**Tugas Pertama**Menyempurnakan GUI yang ada di modul 4, yaitu nemambah fitur ada pemberitahuan Ketika hasil yang dihasilkan kurang dari 0

**Jawaban**

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| 2. **import** javax.swing.\*; 3. **import** java.awt.\*; 4. **public** **class** CobaGUI **extends** JFrame { 5. **private** JFrame cobaGUI; 6. **private** JLabel middle; 7. **private** JLabel nomerLabel; 8. **private** JButton b1, b2, b3, b4, b5; 9. **private** **int** nomer; 10. **public** CobaGUI(){ *//FRAME TAMPILAN GUI* 11. setTitle("Nomer 4 GUI"); 12. setSize(700,600); 13. getContentPane().setBackground(Color.gray); 14. setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE); 15. setLayout(**null**); 17. component(); 18. event(); 19. } 21. **private** **void** component(){ *//ISI GUI* 22. String penjumlahan = String.valueOf(nomer); 23. middle = **new** JLabel(penjumlahan);*// Text TENGAH* 24. middle.setBounds(342,60 ,100,50); 25. *//bounds = ukuran maks* 26. *//x(Jarak Kiri), y(Jarak atas), width(Lebar), height(tinggi)* 27. middle.setFont(**new** Font("Times New Roman",Font.BOLD,40)); 28. add(middle); 30. *// Atur Lokasi Button* 31. b1 = **new** JButton("+1"); 32. b1.setBounds(100,130,200,100); 33. b1.setBackground(Color.WHITE); 34. add(b1); 36. b2 = **new** JButton("-1"); 37. b2.setBounds(100,290,200,100); 38. b2.setBackground(Color.WHITE); 39. add(b2); 41. b3 = **new** JButton("x2"); 42. b3.setBounds(242,430,200,100); 43. b3.setBackground(Color.WHITE); 44. add(b3); 46. b4 = **new** JButton("+3"); 47. b4.setBounds(400,130,200,100); 48. b4.setBackground(Color.WHITE); 49. add(b4); 51. b5 = **new** JButton("-3"); 52. b5.setBounds(400,290,200,100); 53. b5.setBackground(Color.WHITE); 54. add(b5); 56. } 58. **private** **void** event(){ 59. b1.addActionListener((event) -> { 60. nomer +=1; 61. String penjumlahan = String.valueOf(nomer); 62. middle.setText(penjumlahan); 63. JOptionPane.showMessageDialog(**null**, "Program Salah", "Information", JOptionPane.INFORMATION\_MESSAGE); 64. **if** (nomer == -1){ 65. nomer =0; 66. } 67. String penjumlahan1 = String.valueOf(nomer); 68. middle.setText(penjumlahan1); 69. }); 70. b2.addActionListener((event) -> { 71. nomer -=1; 72. String penjumlahan = String.valueOf(nomer); 73. middle.setText(penjumlahan); 74. JOptionPane.showMessageDialog(**null**, "Program Salah", "Information", JOptionPane.INFORMATION\_MESSAGE); 75. **if** (nomer == -1){ 76. nomer= 0; 77. } 78. String penjumlahan1 = String.valueOf(nomer); 79. middle.setText(penjumlahan1); 80. }); 81. b3.addActionListener((event) -> { 82. nomer \*=2; 83. String penjumlahan = String.valueOf(nomer); 84. middle.setText(penjumlahan); 85. }); 86. b4.addActionListener((event) -> { 87. nomer +=3; 88. String penjumlahan = String.valueOf(nomer); 89. middle.setText(penjumlahan); 90. }); 91. b5.addActionListener((event) -> { 92. nomer -=3; 93. String penjumlahan = String.valueOf(nomer); 94. middle.setText(penjumlahan); 95. JOptionPane.showMessageDialog(**null**, "Program salah", "Information", JOptionPane.INFORMATION\_MESSAGE); 96. **if** (nomer == -3){ 97. nomer=0; 98. } 99. String penjumlahan1 = String.valueOf(nomer); 100. middle.setText(penjumlahan1); 101. }); 103. } 105. **public** **static** **void** main(String[] args) { 106. CobaGUI cobaGUI = **new** CobaGUI(); 107. cobaGUI.setVisible(**true**); 108. } 109. } |

**Output**

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