

Nama : Cahyo Dwi putro	Jenis Kelamin : Laki-laki
NIM : 1961900333	Tanggal Lahir : 20-08-1997
Kelas : 94	
Praktikum : Pemrograman Berorientasi Objek	
Tugas praktikum ke-3	

## 1. Program kalkulator GUI

```

String angka = " ";
int pilih;
double angka1, angka2, jumlah;
boolean reset = false;

private void btn1ActionPerformed (java.awt.event.ActionEvent evt) {
    if (reset) {
        angka = " ";
    }
    angka += "1";
    layarOutput.setText(angka);
    reset = false;
}

private void btn2ActionPerformed (java.awt.event.ActionEvent evt) {
    if (reset) {
        angka = " ";
    }
    angka += "2";
    layarOutput.setText(angka);
    reset = false;
}

private void btn3ActionPerformed (java.awt.event.ActionEvent evt) {
    if (reset) {
        angka = " ";
    }
    angka += "3";
    layarOutput.setText(angka);
}

```

reset = false;

3

private void btn4ActionPerformed (java.awt.event.ActionEvent evt) {

if (reset) {

angka = " ";

3

angka += "4";

layaroutput.setText(angka);

reset = false;

4

private void btn5ActionPerformed (java.awt.event.ActionEvent evt) {

if (reset) {

angka = " ";

3

angka += "5";

layaroutput.setText(angka);

reset = false;

5

private void btn6ActionPerformed (java.awt.event.ActionEvent evt) {

if (reset) {

angka = " ";

3

angka += "6";

layaroutput.setText(angka);

reset = false;

6

private void btn7ActionPerformed (java.awt.event.ActionEvent evt) {

if (reset) {

angka = " ";

3

angka += "7";

layaroutput.setText(angka);

reset = false;

7

private void btn8ActionPerformed (java.awt.event.ActionEvent evt) {

if (reset) {

angka = " ";

3

angka += "8";

reset = false;

3

private void btnActionperformed (java.awt.event.ActionEvent evt) {

if (reset) {

angka = "0";

3

angka += "9";

layaroutput.setText (angka);

reset = false;

3

private void btnActionperformed (java.awt.event.ActionEvent evt) {

if (reset) {

angka = "0";

3

angka += "0";

layaroutput.setText (angka);

reset = false;

3

private void btnTambahActionperformed (java.awt.event.ActionEvent evt) {

angka = Double.parseDouble (layaroutput.getText());

layaroutput.setText ("+");

angka = "0";

pilih = 3;

3

private void btnKurangActionperformed (java.awt.event.ActionEvent evt) {

angka1 = Double.parseDouble (layaroutput.getText());

layaroutput.setText ("-");

angka = "0";

pilih = 2;

3

private void btnBilanganActionperformed (java.awt.event.ActionEvent evt) {

angka1 = Double.parseDouble (layaroutput.getText());

layaroutput.setText ("Y");

angka = "0";

pilih = 4;

3

```

private void btnclearActionperformed (java.awt.event.ActionEvent evt) {
    layaroutput . setText ("");
    angka1 = 0.0;
    angka2 = 0.0;
    jumlah = 0.0;
    pilih = 0;
    angka = "0";
}

```

3

```

private void btnsambahActionperformed (java.awt.event.ActionEvent evt) {
    Switch (pilih) {

```

Case 1 :

```

        angka2 = Double.parseDouble (layaroutput . getText ());
        jumlah = angka1 + angka2;
        layaroutput . setText (Double . toString (jumlah));
        break;
    
```

Case 2 :

```

        angka2 = Double . parseDouble (layaroutput . getText ());
        jumlah = angka1 - angka2;
        layaroutput . setText (Double . toString (jumlah));
        break;
    
```

Case 3 :

```

        angka2 = Double . parseDouble (layaroutput . getText ());
        jumlah = angka1 * angka2;
        layaroutput . setText (Double . toString (jumlah));
        break;
    
```

Case 4 :

```

        angka2 = Double . parseDouble (layaroutput . getText ());
        jumlah = angka1 / angka2;
        layaroutput . setText (Double . toString (jumlah));
        break;
    
```

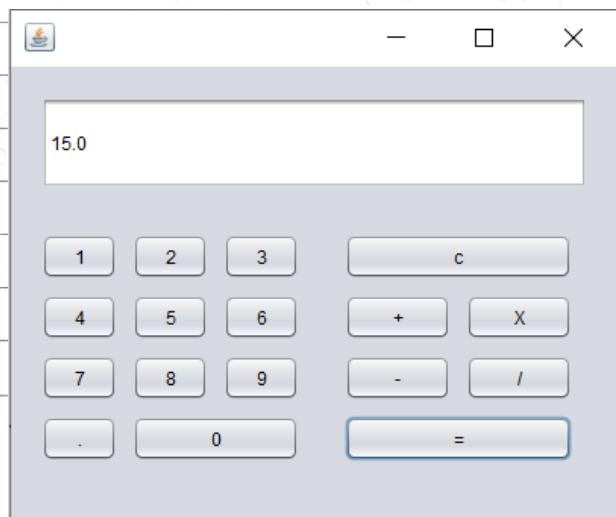
default :

break;

3

retet = true;

3



## 7. program konversi suhu

float satuan [] = {5, 9, 9, 5}, hasil, bantuan;

```
private void btnConvertActionPerfomed(java.awt.event.ActionEvent evt) {
    bantuan = float.parseFloat(textDari.getText());
    switch (barDari.getSelectedIndex()) {
```

Case 2:

```
        bantuan -= 32;
        break;
```

Case 3:

```
        bantuan -= 273;
        break;
```

Default:

```
        break;
```

3

```
hasil = satuan [barTo.getSelectedIndex()] / satuan [barDari.getSelectedIndex()]
        * bantuan;
```

```
switch (barTo.getSelectedIndex()) {
```

Case 2:

```
        hasil += 32;
        break;
```

Case 3:

```
        hasil += 273;
        break;
```

Default:

```
        break;
```

3

```
textTo.setText (float. toString (hasil));
```

3

