

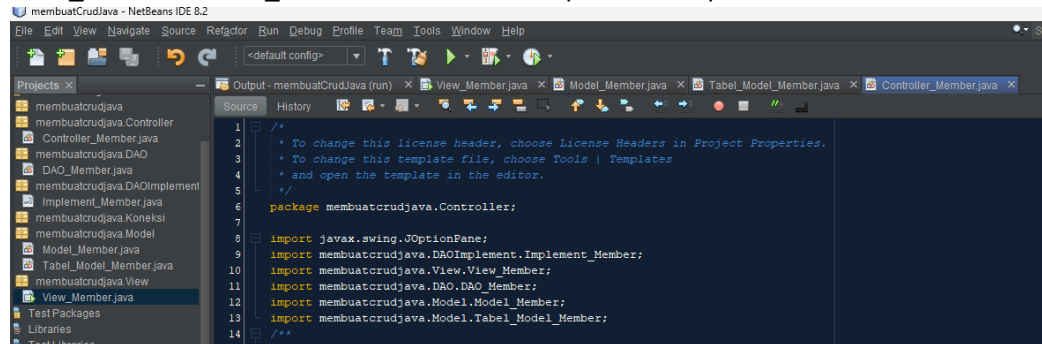
CRUD_JAVA k_4

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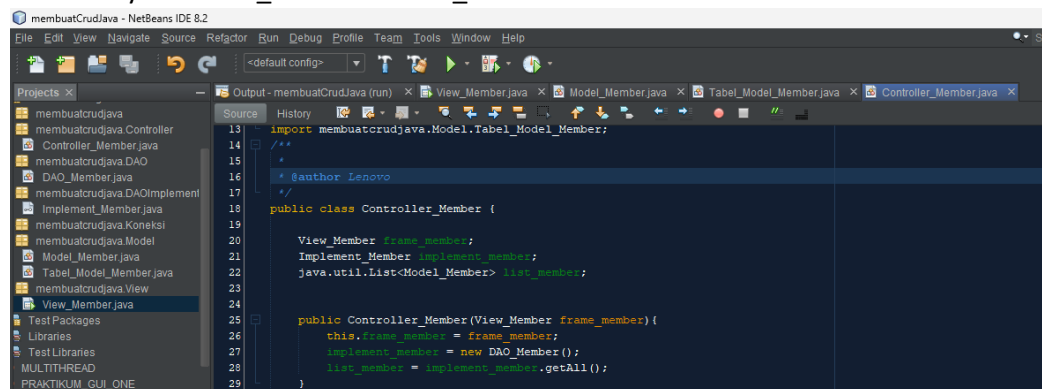
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1. Buka source package membuatcrud mvcjava.Controller, Tuliskan syntax View_Member frame_member sebelum itu import beberapa class berikut



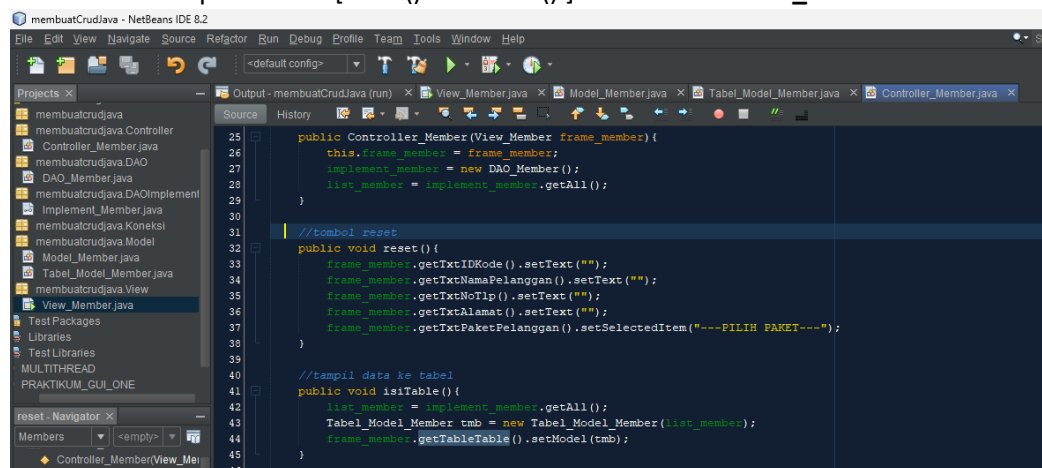
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package membuatcrudjava.Controller;
7
8  import javax.swing.JOptionPane;
9  import membuatcrudjava.DAOImplement.Implement_Member;
10 import membuatcrudjava.View.View_Member;
11 import membuatcrudjava.DAO.DAO_Member;
12 import membuatcrudjava.Model.Model_Member;
13 import membuatcrudjava.Model.Tabel_Model_Member;
14 /**
```

2. Tuliskan syntax View_Member frame_member



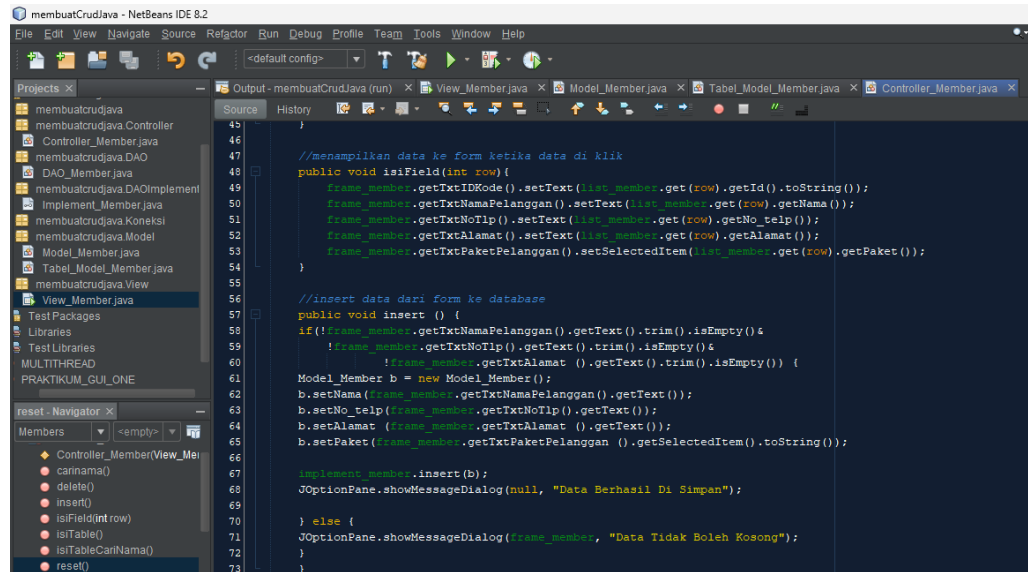
```
13 import membuatcrudjava.Model.Tabel_Model_Member;
14 /**
15 *
16 * @author Lenovo
17 */
18 public class Controller_Member {
19
20     View_Member frame_member;
21     Implement_Member implement_member;
22     java.util.List<Model_Member> list_member;
23
24
25     public Controller_Member(View_Member frame_member){
26         this.frame_member = frame_member;
27         implement_member = new DAO_Member();
28         list_member = implement_member.getAll();
29     }
```

3. Tuliskan beberapa function[reset() & isitable()] di class controller_member

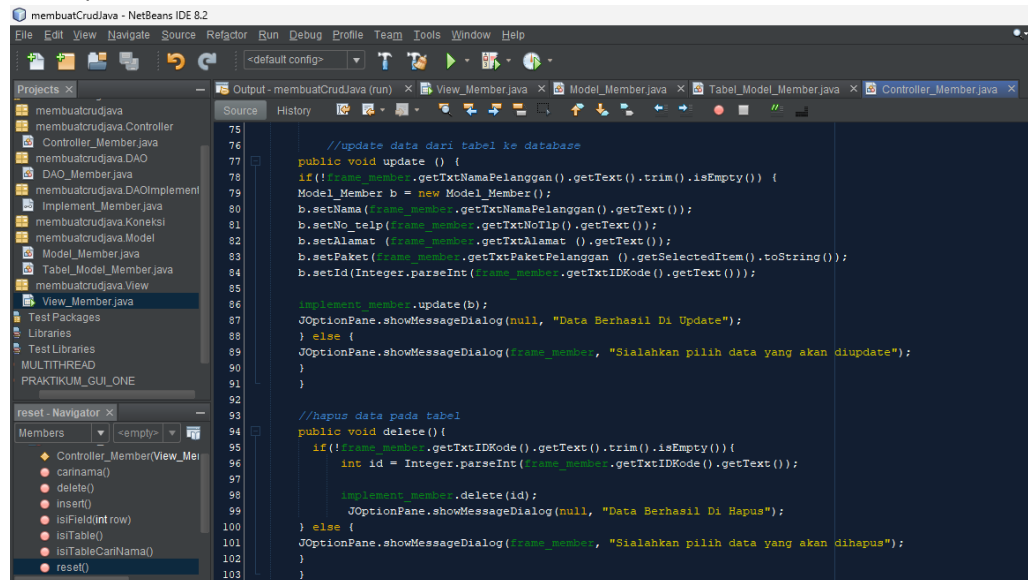


```
25     public Controller_Member(View_Member frame_member){
26         this.frame_member = frame_member;
27         implement_member = new DAO_Member();
28         list_member = implement_member.getAll();
29     }
30
31     //tombol reset
32     public void reset(){
33         frame_member.getTxtIDKode().setText("");
34         frame_member.getTxtNamaPelanggan().setText("");
35         frame_member.getTxtNoTlp().setText("");
36         frame_member.getTxtAlamat().setText("");
37         frame_member.getTxtPaketPelanggan().setSelectedItem("----PILIH PAKET----");
38     }
39
40     //tampil data ke tabel
41     public void isiTable(){
42         list_member = implement_member.getAll();
43         Tabel_Model_Member tmb = new Tabel_Model_Member(list_member);
44         frame_member.getTableTable().setModel(tmb);
45     }
46 }
```

4. function[isifield() & insert()]



5. func update & delete



6. func cari data

