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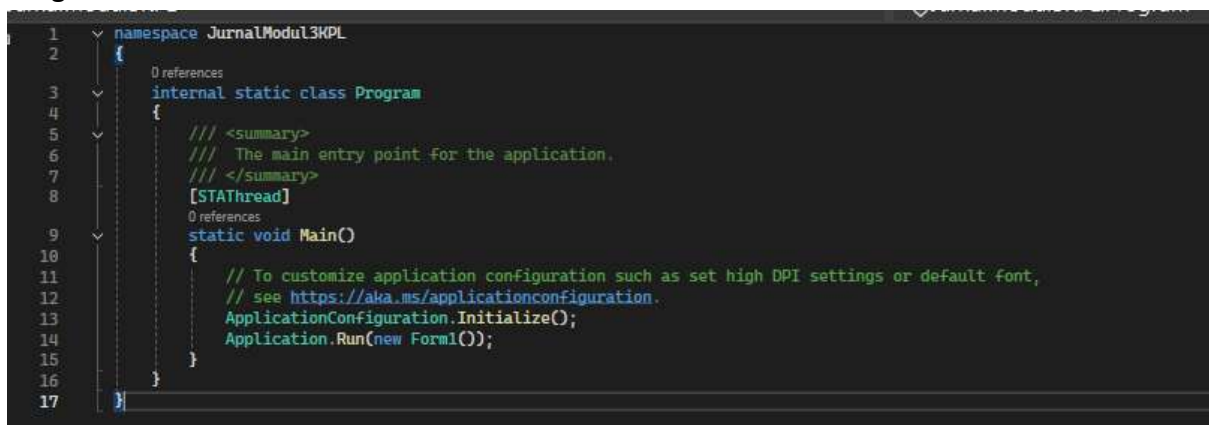
Kelas:SE-07-02

I.Link github

[https://github.com/faishalstwn/KPL\\_FaishalArifSetiawan\\_2311104066\\_SE\\_07\\_02](https://github.com/faishalstwn/KPL_FaishalArifSetiawan_2311104066_SE_07_02)

II.Source Code

Program.cs

A screenshot of a code editor showing the source code for Program.cs. The code is written in C# and defines a namespace 'JurnalModul3KPL' containing an internal static class 'Program'. The class has a summary comment indicating it is the main entry point for the application. It is decorated with the [STAThread] attribute and contains a static void Main() method. Inside Main(), there are comments about customizing application configuration and a link to the documentation. The code then calls ApplicationConfiguration.Initialize() and Application.Run(new Form1()).

```
1 namespace JurnalModul3KPL
2 {
3     internal static class Program
4     {
5         /// <summary>
6         /// The main entry point for the application.
7         /// </summary>
8         [STAThread]
9         static void Main()
10        {
11            // To customize application configuration such as set high DPI settings or default font,
12            // see https://aka.ms/applicationconfiguration.
13            ApplicationConfiguration.Initialize();
14            Application.Run(new Form1());
15        }
16    }
17 }
```

fungsi utama (Main) dalam program ini bertanggung jawab untuk memulai aplikasi windows form.

- ApplicationConfiguration.Initialize(); → Menginisialisasi pengaturan default untuk aplikasi.
- Application.Run(new Form1()); → Menjalankan form utama (Form1), yang merupakan tampilan utama aplikasi.

```

#endregion

private Button button1;
private Button button2;
private Button button3;
private Button button4;
private Button button5;
private Button button6;
private Button button7;
private Button button8;
private Button button9;
private Button button10;
private Button button11;
private Button button12;
private Label LabelResult;
}

```

Kode ini mendefinisikan tampilan GUI Aplikasi kalkulator.

Metode InitializeComponent (Membuat dan Mengatur Komponen GUI)

Kode ini menata tombol-tombol di dalam form.

```

private void InitializeComponent()
{
    button1 = new Button();
    button2 = new Button();
    button3 = new Button();
    button4 = new Button();
    button5 = new Button();
    button6 = new Button();
    button7 = new Button();
    button8 = new Button();
    button9 = new Button();
    button10 = new Button();
    button11 = new Button();
    button12 = new Button();
    LabelResult = new Label();
    SuspendLayout();
}

```

Kode ini menata tombol-tombol di dalam form.

```
// button1
//
button1.Location = new Point(388, 408);
button1.Margin = new Padding(5);
button1.Name = "button1";
button1.Size = new Size(118, 38);
button1.TabIndex = 0;
button1.Text = "4";
button1.UseVisualStyleBackColor = true;
button1.Click += Number_Click;
//
// button2
//
button2.Location = new Point(569, 477);
button2.Margin = new Padding(5);
button2.Name = "button2";
button2.Size = new Size(118, 38);
button2.TabIndex = 1;
button2.Text = "8";
button2.UseVisualStyleBackColor = true;
button2.Click += Number_Click;
//
// button3
//
button3.Location = new Point(388, 477);
button3.Margin = new Padding(5);
button3.Name = "button3";
button3.Size = new Size(118, 38);
button3.TabIndex = 2;
button3.Text = "7";
button3.UseVisualStyleBackColor = true;
button3.Click += Number_Click;
//
// button4
//
button4.Location = new Point(762, 477);
button4.Margin = new Padding(5);
button4.Name = "button4";
button4.Size = new Size(116, 38);
button4.TabIndex = 3;
button4.Text = "9";
button4.UseVisualStyleBackColor = true;
button4.Click += Number_Click;
//
// button5
//
button5.Location = new Point(569, 408);
button5.Margin = new Padding(5);
button5.Name = "button5";
button5.Size = new Size(118, 38);
button5.TabIndex = 4;
button5.Text = "5";
button5.UseVisualStyleBackColor = true;
button5.Click += Number_Click;
```

III. Output

2311104066

1	2	3
4	5	6
7	8	9
+	0	=