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Praktikum : Pemrograman Berorientasi Objek
Tugas Praktikum ke-9

1. Package ContohGambar;

import java.awt.*;

import javax.swing.JFrame;

public class ContohGambar extends Canvas {

public void paint(Graphics g) {

super.paint(g);

Toolkit t = Toolkit.getDefaultToolkit();

Image i = t.getImage("c:/pic.png");

g.drawImage(i, 1, 1, this);

}

public static void main(String[] args) {

ContohGambar m = new ContohGambar();

JFrame f = new JFrame();

f.add(m);

f.setSize(380, 530);

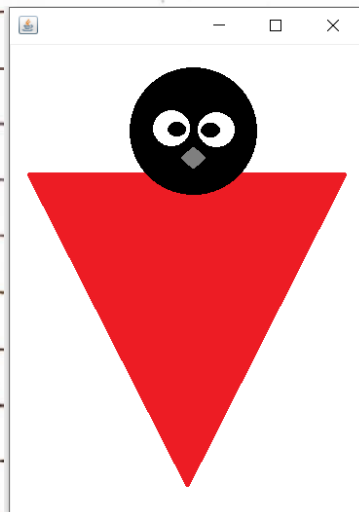
f.setLocationRelativeTo(null);

f.setVisible(true);

f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

}

}



```

2. import java.awt.*;
import javax.swing.*;
import static javax.swing.JOptionPane.*;

```

```

public class ProgressBar extends JPanel {
    private javax.swing.JProgressBar progressBar1;
    static final int MY_MINIMUM = 0;
    static final int MY_MAXIMAL = 100;

```

```

    public ProgressBar () {
        progressBar1 = new JProgressBar();
        progressBar1.setMinimum(MY_MINIMUM);
        progressBar1.setMaximum(MY_MAXIMAL);
        add(progressBar1);
    }

```

```

    public void updateBar (int newValue) {
        progressBar1.setValue(newValue);
    }

```

```

    public static void main (String args[]) {
        final progressBar it = new progressBar();
        JFrame frame = new JFrame("Control ProgressBar");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setContentPane(it);
        frame.pack();
        frame.setSize(300, 100);
        frame.setLocation(700, 250);
        frame.setVisible(true);

```

```

        for (int i = MY_MAXIMAL; i >= MY_MINIMUM; i--) {
            final int percent = i;
            try {
                SwingUtilities.invokeLater(new Runnable() {
                    public void run () {
                        it.updateBar(percent);
                    }
                });
            }
        }
    }
}

```



```
if ( i = 0 ) {  
    ShowMessageDialog( null, "Loading selesai" );  
    System.exit( 0 );  
}
```

```
}
```

```
java.lang.Thread.sleep( 100 );
```

```
} catch ( InterruptedException e ) { ;  
}
```

```
}
```

```
}
```

```
}
```

