



PEMROGRAMAN DESKTOP



Bobot penilaian

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- Quiz = 10 %
- UTS = 35 %
- UAS = 35 %
- Kehadiran = 5 %



TEKNOLOGI PENGEMBANGAN APLIKASI DESKTOP DAN PROGRAM DESKTOP PERTAMA



Aplikasi Desktop

- Aplikasi desktop merupakan suatu aplikasi atau software milik desktop (PC dan laptop) yang mampu beroperasi tanpa terhubung dengan koneksi internet (offline).
- Untuk menggunakannya, user harus menginstalnya terlebih dahulu di sistem operasi pada laptop maupun komputer.

MACAM MACAM PEMROGRAMAN DESKTOP

- Pemrograman desktop terdiri dari
 1. .Net (Visual Basic (VB), C++ dan C sharp (C #))
 2. Java
 3. Delphi.
 4. PYTHON
 5. PERL

Pemrograman desktop dengan java

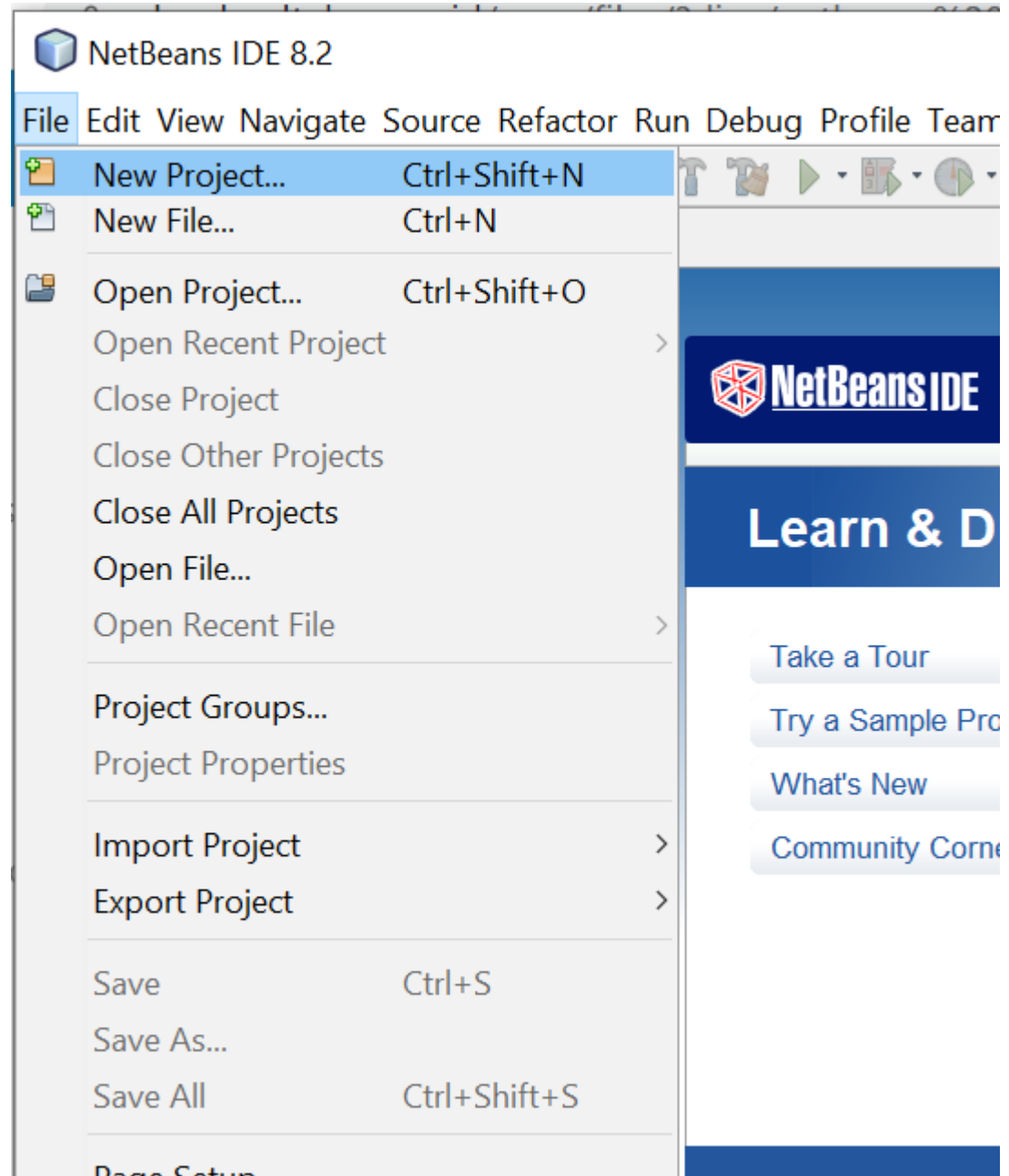
- Menggunakan Netbeans IDE
- Download di: <https://cloud.poltekssn.ac.id/s/YDANwepHLwTEEzy>

- Netbeans merupakan salah satu aplikasi IDE (Integrated Development Environment) yang dapat digunakan untuk membantu pembuatan program java. Untuk menjalankan Netbeans dapat dilakukan dengan click icon Netbeans IDE pada menu windows.




Praktikum

- Untuk membuat proyek baru



Praktikum

 New Project

Steps

1. Choose Project
2. ...

Choose Project

Filter:

Categories:

Java

JavaFX

Maven

NetBeans Modules

Samples

Projects:

Java Application

Java Class Library

Java Project with Existing Sources

Java Free-Form Project

Description:

Creates a new Java SE application in a standard IDE project. You can also generate a main class in the project. Standard projects use **an IDE-generated Ant build script** to


< Back

Next >

Finish

Cancel

Help

 New Java Application

Steps

1. Choose Project
2. Name and Location

Name and Location

Project Name:

Project Location:

Browse...

Project Folder:

☐ Use Dedicated Folder for Storing Libraries

Libraries Folder:

Browse...

Different users and projects can share the same compilation libraries (see Help for details).

☒ Create Main Class

< Back

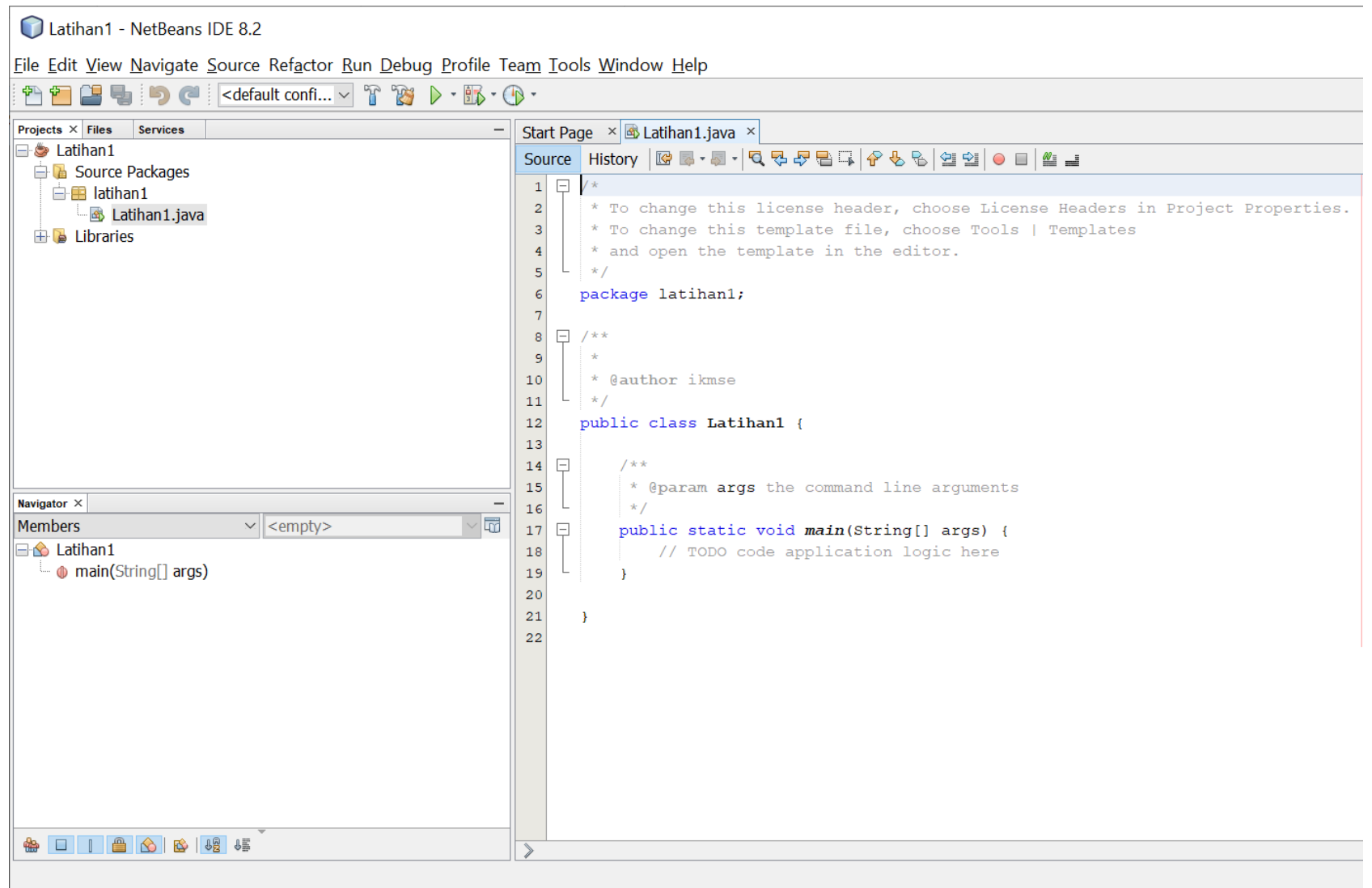
Next >

Finish

Cancel

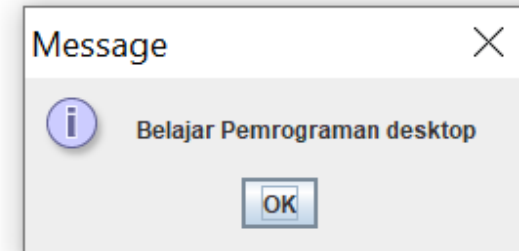
Help

Praktikum



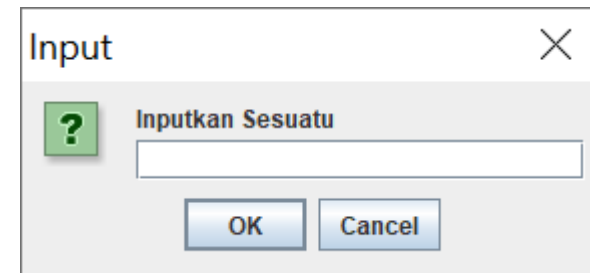
Praktikum

```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6  package latihan1;
7  import javax.swing.*;
8  /**
9   *
10   * @author ikmse
11   */
12  public class Latihan1 {
13
14      /**
15       * @param args the command line arguments
16       */
17      public static void main(String[] args) {
18          // TODO code application logic here
19          JOptionPane.showMessageDialog(null, "Belajar Pemrograman desktop");
20      }
21
22  }
```



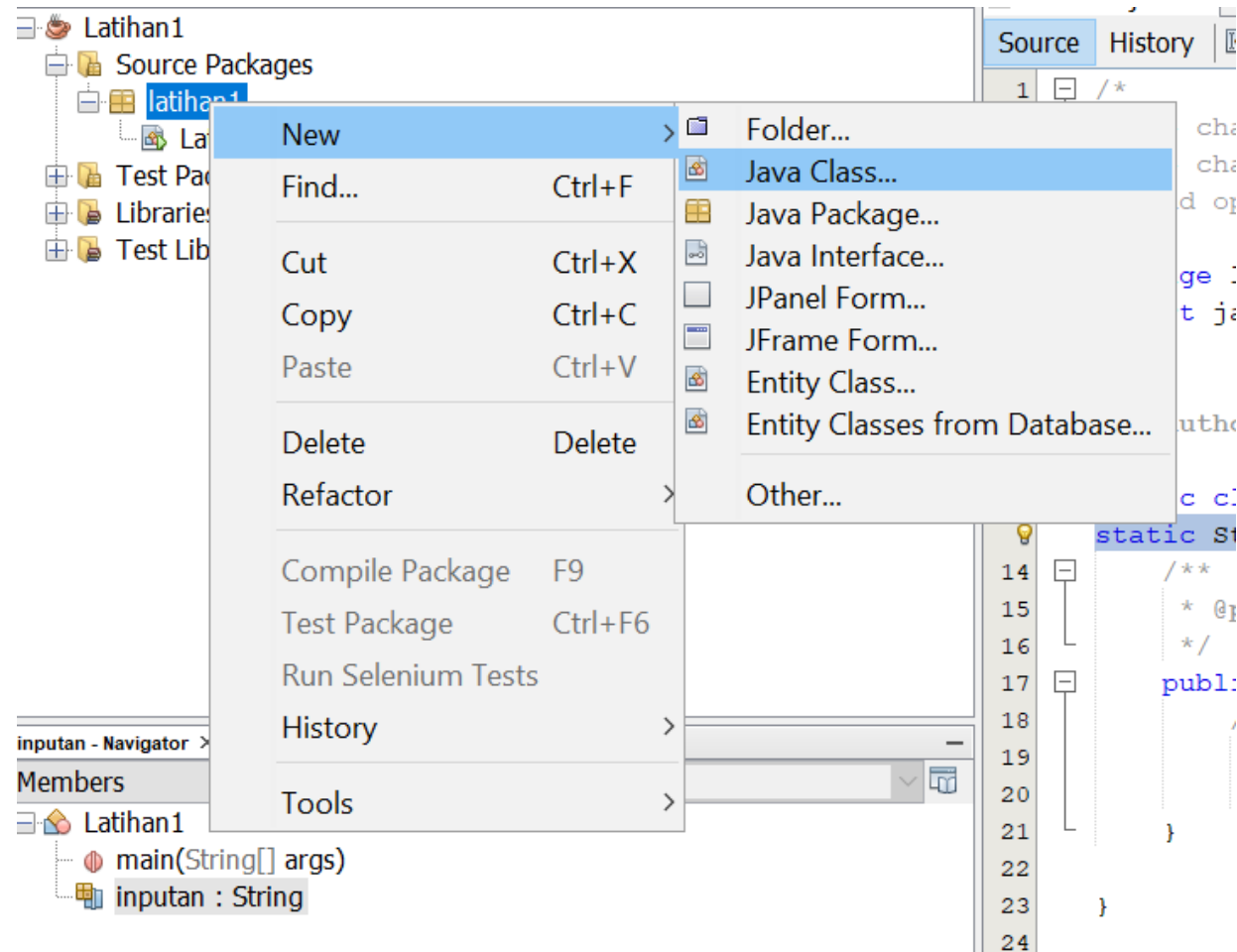
Praktikum

```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6  package latihan1;
7  import javax.swing.*;
8  /**
9   *
10   * @author ikmse
11   */
12  public class Latihan1 {
13      static String inputan;
14      /**
15       * @param args the command line arguments
16       */
17      public static void main(String[] args) {
18          // TODO code application logic here
19          inputan = JOptionPane.showInputDialog("Inputkan Sesuatu");
20          JOptionPane.showMessageDialog(null, "Anda menginputkan " + inputan);
21      }
22  }
23
24
```




Praktikum

- Membuat program menghitung persegi Panjang
- Tambahkan 2 class



Praktikum

 New Java Class ✕

Steps

1. Choose File Type
- 2. Name and Location**

Name and Location

Class Name:

Project:

Location:

Package:

Created File:


< Back

Next >

Finish

Cancel

Help

 New Java Class ✕

Steps

1. Choose File Type
- 2. Name and Location**

Name and Location

Class Name:

Project:

Location:

Package:

Created File:

< Back

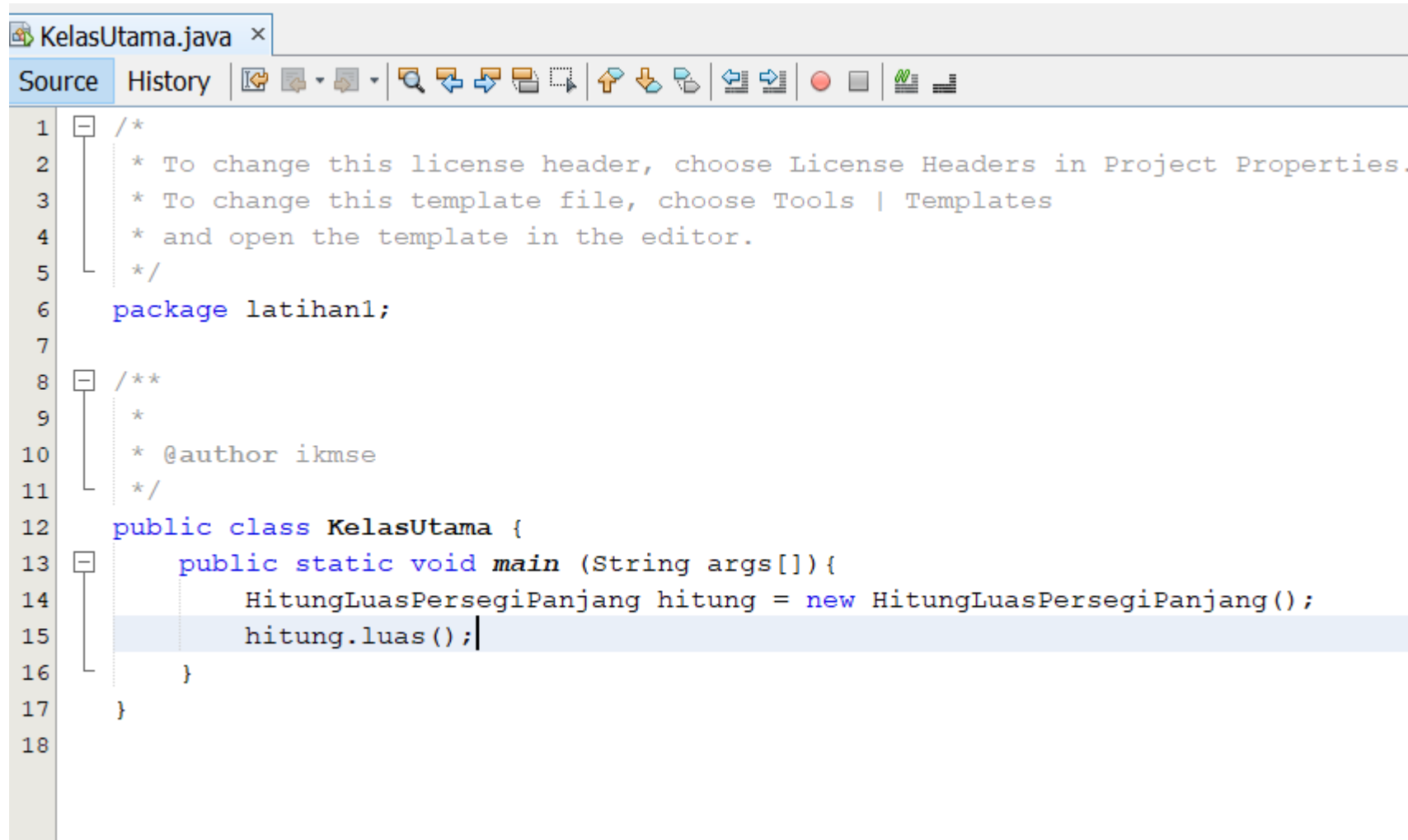
Next >

Finish

Cancel

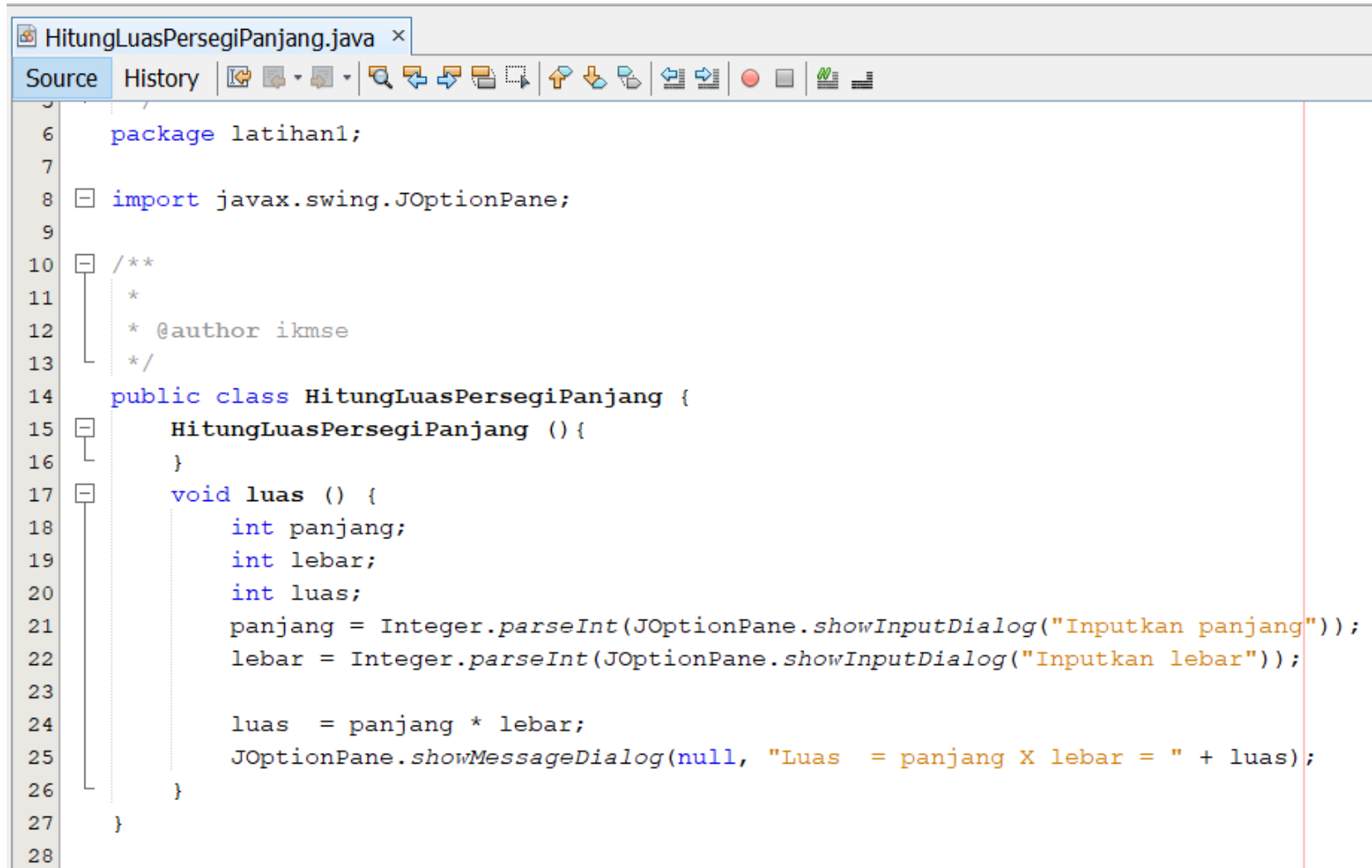
Help

Praktikum



```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6  package latihan1;
7
8  /**
9   *
10   * @author ikmse
11   */
12  public class KelasUtama {
13      public static void main (String args[]){
14          HitungLuasPersegiPanjang hitung = new HitungLuasPersegiPanjang();
15          hitung.luas();
16      }
17  }
18
```

Praktikum



The screenshot shows an IDE window titled "HitungLuasPersegiPanjang.java". The code is as follows:

```
5  
6     package latihan1;  
7  
8     import javax.swing.JOptionPane;  
9  
10    /**  
11     *  
12     * @author ikmse  
13     */  
14    public class HitungLuasPersegiPanjang {  
15        HitungLuasPersegiPanjang () {  
16        }  
17        void luas () {  
18            int panjang;  
19            int lebar;  
20            int luas;  
21            panjang = Integer.parseInt(JOptionPane.showInputDialog("Inputkan panjang"));  
22            lebar = Integer.parseInt(JOptionPane.showInputDialog("Inputkan lebar"));  
23  
24            luas = panjang * lebar;  
25            JOptionPane.showMessageDialog(null, "Luas = panjang X lebar = " + luas);  
26        }  
27    }  
28
```


Tugas

1. Jelaskan kelebihan dan kekurangan pemrograman desktop!
2. Deskripsikan hasil praktikum yang dilakukan ke dalam laporan!