

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

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

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**PROGRAM STUDI TEKNOLOGI INFORMASI**  
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# 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.

Data Barang

DATA BARANG

Kode

Input kode

Kode

Kode

Nama Barang

Input nama

Nama Barang

Nama

Stock

Inpu stock

Stock

Stock

Harga

input harga

Harga

Harga

PROSES

CLEAR

## Listing program

### A. Listing Code tombol proses.

```
private void prosesActionPerformed(java.awt.event.ActionEvent evt) {  
  
    barang barbar = new barang();  
    barbar.setcode(txt_kode.getText());  
    barbar.setnama(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");  
        setok.setText("0");  
        price.setText("0");  
        txt_kode.setText("");  
        txt_name.setText("");  
        txt_stok.setText("");  
        txt_harga.setText("");  
    }  
}
```