

# **LAPORAN PROGRES PBO**



**DISUSUN OLEH:**

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**PROGRAM STUDI TEKNIK INFORMATIKA**

**POLITEKNIK KAMPAR**

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## Penghitung luas segitiga

### a. Tampilan project



### b. Tampilan source code

```
private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {  
    double luas, alas, tinggi;  
    alas=Double.valueOf(txtalas.getText());  
    tinggi=Double.valueOf(txttinggi.getText());  
  
    //luas="*";  
    luas=0.5*alas*tinggi;  
  
    txtluas.setText(String.valueOf(luas));  
  
    //txtluas.setText(String.valueOf(luas));  
    // TODO add your handling code here  
    // TODO add your handling code here:  
}  
  
private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {  
    txtb.setText("");  
    txtc.setText("");  
    txttd.setText("");    // TODO add your handling code here:  
}
```

```
private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {  
    System.exit(0);    // TODO add your handling code here:  
}
```

c. Flowchar

