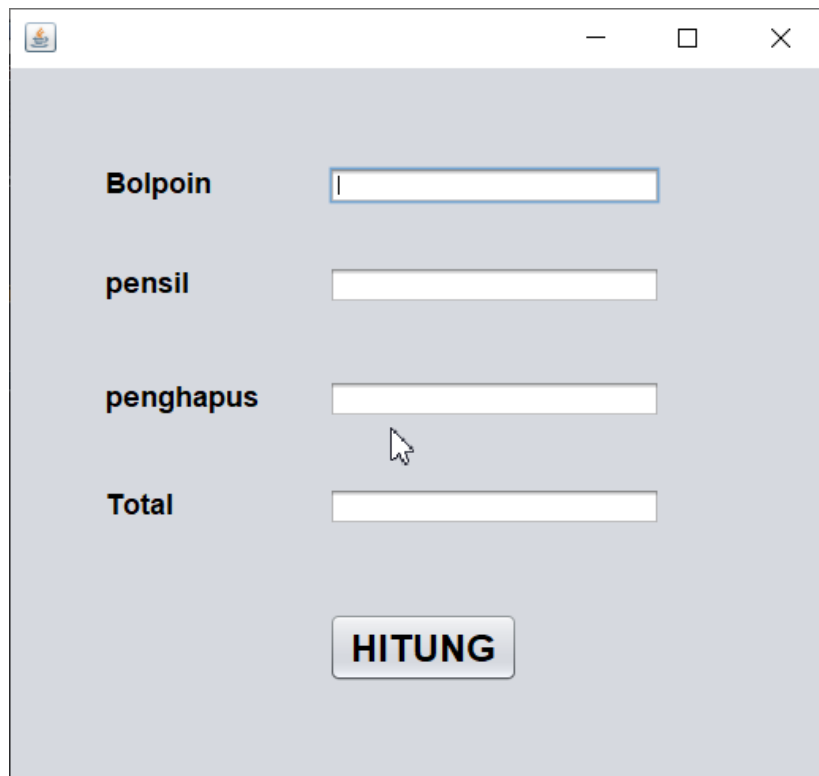
**PROGRAM STUDI TEKNOLOGI INFORMASI**  
**FAKULTAS TEKNIK DAN DESAIN**

## Desain Form

### Form properties

No	Object	Property	Value
1	Form 1	form	Gui_barang
6	Text Field	Bolpoin	A
7	Text Field	Pensil	B
8	Text Field	Penghapus	C
9	Text Field	Harga	D
10	Text Field	Total	total
10	Buton	Hitung	hitung

### Desain Form pedagang.



The image shows a Java Swing window titled "Gui\_barang" with a light gray background. It contains four text input fields arranged vertically, each with a label to its left: "Bolpoin", "pensil", "penghapus", and "Total". Below these fields is a button labeled "HITUNG". The window has a standard title bar with minimize, maximize, and close buttons.

## Listing program

```
}

private void hitungActionPerformed(java.awt.event.ActionEvent evt) {
    barang pedagang = new barang();
    pedagang.jumlah_bolpoint = Integer.valueOf(a.getText());
    pedagang.jumlah_penghapus = Integer.valueOf(b.getText());
    pedagang.jumlah_pensil = Integer.valueOf(c.getText());
    total.setText(String.valueOf(pedagang.pendapatan()));
}

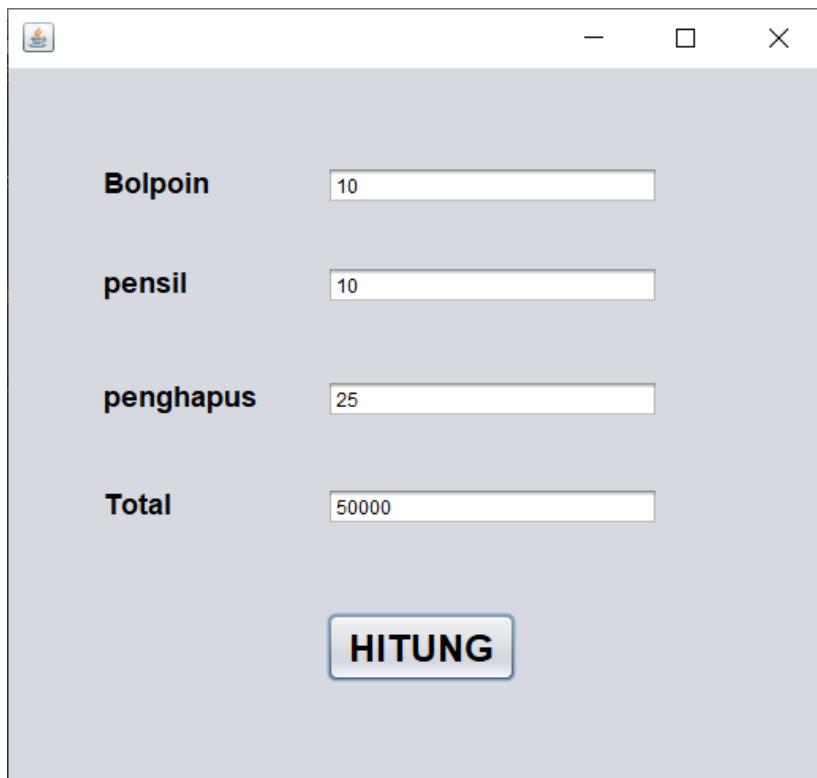
/**
package latihan_barang;

public class barang {

    int jumlah_pensil = 1000, h_bolpoint = 2000, h_penghapus = 500;
    int jumlah_pensil, jumlah_bolpoint, jumlah_penghapus;

    int pendapatan() {
        return (jumlah_pensil * jumlah_pensil) + (jumlah_bolpoint * h_bolpoint) + (jumlah_penghapus * h_penghapus);
    }
}
/**
```

## Hasil



latihan\_barang

Bolpoin 10

pensil 10

penghapus 25

Total 50000

HITUNG