PRAKTIKUM_GUI_

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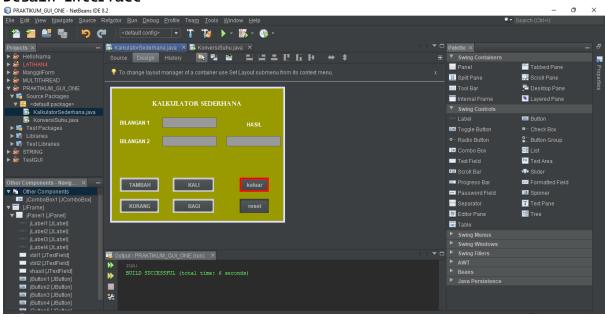
Kelas : XII RPL B

Absen: 34

tUGAS 1

Kalkulator Sederhana

Desain Interface



SOURCE CODE button(+)

```
private void jButtonlActionFerformed(java.awt.event.ActionEvent gyg) {

// TODO add your handling code here:
int a,b,c=0;
a=Integer.parseInt(vbil1.getText());
b=Integer.parseInt(vbil2.getText());
c=a-b;
c=a-b;
vhasil.setText(String.valueOf(c));
}

// TODO add your handling code here:
int a,b,c=0;
a=Integer.parseInt(vbil1.getText());
c=a-b;
vhasil.setText(String.valueOf(c));
}
```

button(-)

```
private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {

// TODO add your handling code here:
int a,b,c=0;
a=Integer.parseInt(vbil1.getText());
b=Integer.parseInt(vbil2.getText());
c=a-b;
vhasil.setText(String.valueOf(c));
}

246

250
```

button(x)

```
private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) (

// TODO add your handling code here:
int a,b,c=0;
a=Integer.parseInt(vbill.getText());
b=Integer.parseInt(vbill.getText());
c=a*b;
vhasil.setText(String.valueOf(c));

257
vhasil.setText(String.valueOf(c));
```

button(/)

button(EXIT)

```
private void jButtonSActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    this.dispose();
}
```

button(RESET)

```
civate void jButton6ActionPerformed(java.awt.event.ActionEvent event
// TODO add your handling code here:
vbill.setText("");
vbill.setText("");
vhasil.setText("");
```

TESTING





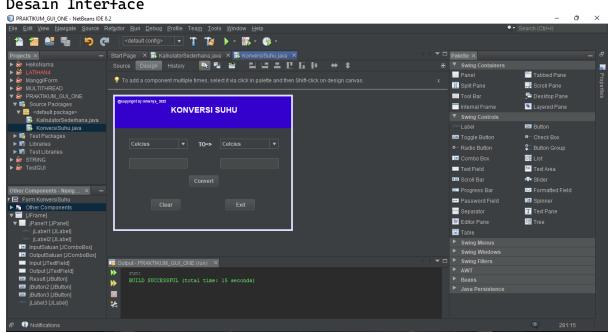




Tugas 2

Aplikasi Konversi Suhu Sederhana

Desain Interface



SOURCE CODE

```
private double suhul, suhu2;
private String satuanl, satuan2;
 private void ResultActionPerformed(java.awt.event.ActionEvent evt) {
    //code untuk membaca input dan melakukan parsing sesuai dengan tipe data yang diperlukan
    suhul=Double.parseDouble(Input.getText());
                 else if(satuan2=="Reamur"){
    suhu2=suhu1*4/5;
                 else if (satuan2=="Kelvin") {
suhu2=suhu1+273.15;
      ;
if(satuan1=="Reamur"){
if(satuan2=="Celcius"){
suhu2=suhu1*5/4;
               else if(satuan2=="Fahrenheit") {
    suhu2=suhu1*9/4+32;
               else if(satuan2=="Kelvin"){
    suhu2=suhu1*5/4+273.15;
}
        if(satuanl=="Fahrenheit") {
   if(satuan2=="Celcius") {
      suhu2=(suhu1-32)*5/9;
}
                else if(satuan2=="Reamur")
suhu2=(suhu1-32)*4/9;
                else if(satuan2=="Fahrenheit"){
    suhu2=suhu1;
                else if(satuan2=="Kelvin") {
    suhu2=(suhu1-32)*5/9+273.15;
```

TESTING





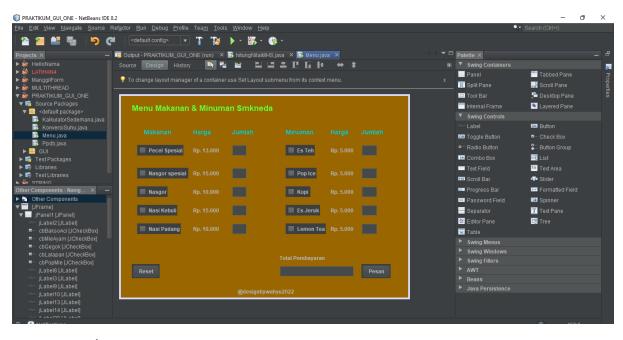




Tugas 3

Aplikasi pemesanan sederhana

Desain interface



Source code

```
private void btnPesanActionPerformed(java.awt.event.ActionEvent evt) (

String tampil;

tampil = "";

int bayar = 0;

if (:bbaccach.isSelected()) {

   int jumlah="integer.parseInt(:xtJumlahl.getText());

   int total;

   tampil += bbaccach.isSelected()) {

   int jumlah="integer.parseInt(:xtJumlahl.getText());

   int total;

   int
```

Testing

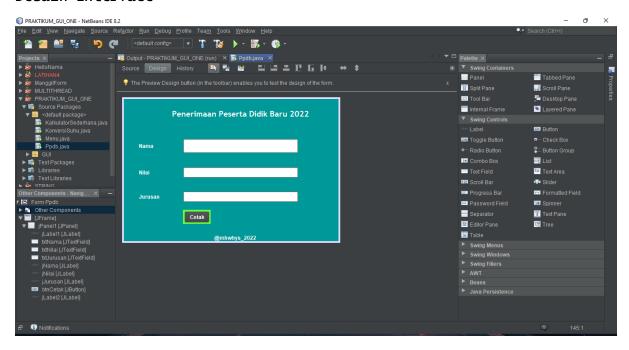




Tugas 4

Pendaftaran sederhana

Desain Interface



Source code

Testing

