

# Java For Intermediate :

## (Operasi Database Dengan Java (1))

Universitas Gunadarma  
Lembaga Pengembangan  
Komputer

- Anugerah Cahaya Utama

# Materi Presentasi

- **Panduan Activity**

# Panduan Activity (Output Insert)

The screenshot displays a web application interface with a light gray background. At the top, there are two tabs: "Insert Barang" (active) and "Cari Barang". Below the tabs, there are four input fields with labels: "Kode Barang" (containing "ATK001"), "Nama Barang" (containing "Pensil 2B"), "Harga (IDR)" (containing "2000"), and "Stok" (containing "200"). Below these fields are two buttons: "Simpan" and "Refresh Table". At the bottom, there is a table with four columns labeled "Title 1", "Title 2", "Title 4", and an unlabeled column. A modal dialog box titled "Message" is centered on the screen, featuring a blue information icon and the text "Insert Berhasil". An "OK" button is located at the bottom right of the dialog box.

Insert Barang Cari Barang

Kode Barang ATK001

Nama Barang Pensil 2B

Harga (IDR) 2000

Stok 200

Simpan

Refresh Table

Message

i Insert Berhasil

OK

Title 1	Title 2	Title 4	

# Panduan Activity (Output Refresh Table)

Insert Barang

Cari Barang

Kode Barang

ATK003

Nama Barang

Pulpen

Harga (IDR)

2500

Stok

300

Simpan

Refresh Table

kode	nama	harga	stok
ATK001	Pensil 2B	2000	200
ATK002	Buku Tulis	1500	225
ATK003	Pulpen	2500	300
MKN001	Kacang 200gr	5400	150

# Panduan Activity (Output Cari)

Insert Barang

Cari Barang

Kode Barang

ATK001

Cari

Refresh Table

kode	nama	harga	stok
ATK001	Pensil 2B	2000	200
ATK002	Buku Tulis	1500	225
ATK003	Pulpen	2500	300
MKN001	Kacang 200gr	5400	150

Message

i

Kode : ATK001

Nama : Pensil 2B

Harga : 2000

Stok : 200

OK

# Panduan Activity (Pembuatan Database)



Create database



pertemuan3\_cahaya

utf8mb4\_general\_ci



Create

# Panduan Activity (Pembuatan Table)



Create new table

Table name

Number of columns

barang

4

Create

# Panduan Activity (Pembuatan Tabel)

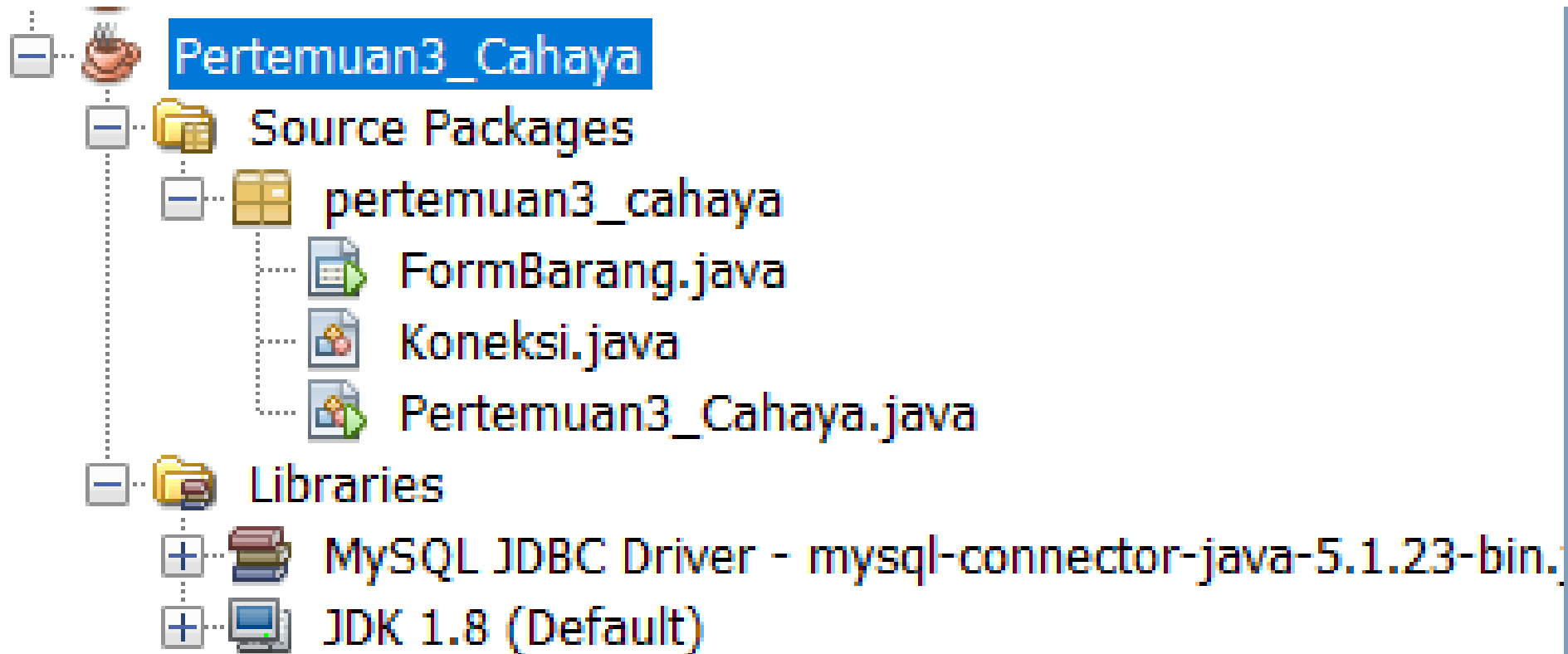
Name	Type ?	Length/Values ?	Default ?	Collation	Attributes	Null	Index
<div>kode</div> <div>Pick from Central Columns</div>	VARCHAR ▼	255	None ▼	▼	▼	<input type="checkbox"/>	<div>PRIMARY ▼</div> <div>PRIMARY</div>
<div>nama</div> <div>Pick from Central Columns</div>	VARCHAR ▼	255	None ▼	▼	▼	<input type="checkbox"/>	<div>---</div> <div>▼</div>
<div>harga</div> <div>Pick from Central Columns</div>	INT ▼		None ▼	▼	▼	<input type="checkbox"/>	<div>---</div> <div>▼</div>
<div>stok</div> <div>Pick from Central Columns</div>	INT ▼		None ▼	▼	▼	<input type="checkbox"/>	<div>---</div> <div>▼</div>



# Panduan Activity (Hasil Tabel)

	#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
<input type="checkbox"/>	1	<b>kode</b> 	varchar(255)	utf8mb4_general_ci		No	None			 Change  Drop  More
<input type="checkbox"/>	2	<b>nama</b>	varchar(255)	utf8mb4_general_ci		No	None			 Change  Drop  More
<input type="checkbox"/>	3	<b>harga</b>	int(11)			No	None			 Change  Drop  More
<input type="checkbox"/>	4	<b>stok</b>	int(11)			No	None			 Change  Drop  More

# Panduan Activity (Struktur Project)



# Panduan Activity (Codingan Koneksi)

```
public class Koneksi {  
    private Statement data = null;  
    private Connection koneksi = null;  
    private String URL = "jdbc:mysql://localhost/pertemuan3_cahaya";  
    private String USER = "root";  
    private String PASS = "";  
    public Koneksi() {  
        try {  
            Class.forName("com.mysql.jdbc.Driver");  
            koneksi = (Connection) DriverManager.getConnection(URL, USER, PASS);  
            data = (Statement) this.koneksi.createStatement();  
            System.out.println("Koneksi Berhasil Ke Database " + URL);  
        } catch (Throwable ex) {  
            System.out.println("error : " + ex);  
            System.exit(1);  
        }  
    }  
}
```

## Panduan Activity (Codingan Main)

```
public static void main(String[] args) {  
    // TODO code application logic here  
    Koneksi connect = new Koneksi();  
    connect.getConnection();  
}
```

# Panduan Activity (Design Insert Barang)

Insert Barang
Cari Barang

Kode Barang

Nama Barang

Harga (IDR)

Stok

Simpan

Refresh Table

Title 1	Title 2	Title 3	Title 4

# Panduan Activity (Design Cari Barang)

Insert Barang
Cari Barang

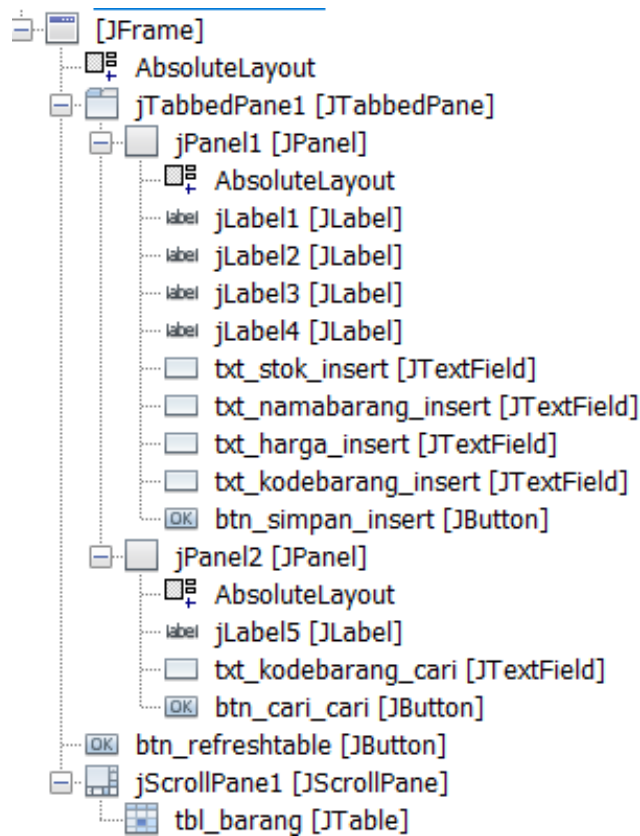
Kode Barang

Cari

Refresh Table

Title 1	Title 2	Title 3	Title 4

# Panduan Activity (Penamaan Variabel)



# Panduan Activity (Penamaan Variabel)

- TextField : txt\_ **xxx** \_ **namapanel**
- Button : btn\_ **xxx** \_ **namapanel**
- Tabel : tbl\_ **xxx**



# Panduan Activity (Codingan Button Simpan)

```
private void btn_simpan_insertActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Koneksi connect = new Koneksi();  
    String kode = txt_kodebarang_insert.getText();  
    String nama = txt_namabarang_insert.getText();  
    int harga = Integer.parseInt(txt_harga_insert.getText());  
    int stok = Integer.parseInt(txt_stok_insert.getText());  
    String query = "insert into barang(kode,nama,harga,stok) values('"+kode+"','"+nama+"','"+harga+"','"+stok+"')";  
    try {  
        connect.createStatement().executeUpdate(query);  
        JOptionPane.showMessageDialog(null,"Insert Berhasil");  
    } catch(SQLException ex) {  
        JOptionPane.showMessageDialog(null,"Insert Gagal");  
    }  
}
```

# Panduan Activity (Codingan Button Refresh)

```
private void btn_refreshtableActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Koneksi connect = new Koneksi();  
    ResultSet data = null;  
    int jumbaris = 0;  
    int i = 0;  
    String query = "select * from barang";  
    try {  
        data = connect.createStatement().executeQuery(query);  
        while(data.next()) {  
            jumbaris++;  
        }  
    } catch(SQLException ex) {  
        JOptionPane.showMessageDialog(null,"error");  
    }  
    String isi[][] = new String[jumbaris][4];  
    try {  
        data = connect.createStatement().executeQuery(query);  
        while(data.next()) {  
            isi[i][0] = data.getString("kode");  
            isi[i][1] = data.getString("nama");  
            isi[i][2] = data.getString("harga");  
            isi[i][3] = data.getString("stok");  
            i++;  
        }  
    } catch(SQLException ex) {  
        JOptionPane.showMessageDialog(null,"error lagi");  
    }  
    String NamaKolom[] = {"kode","nama","harga","stok"};  
    DefaultTableModel model = new DefaultTableModel(isi,NamaKolom){};  
    tbl_barang.setModel(model);  
}
```

# Panduan Activity (Codingan Button Cari)

```
private void btn_cari_cariActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    Koneksi connect = new Koneksi();  
    String kode = txt_kodebarang_cari.getText();  
    String nama;  
    int harga, stok;  
    ResultSet data = null;  
    String query = "select * from barang where kode='" + kode + "'";  
    try {  
        data = connect.createStatement().executeQuery(query);  
        if (data.next()) {  
            kode = data.getString("kode");  
            nama = data.getString("nama");  
            harga = data.getInt("harga");  
            stok = data.getInt("stok");  
            JOptionPane.showMessageDialog(null, "Kode : " + kode + "\nNama : " + nama + "\nHarga : " + harga + "\nStok : " + stok);  
        } else {  
            JOptionPane.showMessageDialog(null, "Data Tidak di Temukan");  
        }  
    } catch (SQLException ex) {  
        JOptionPane.showMessageDialog(null, "error lagi");  
    }  
}
```

# Panduan Activity (Screenshot)

- Hasil Tabel Database di phpmyadmin
- Codingan setiap Button
  - Insert
  - Refresh Table
  - Cari
- Output
  - Insert
  - Refresh Table
  - Cari



Anugerah Cahaya  
Utama

# Thank You

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**Pert3\_Act1\_Anugerah Cahaya Utama\_10120171**

# Java For Intermediate :

## (Operasi Database Dengan Java (2))

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Lembaga Pengembangan Komputer

- **Anugerah Cahaya Utama**

# Materi Presentasi

- Panduan Activity

# Judul Subslide (Ukuran Font 27)



# Judul Subslide (Ukuran Font 27)

## Judul Subslide (Ukuran Font 27)

- Setiap slide maksimal 5 Baris
- Ukuran Font 24
- Tidak Perlu ada Animasi
- Gunakan Highlight Color untuk menyorot kata kunci yang penting.
- Jumlah Slide Minimal 40 Slide



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Pert4\_Act1\_Anugerah Cahaya Utama\_10120171

# Java For Intermediate : (Java Applet)

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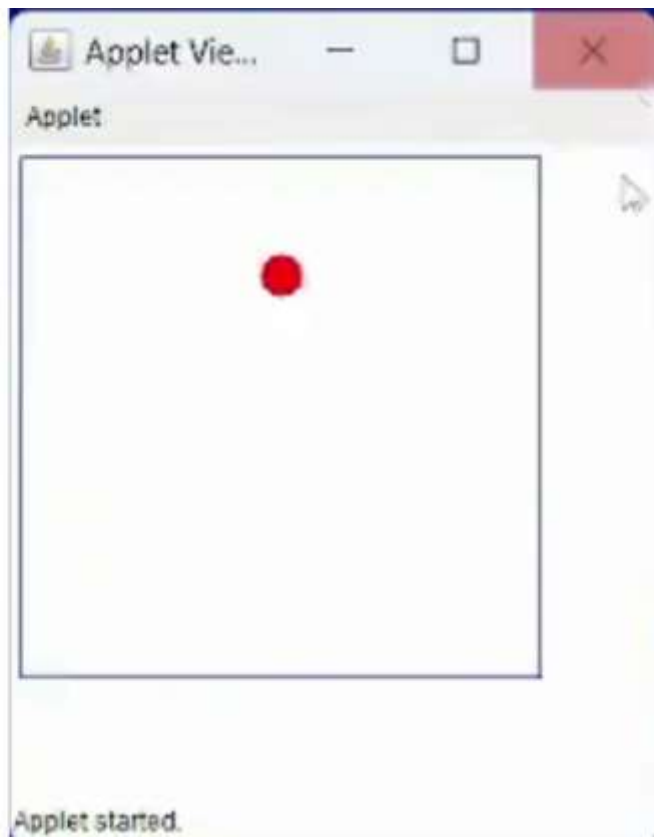
# Materi Presentasi

- Java Applet
- Panduan Activity

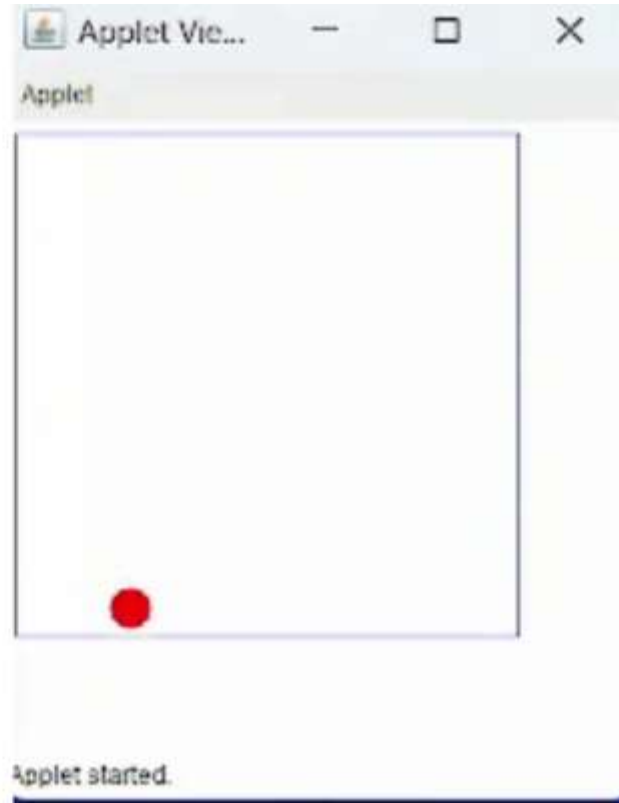
# Java Applet

- adalah program kecil yang dibuat dengan bahasa pemrograman Java dan dapat dijalankan di dalam sebuah halaman web.
- Applet adalah aplikasi mini

# Panduan Activity (Output No 1)

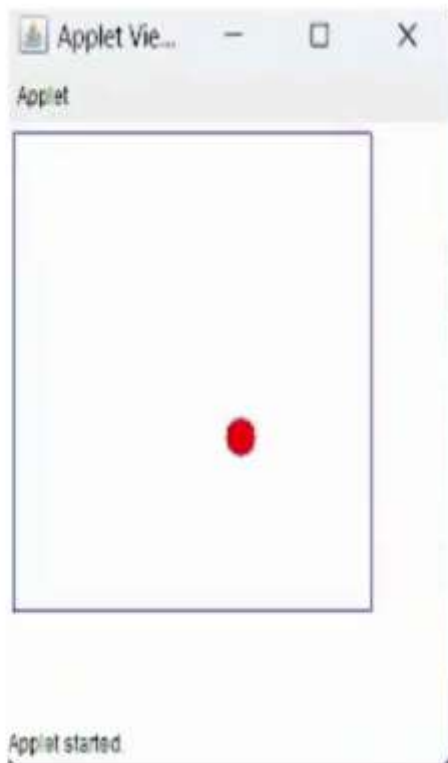


# Panduan Activity (Output No 2)

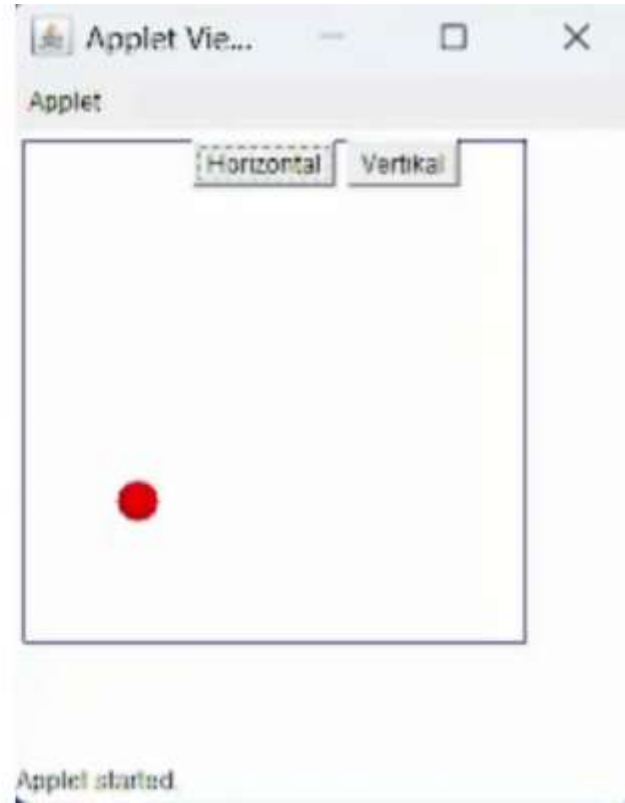




# Panduan Activity (Output No 3)



# Panduan Activity (Output No 4)



# Panduan Activity

## ▼ FILE PERT 5

 bola.html

 Bola1.java

 Bola2.java

 Bola3.java

 Bola4.java

# Panduan Activity

```
Anugerah Cahaya@LAPTOP-1UPEBUDK MINGW64 ~/Desktop/LEPKOM TUTOR/JAVA INTER TUTOR/Activity/File Pert 5
$ javac Bola1.java
```

```
Anugerah Cahaya@LAPTOP-1UPEBUDK MINGW64 ~/Desktop/LEPKOM TUTOR/JAVA INTER TUTOR/Activity/File Pert 5
$ javac Bola2.java
```

```
Anugerah Cahaya@LAPTOP-1UPEBUDK MINGW64 ~/Desktop/LEPKOM TUTOR/JAVA INTER TUTOR/Activity/File Pert 5
$ javac Bola3.java
```

```
Anugerah Cahaya@LAPTOP-1UPEBUDK MINGW64 ~/Desktop/LEPKOM TUTOR/JAVA INTER TUTOR/Activity/File Pert 5
$ javac Bola4.java
```

```
Anugerah Cahaya@LAPTOP-1UPEBUDK MINGW64 ~/Desktop/LEPKOM TUTOR/JAVA INTER TUTOR/Activity/File Pert 5
$
```

# Panduan Activity

## FILE PERT 5



bola.html



Bola1.class



Bola1.java 1



Bola2.class



Bola2.java 1



Bola3.class



Bola3.java 1



Bola4.class



Bola4.java

# Panduan Activity

```
Anugerah Cahaya@LAPTOP-1UPEBUDK MINGW64 ~/Desktop/LEPKOM TUTOR/JAVA INTER TUTOR/Activity/File Pert 5
$ appletviewer bola.html
□
```

# Panduan Activity (Codingan bola.html)

```
<html>
  <body>
    <applet code="BolaX.class" width="300" height="300">
    </applet>
  </body>
</html>
```

# Panduan Activity

- Di GoogleDocs ***Panduan Activity Pertemuan 5  
Java For Intermediate***





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**Pert5\_Act1\_Anugerah Cahaya Utama\_10120171**

# Java For Intermediate :

**(Mengenal Socket Menggunakan Bahasa Pemrograman Java)**

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- **Anugerah Cahaya Utama**

# Materi Presentasi

- Socket
- Panduan Activity

# Socket

- adalah titik akhir dari koneksi dua arah antara dua program yang berjalan di jaringan.

# Socket

- Socket TCP
- Socket UDP

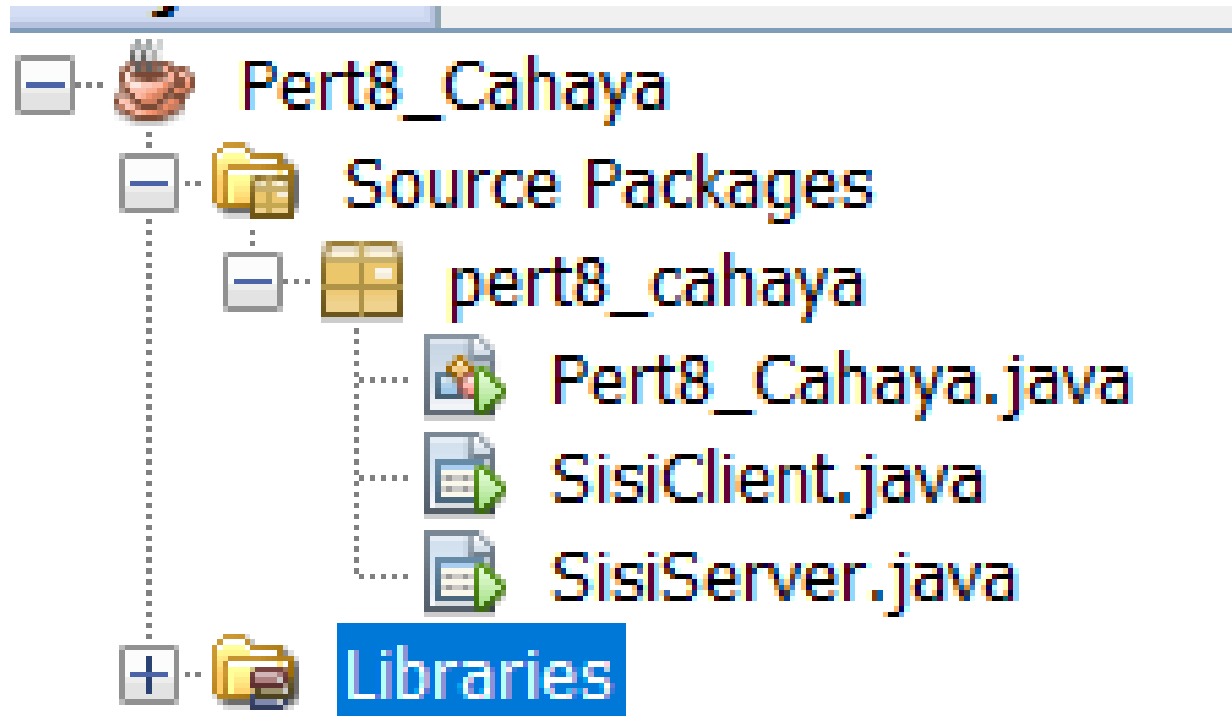
# Socket

- Socket
- ServerSocket
- SocketAdress

# Panduan Activity (Output)

SISI CLIENT	SISI SERVER
<p>Server : PING!!!</p>	<p>Client : gandeng koplok</p>
<p>gandeng koplok</p>	<p>PING!!!</p>
<p>Send To Server</p>	<p>Send To Client</p>

# Panduan Activity (Struktur Project)





# Panduan Activity (Design Sisi Server)

SISI SERVER

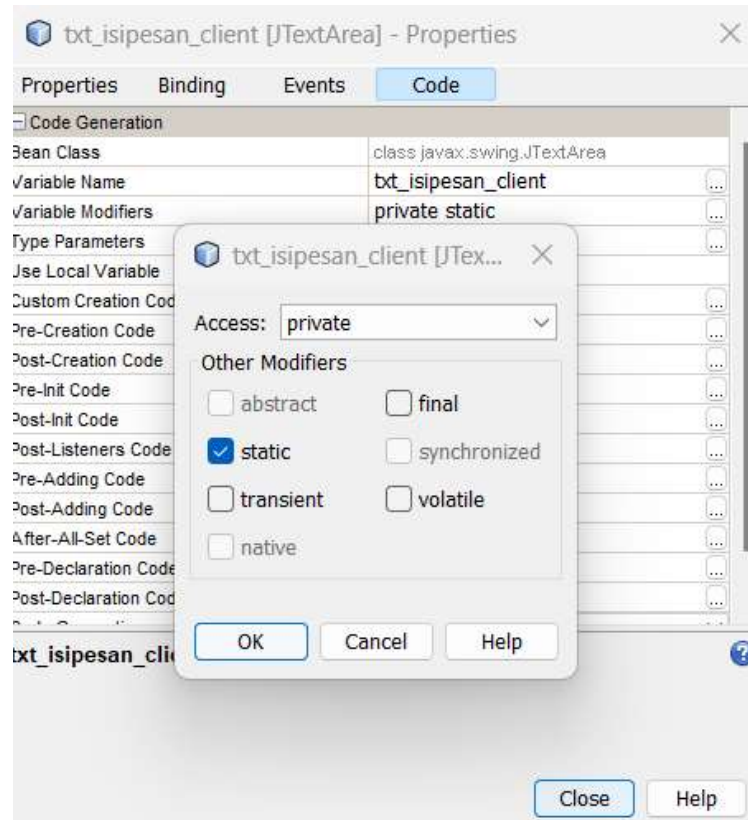
Send To Client

# Panduan Activity (Design Sisi Client)

SISI CLIENT

Send To Server

# Panduan Activity (Variable Modifiers)



# Panduan Activity (Penamaan Variabel)

- Sisi Server
  - o TextArea = txt\_isipesan\_server
  - o TextField = txt\_pesan\_server
  - o Button = btn\_sendto\_server
- Sisi Client
  - TextArea = txt\_isipesan\_client
  - TextField = txt\_pesan\_client
  - Button = btn\_sendto\_client

# Panduan Activity (Codingan Sisi Server)

```
package pert8_cahaya;

import java.io.*;
import java.net.*;

/**
 *
 * @author Anugerah Cahaya
 */
public class SisiServer extends javax.swing.JFrame {

    static ServerSocket ss;
    static Socket s;
    static DataInputStream din;
    static DataOutputStream dout;

    /**
     * Creates new form SisiServer
     */
}
```

# Panduan Activity (Codingan Sisi Server)

```
String pesanmasuk = "";
try{
    ss = new ServerSocket(1201);
    s = ss.accept();
    din = new DataInputStream(s.getInputStream());
    dout = new DataOutputStream(s.getOutputStream());

    while(!pesanmasuk.equals("keluar")){
        pesanmasuk = din.readUTF();
        txt_isipesan_server.setText(txt_isipesan_server.getText().trim()+"\nClient : " + pesanmasuk);
    }
} catch(Exception e){
}
```

# Panduan Activity (Codingan Button Sisi Server)

```
private void btn_sendto_serverActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    try{  
        String msgout = "";  
        msgout = txt_pesan_server.getText().trim();  
        dout.writeUTF(msgout);  
    } catch (Exception e){  
        System.err.println("Terjadi error dalam pengiriman pesan");  
    }  
}
```

# Panduan Activity (Codingan Sisi Client)

```
package pert8_cahaya;

import java.io.*;
import java.net.*;

/**
 *
 * @author Anugerah Cahaya
 */
public class SisiClient extends javax.swing.JFrame {
    static Socket s;
    static DataInputStream din;
    static DataOutputStream dout;
```



# Panduan Activity (Codingan Sisi Client)

```
...  
try{  
    s = new Socket("127.0.0.1", 1201);  
    din = new DataInputStream(s.getInputStream());  
    dout = new DataOutputStream(s.getOutputStream());  
    String pesanmasuk = "";  
    while(!pesanmasuk.equals("keluar")) {  
        pesanmasuk = din.readUTF();  
        txt_isipesan_client.setText(txt_isipesan_client.getText().trim()+"\nServer : " + pesanmasuk);  
    }  
}catch(Exception e){}
```

# Panduan Activity (Codingan Button Sisi Client)

```
private void btn_sendto_clientActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    try{  
        String msgout = "";  
        msgout = txt_pesan_client.getText().trim();  
        dout.writeUTF(msgout);  
    } catch (Exception e){  
        System.err.println("Terjadi error dalam pengiriman pesan");  
    }  
}
```

# Panduan Activity (Screenshot)

- Codingan
- Output



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