



PROGRAM STUDI S1 TEKNIK INFORMATIKA
UNIVERSITAS PAMULANG



Pertemuan Minggu Ulangan Harian

Mobile programming

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Program “hitung_angka”

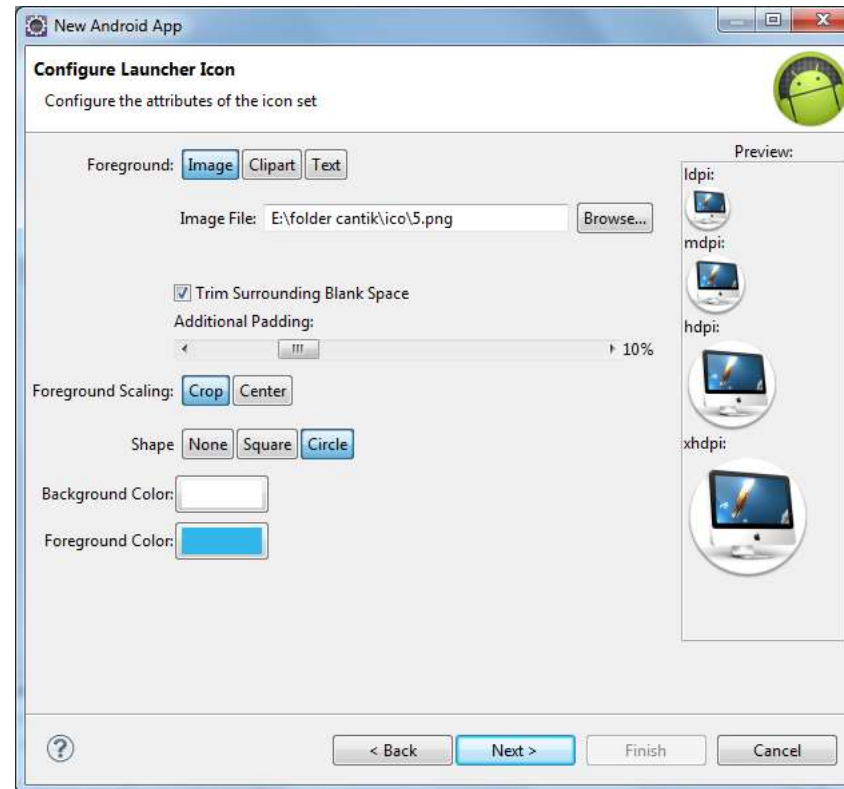
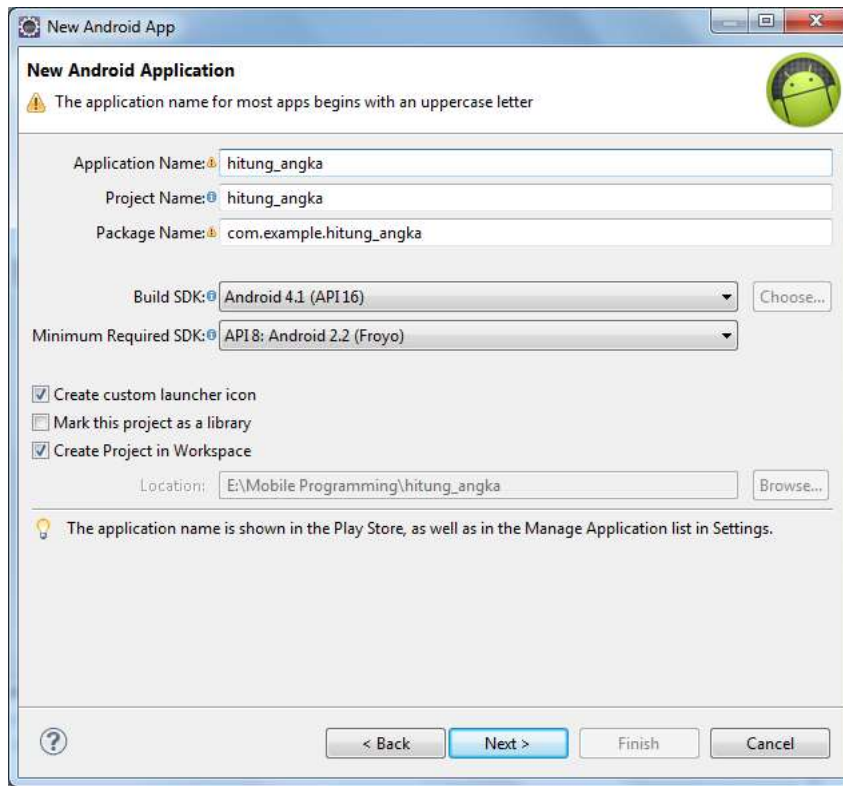
Praktikum 6



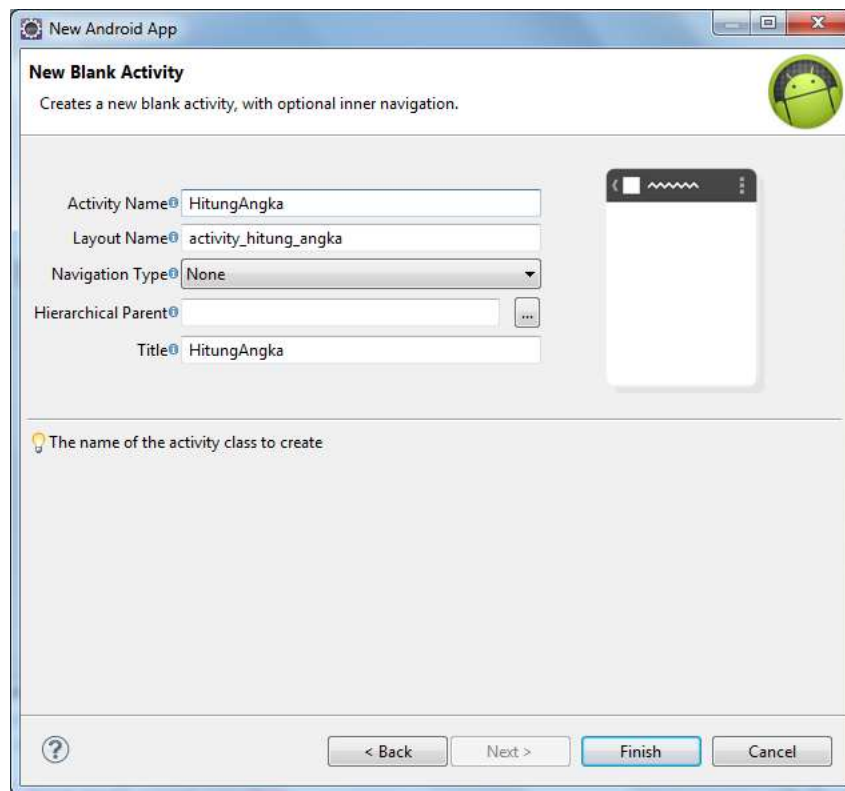
Buat Projek

Dengan nama projeknya “hitung_angka”

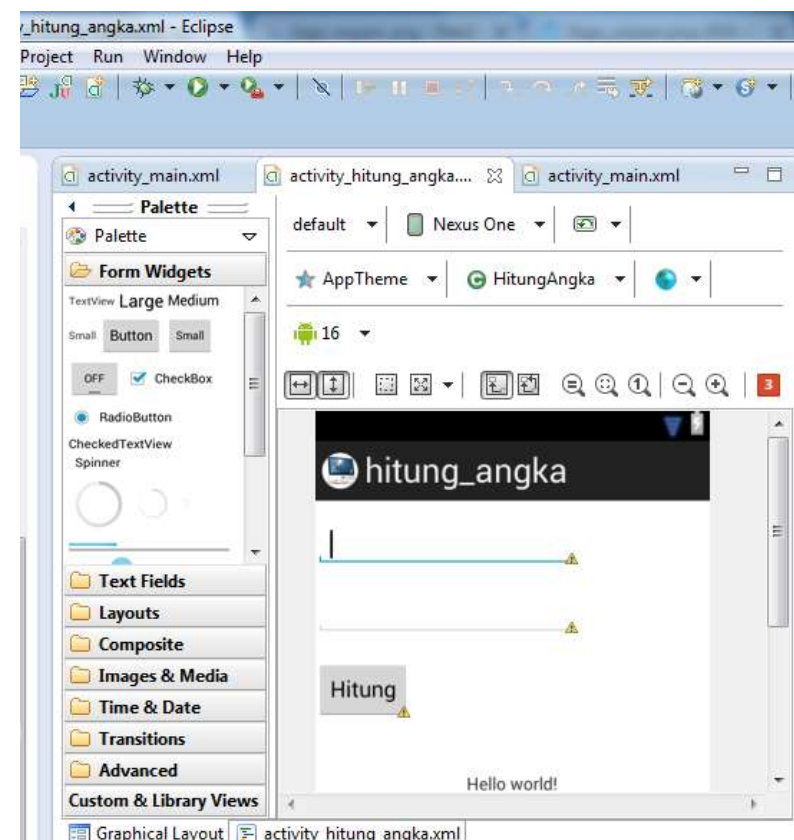
Masukkan icon



Buat nama Activitynya “HitungAngka”



Design seperti tampilan dibawah ini

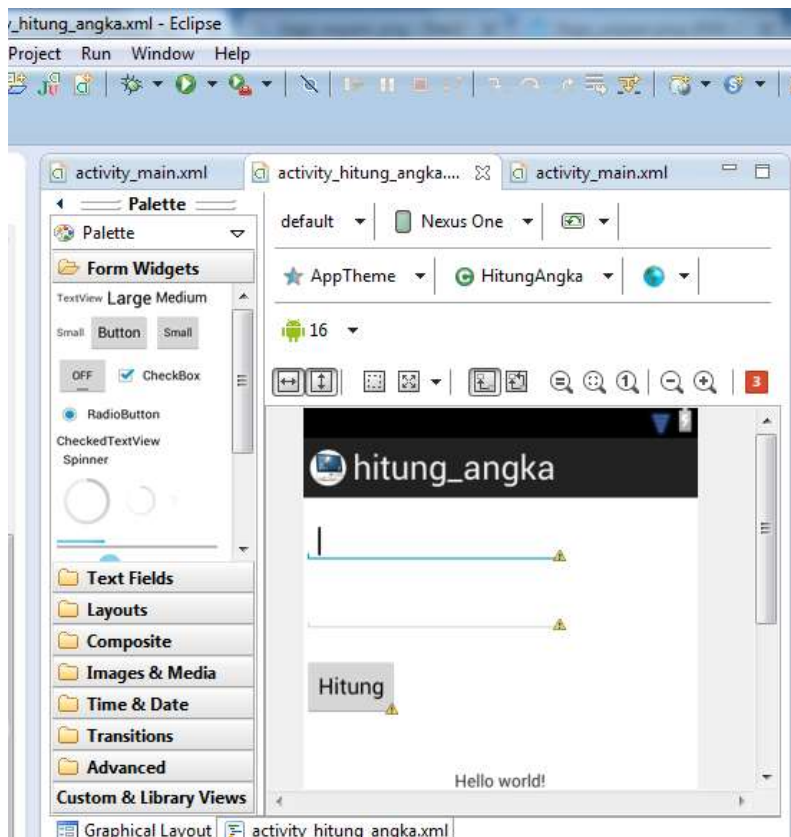


Membuat dan mengubah ID

Design: dua TextField abc dan satu button

Change and editText

- a. ID TextField1 = masukan1
- b. ID TextField2 = masukan2
- c. Button ID = hitung
- d. Edit Text Button = hitung

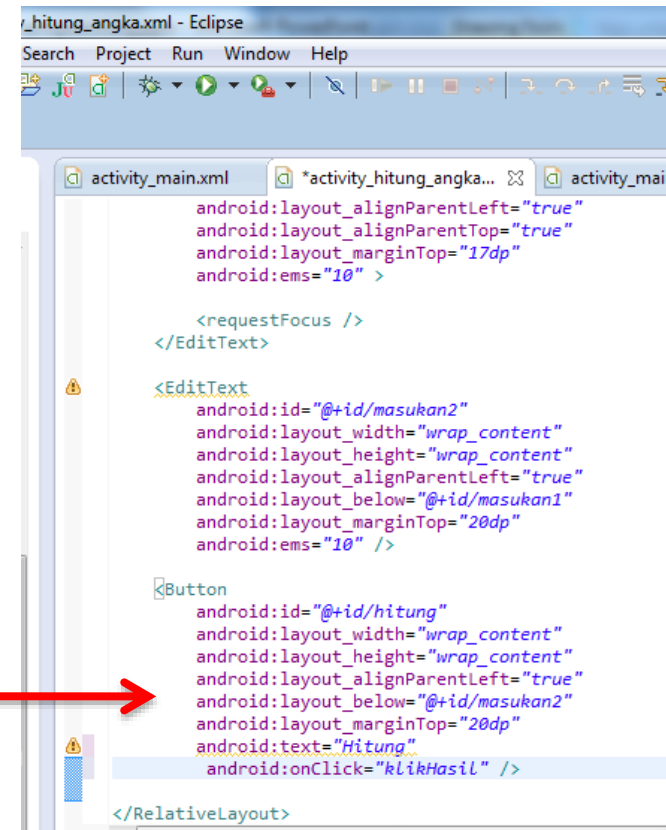


onClick untuk button hasil

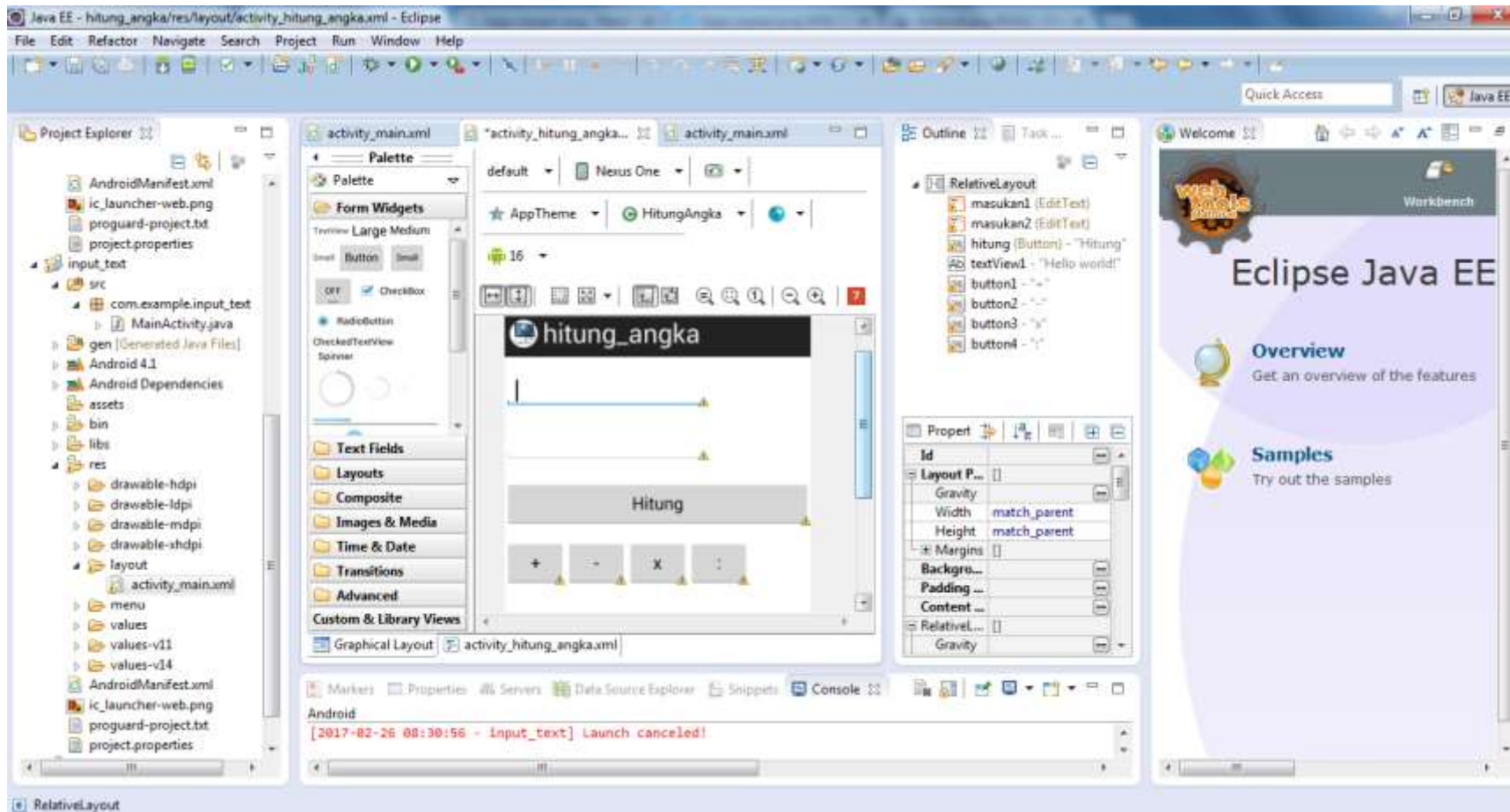
Tambahkan perintah pada struktur button hitung

Seperti tampilan dibawah ini

```
android:onClick="klikHasil" />
```



Design Tampilan Dibawah Ini



Change ID dan tambahkan perintah onClick pada setiap button

Change ID

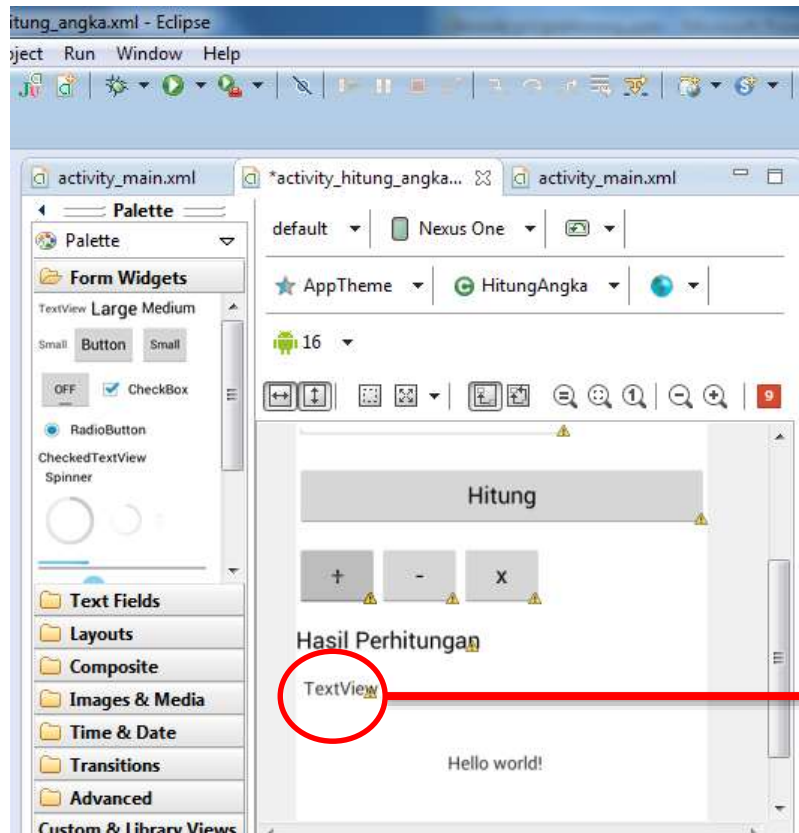
- a. Button + = tambah
- b. Button - = kurang
- c. Button x = kali
- d. Button : = bagi

Buatlah perintah android:onClick pada setiap struktur button yang baru ditambah

- a. `android:onClick="klikTambah" />`
- b. `android:onClick="klikKurang" />`
- c. `android:onClick="klikKali" />`
- d. `android:onClick="klikBagi" />`

Tambahkan TextView untuk hasil

Tambahkan 2 TextView



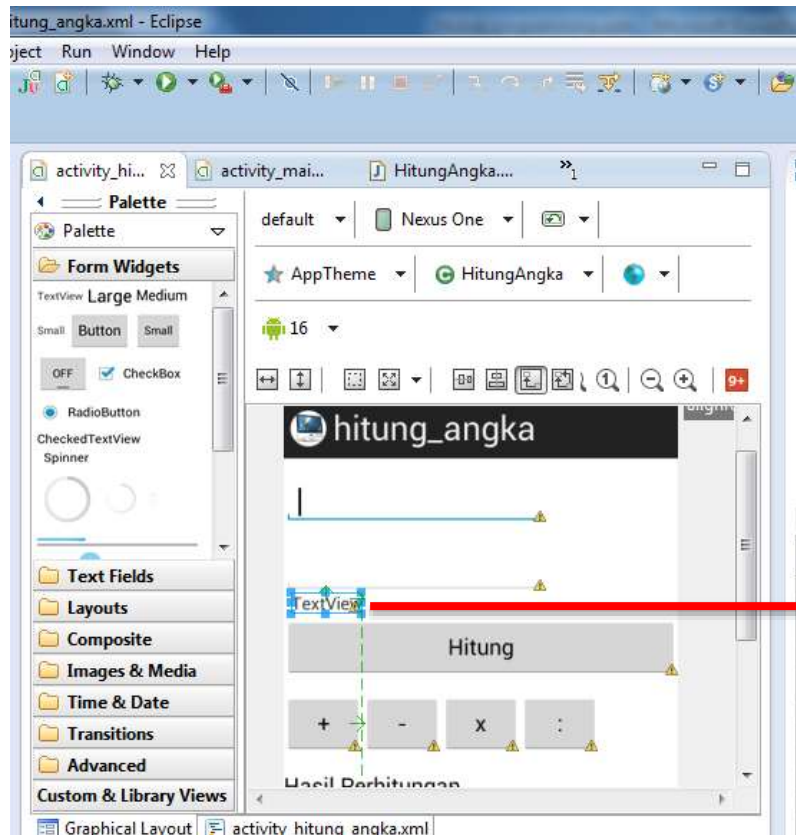
Change ID pada TextView

- ID = hasil
- Change text = 0

Tambahkan TextView untuk simbol operasi nantinya

Masukkan TextView

Change ID



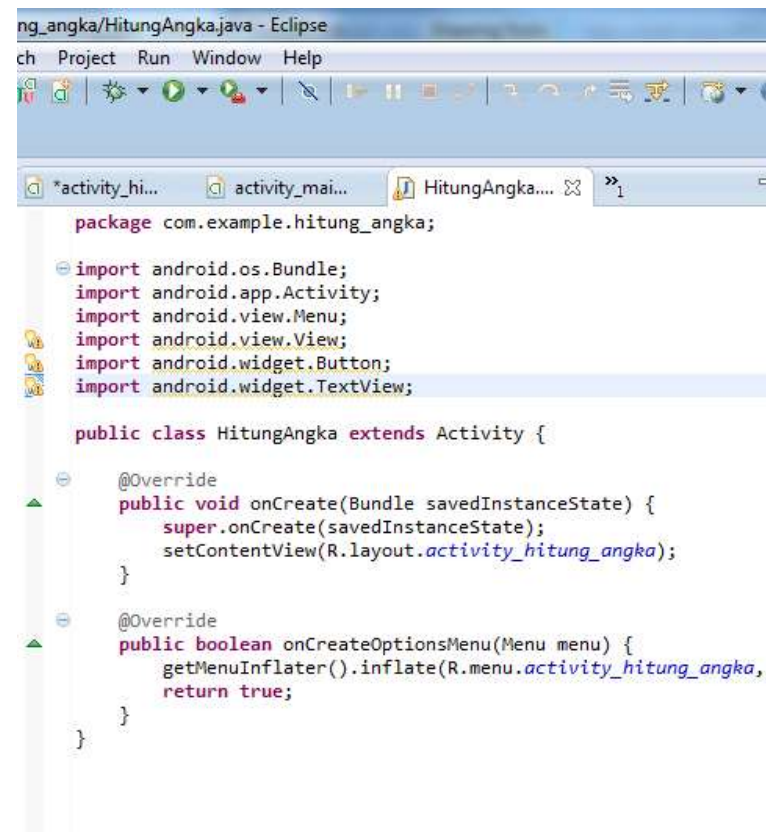
• ID = operan

Buka “HitungAngka.java”

Import class yang dibutuhkan

```
import android.app.Activity;  
import android.os.Bundle;  
import android.view.View;  
import android.widget.Button;  
import android.widget.TextView;
```

Seperti disamping ini



```
ng_angka/HitungAngka.java - Eclipse  
ch Project Run Window Help  
*activity_hi... activity_mai... HitungAngka... »1  
package com.example.hitung_angka;  
  
import android.os.Bundle;  
import android.app.Activity;  
import android.view.Menu;  
import android.view.View;  
import android.widget.Button;  
import android.widget.TextView;  
  
public class HitungAngka extends Activity {  
  
    @Override  
    public void onCreate(Bundle savedInstanceState) {  
        super.onCreate(savedInstanceState);  
        setContentView(R.layout.activity_hitung_angka);  
    }  
  
    @Override  
    public boolean onCreateOptionsMenu(Menu menu) {  
        getMenuInflater().inflate(R.menu.activity_hitung_angka,  
        return true;  
    }  
}
```

Membuat objek dan variabel

Menginstansiasi Objek dan Variable

Seperti dibawah ini

//R.1

TextView input1, input2, operator, result,
notif;

Button btHitung, btJumlah, btKurang,
btKali, btBagi;

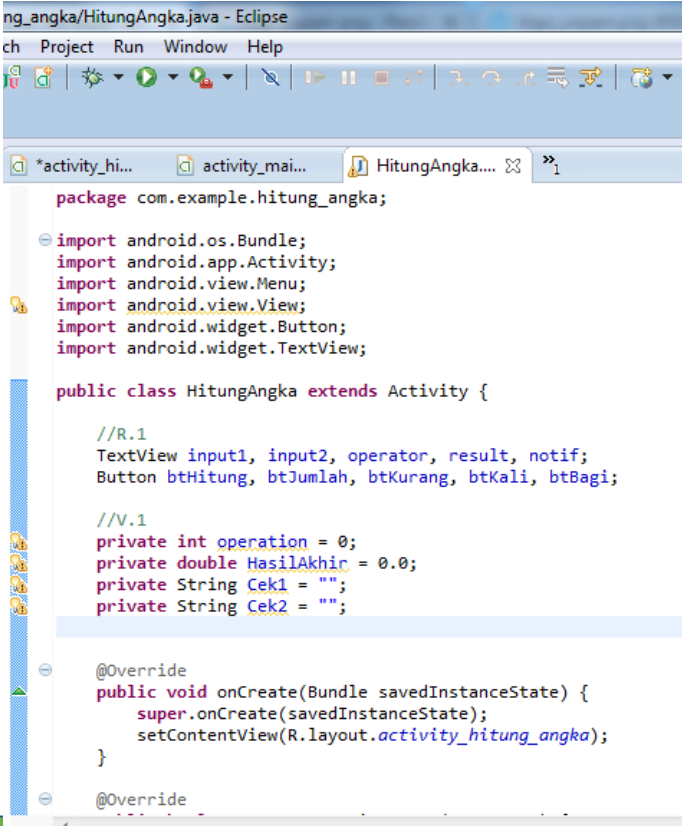
//V.1

private int operation = 0;

private double HasilAkhir = 0.0;

private String Cek1 = "";

private String Cek2 = "";



```
ng_angka/HitungAngka.java - Eclipse
ch Project Run Window Help

package com.example.hitung_angka;

import android.os.Bundle;
import android.app.Activity;
import android.view.Menu;
import android.view.View;
import android.widget.Button;
import android.widget.TextView;

public class HitungAngka extends Activity {

    //R.1
    TextView input1, input2, operator, result, notif;
    Button btHitung, btJumlah, btKurang, btKali, btBagi;

    //V.1
    private int operation = 0;
    private double HasilAkhir = 0.0;
    private String Cek1 = "";
    private String Cek2 = "";

    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_hitung_angka);
    }

    @Override
```

Membuat Method onCreate

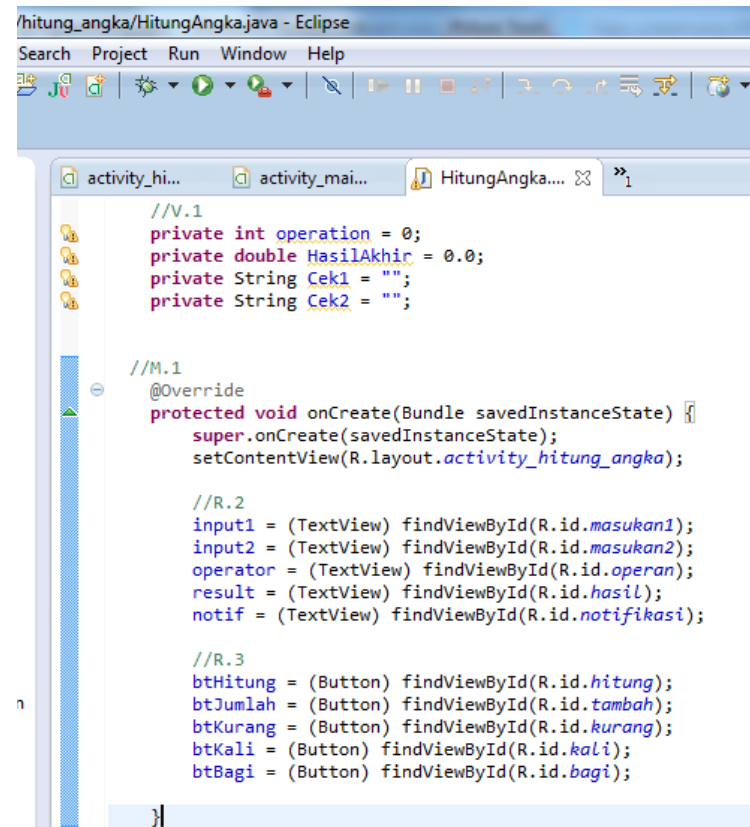
Method onCreate

```
//M.1
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_hitung_angka);

    //R.2
    input1 = (TextView) findViewById(R.id.masukan1);
    input2 = (TextView) findViewById(R.id.masukan2);
    operator = (TextView) findViewById(R.id.operan);
    result = (TextView) findViewById(R.id.hasil);
    notif = (TextView) findViewById(R.id.notifikasi);

    //R.3
    btHitung = (Button) findViewById(R.id.hitung);
    btJumlah = (Button) findViewById(R.id.tambah);
    btKurang = (Button) findViewById(R.id.kurang);
    btKali = (Button) findViewById(R.id.kali);
    btBagi = (Button) findViewById(R.id.bagi);
```

Seperti dibawah ini



```
/hitung_angka/HitungAngka.java - Eclipse
Search Project Run Window Help

activity_hi... activity_mai... HitungAngka... »1

//V.1
private int operation = 0;
private double HasilAkhir = 0.0;
private String Cek1 = "";
private String Cek2 = "";

//M.1
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_hitung_angka);

    //R.2
    input1 = (TextView) findViewById(R.id.masukan1);
    input2 = (TextView) findViewById(R.id.masukan2);
    operator = (TextView) findViewById(R.id.operan);
    result = (TextView) findViewById(R.id.hasil);
    notif = (TextView) findViewById(R.id.notifikasi);

    //R.3
    btHitung = (Button) findViewById(R.id.hitung);
    btJumlah = (Button) findViewById(R.id.tambah);
    btKurang = (Button) findViewById(R.id.kurang);
    btKali = (Button) findViewById(R.id.kali);
    btBagi = (Button) findViewById(R.id.bagi);
```



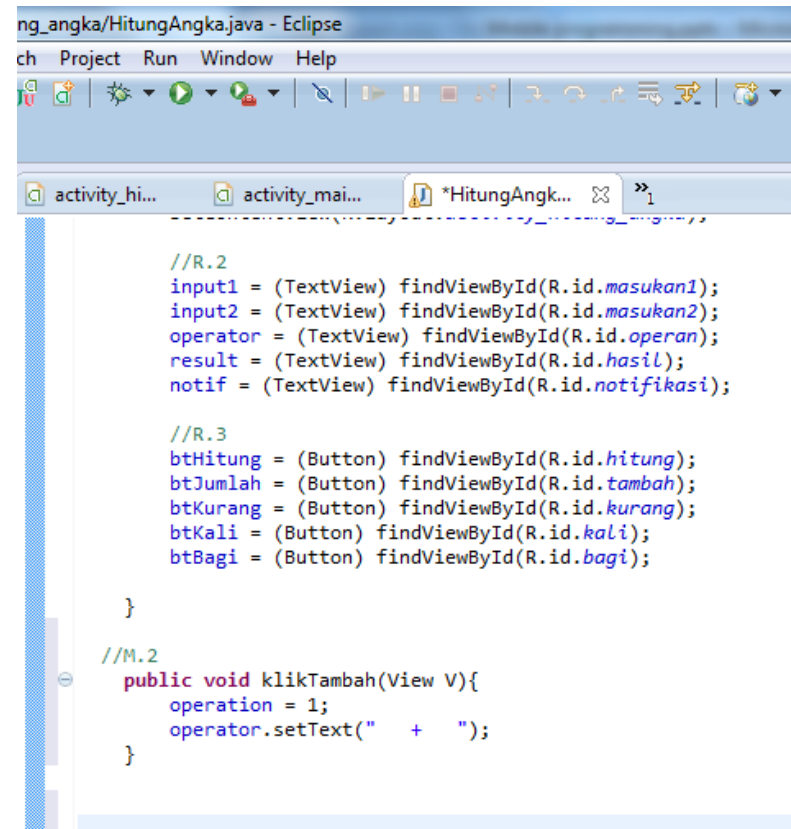
Membuat Method KlickTambah

Method klikTambah

//M.2

```
public void klikTambah(View V){  
    operation = 1;  
    operator.setText(" + ");  
}
```

Seperti dibawah ini



The screenshot shows the Eclipse IDE with the file `ng_angka/HitungAngka.java` open. The code is as follows:

```
//R.2  
input1 = (TextView) findViewById(R.id.masukan1);  
input2 = (TextView) findViewById(R.id.masukan2);  
operator = (TextView) findViewById(R.id.operan);  
result = (TextView) findViewById(R.id.hasil);  
notif = (TextView) findViewById(R.id.notifikasi);  
  
//R.3  
btHitung = (Button) findViewById(R.id.hitung);  
btJumlah = (Button) findViewById(R.id.tambah);  
btKurang = (Button) findViewById(R.id.kurang);  
btKali = (Button) findViewById(R.id.kali);  
btBagi = (Button) findViewById(R.id.bagi);  
  
}  
  
//M.2  
public void klikTambah(View V){  
    operation = 1;  
    operator.setText(" + ");  
}
```

Membuat Method Action Klick Lainnya

Method action lainnya

```
//M.3
public void klikKurang(View V){
    operation = 2;
    operator.setText(" - ");
}
```

```
//M.4
public void klikKali(View V){
    operation = 3;
    operator.setText(" x ");
}
```

```
//M.4
public void klikBagi(View V){
    operation = 4;
    operator.setText(" : ");
}
```

Seperti dibawah ini



Method klikHasil

Membuat Method klikHasil

```
//M.5
public void klikHasil(View V){

    Cek1 = input1.getText().toString();
    Cek2 = input1.getText().toString();

    if((Cek1.equalsIgnoreCase("")) ||
    (Cek2.equalsIgnoreCase(""))){
        notif.setText("Kolom tidak boleh kosong");
    }
    else{
        double inputA =
        Double.parseDouble(input1.getText().toString());
        double inputB =
        Double.parseDouble(input2.getText().toString());
```

Membuat logika kondisi

```
//D.1
switch(operation){
    case 1:
        HasilAkhir = inputA + inputB;
        break;

    case 2:
        HasilAkhir = inputA - inputB;
        break;

    case 3:
        HasilAkhir = inputA * inputB;
        break;

    case 4:
        HasilAkhir = inputA / inputB;
        break;

    case 0:
        notif.setText("Harap pilih operan terlebih dahulu!");
        break;

    default:
        notif.setText("Undescribeable Error!");
        break;
```

```
}
```



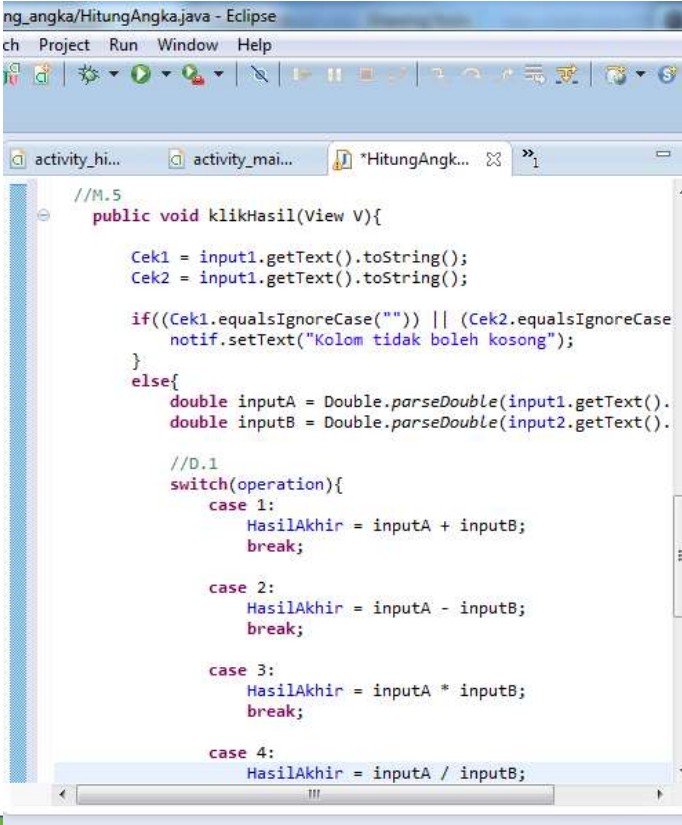
Lanjutan Method klikHasil gabungkan dari M.5 s/d D.2 dalam satu struktur

Menampilkan hasil

```
//D.2
if(operation < 1){
    result.setText("0");
}

else{
    String hasilString = String.valueOf(HasilAakhir);
    result.setText(hasilString);
    notif.setText("Simple Calculator Ready!");
}
}
```

Seperti dibawah ini



```
ng_angka/HitungAngka.java - Eclipse
ch Project Run Window Help

activity_hi... activity_mai... *HitungAngk... »1

//M.5
public void klikHasil(View V){
    Cek1 = input1.getText().toString();
    Cek2 = input1.getText().toString();

    if((Cek1.equalsIgnoreCase("")) || (Cek2.equalsIgnoreCase(""))){
        notif.setText("Kolom tidak boleh kosong");
    }
    else{
        double inputA = Double.parseDouble(input1.getText());
        double inputB = Double.parseDouble(input2.getText());

        //D.1
        switch(operation){
            case 1:
                HasilAakhir = inputA + inputB;
                break;

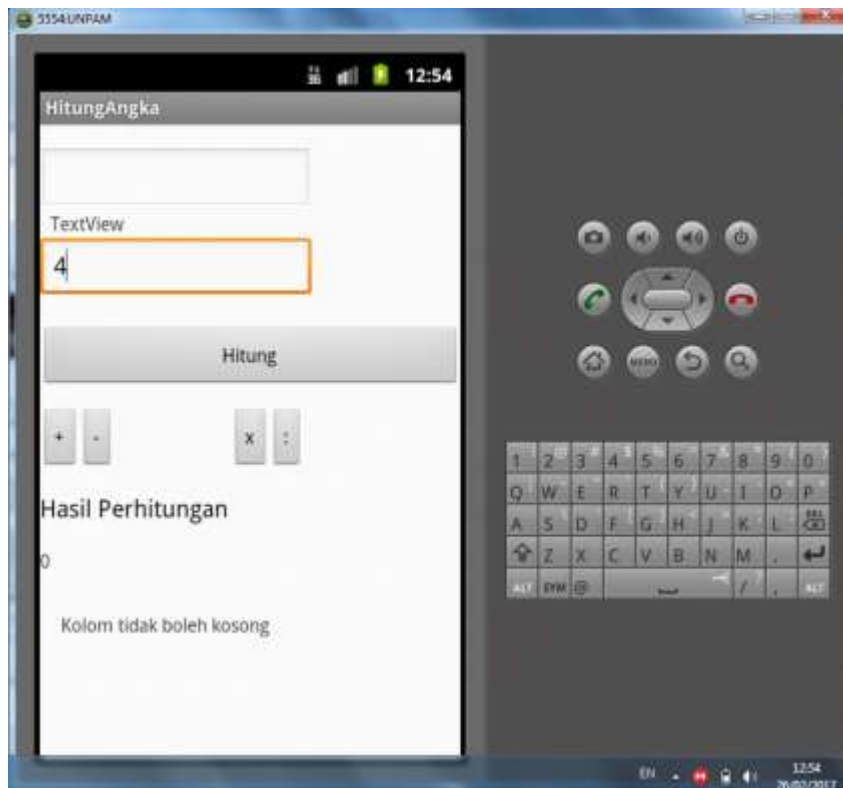
            case 2:
                HasilAakhir = inputA - inputB;
                break;

            case 3:
                HasilAakhir = inputA * inputB;
                break;

            case 4:
                HasilAakhir = inputA / inputB;
                break;
        }
    }
}
```

Hasil

Setelah program dirun



Hasil Program

