

LATIHAN_GUI

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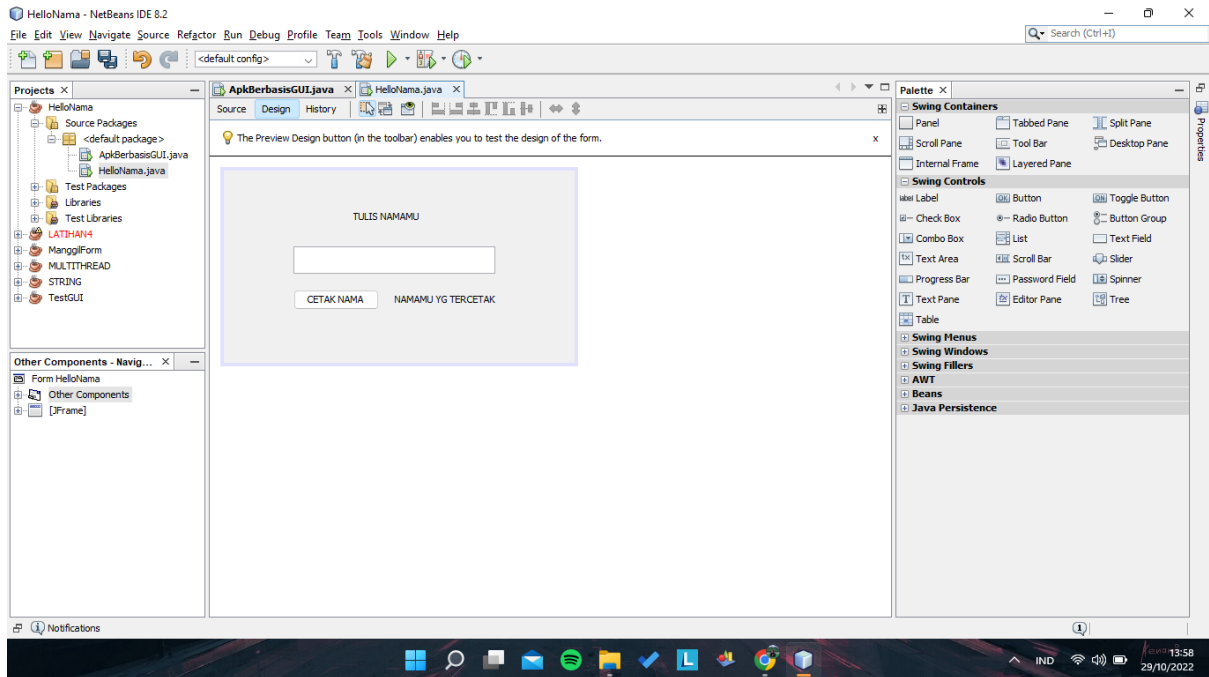
Kelas : XII RPL B

Absen : 34

Latihan 1

Menginputkan nama

Desain Interface



SOURCE CODE (button "cetak nama")

```
91  
92  
93 private void jbcetakActionPerformed(java.awt.event.ActionEvent evt) {  
94     txtNama.setText("Hello " + txtNama.getText());  
95 }  
96
```

TESTING

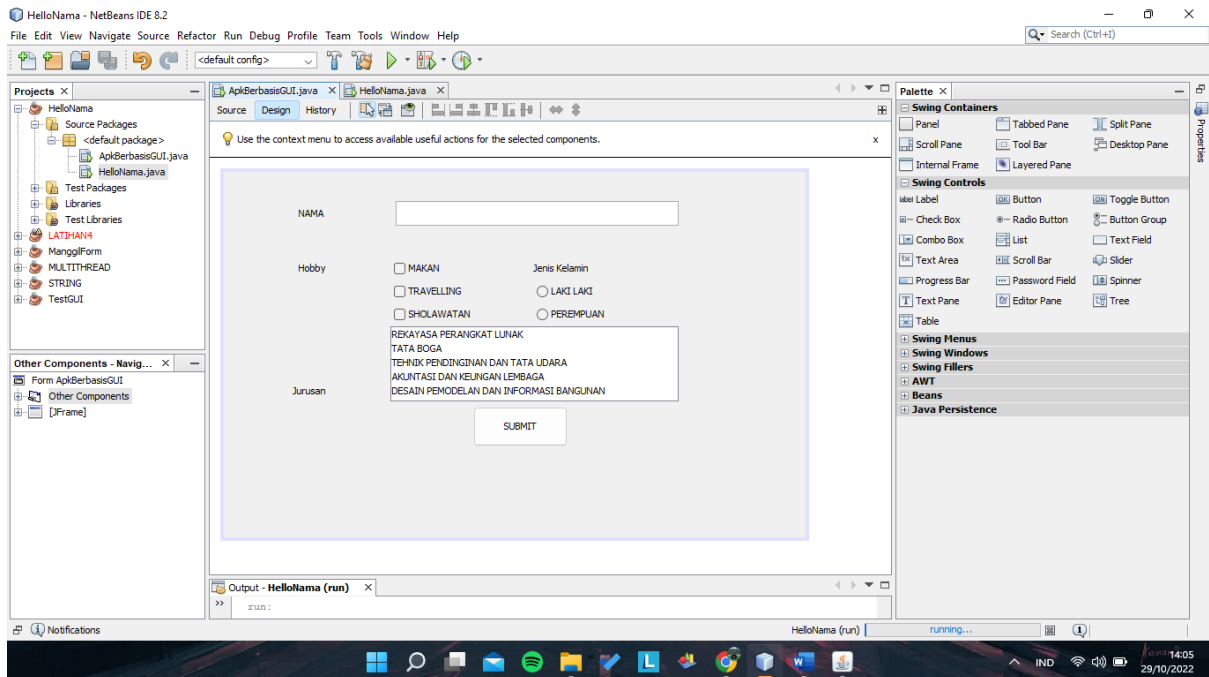


DONE✓✓

Latihan 2

Apk berbasis gui sederhana

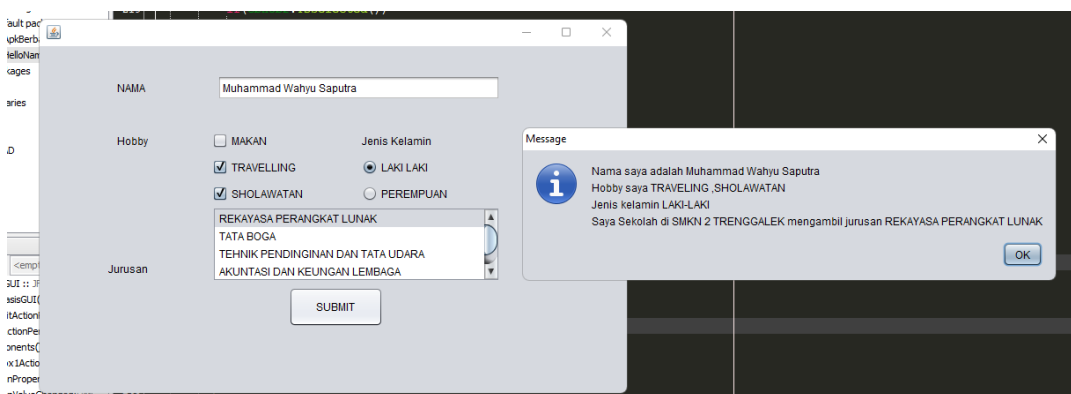
Desain Interface



Source code (submit)

```
209 private void btnSubmitActionPerformed(java.awt.event.ActionEvent evt) {  
210     String nama = "";  
211     String hobi = "";  
212     String JenisKelamin = "";  
213     String jurusan = "";  
214     String info = "";  
215  
216     nama = txtNama.getText();  
217     if (jHobi.isSelected())  
218         hobi += "MAKAN ,";  
219     if (jTravelling.isSelected())  
220         hobi += "TRAVELING ,";  
221     if (jSholawat.isSelected())  
222         hobi += "SHOLAWATAN";  
223  
224     if (jLaki.isSelected())  
225         JenisKelamin = "LAKI-LAKI";  
226     else  
227         JenisKelamin = "PEREMPUAN";  
228  
229     jurusan = jJurusan.getSelectedValue().toString();  
230  
231     info = "Nama saya adalah " + nama + "\n";  
232     info += "Hobby saya " + hobi + "\n";  
233     info += "Jenis kelamin " + JenisKelamin + "\n";  
234     info += "Saya kuliah di UGM mengambil jurusan " + jurusan + "\n";  
235     JOptionPane.showMessageDialog(null, info);  
236 }
```

Testing



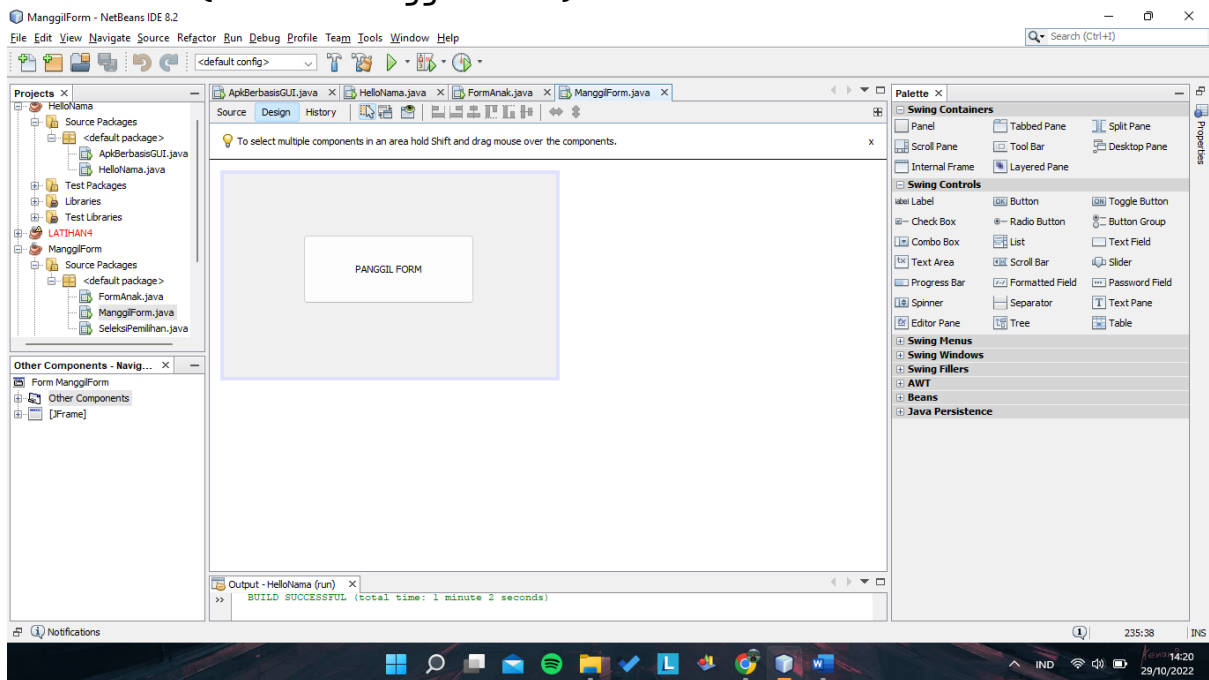
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Latihan 3

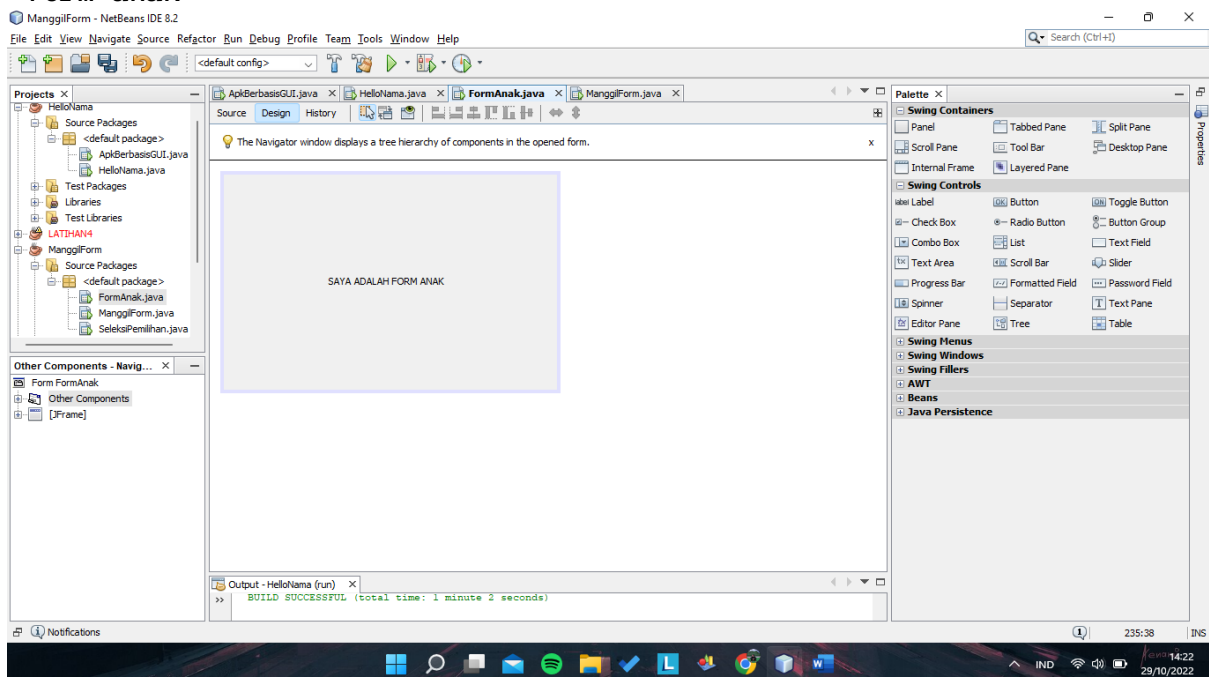
Pemanggilan form lain dari suatu form induk

Desain interface

-form induk(ununtuk memanggil form)



-form anak

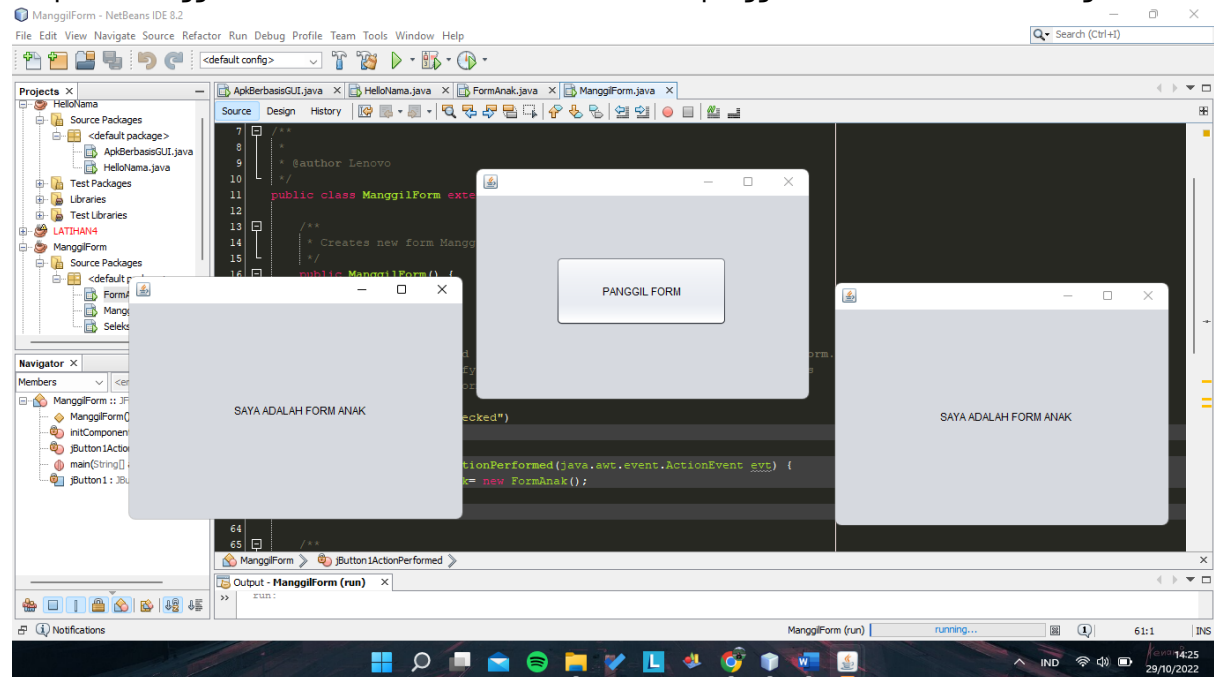


Source code

```
59  
60 private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {  
61     FormAnak formanak= new FormAnak();  
62     formanak.show();  
63 }  
64  
65
```

Testing

(dapat memanggil lebih dari 1 form ketika button panggil form diklik berulang kali)

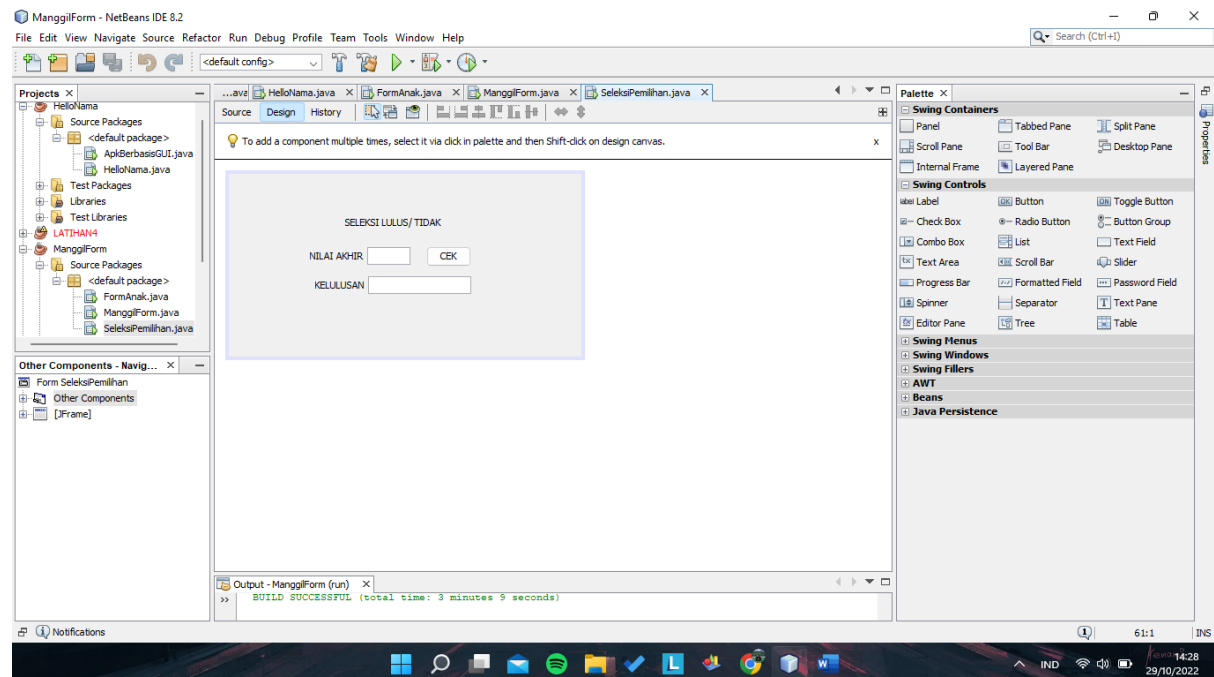


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Latihan 4

Menggunakan fungsi kondisi(pemilihan)

Desain Interface



SOURCE CODE

```
107
108 private void jButtonActionPerformed(java.awt.event.ActionEvent evt) {
109     double nilai;
110     String hasil;
111     nilai = Double.parseDouble(jTextField1.getText());
112     if (nilai >= 80) {
113         hasil="Lulus";
114         jTextField2.setText(hasil);
115     }
116     else{
117         hasil="Belum lulus";
118         jTextField2.setText(hasil);
119     }
120 }
121
```

TESTING

```
159 public void run() {
160     new SeleksiPemilihan().setVisible(true);
161 }
162
163 // Variabel
164 private java
165 private java
166 private java
167 private java
168 private java
169 private java
170 private java
171 // End of
172 }
173
```

SELEKSI LULUS/TL...

NILAI AKHIR

CEK

KELULUSAN

=====

=====()=====()

=====

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