

Tugas Pemrograman Berorientasi Objek



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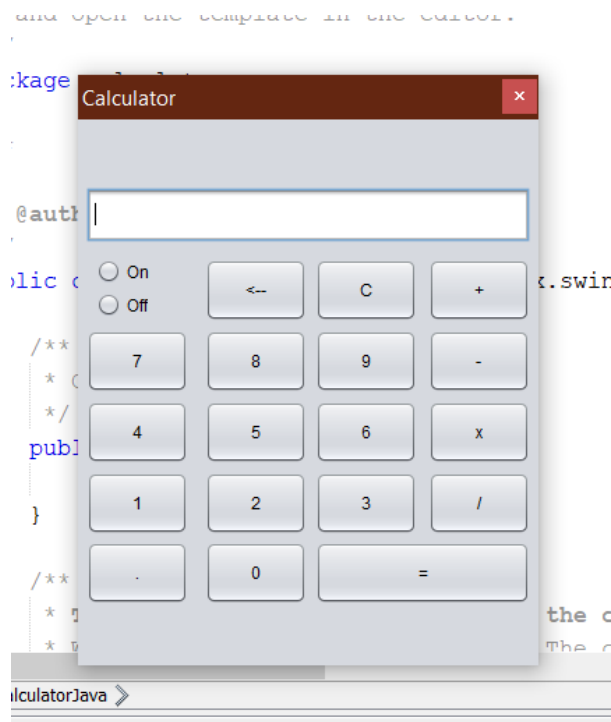
Fakultas Ilmu Komputer

Program Studi Teknik Informatika

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Hasil



Source Code

calculatorJava.java

Container dan Fungsi Aritmatik

```
double angka, jawaban;
char simbol;
public calculatorJava() {
    initComponents();
    tombolOn.setEnabled(false);
    hasil.setEditable(false);
}

private void operasi_aritmatika(){
    switch(simbol){
        case '+':
            jawaban = angka + Double.parseDouble(hasil.getText());
            hasil.setText(Double.toString(jawaban));
            break;
        case '-':
            jawaban = angka - Double.parseDouble(hasil.getText());
            hasil.setText(Double.toString(jawaban));
            break;
        case 'x':
            jawaban = angka * Double.parseDouble(hasil.getText());
```

```

        hasil.setText(Double.toString(jawaban));
        break;
    case '/':
        jawaban = angka / Double.parseDouble(hasil.getText());
        hasil.setText(Double.toString(jawaban));
        break;
    }
}

```

Fungsi Tombol

```

private void tombolClearActionPerformed(java.awt.event.ActionEvent
evt) {
    // TODO add your handling code here:
    hasil.setText("");
}

private void tombolPlusActionPerformed(java.awt.event.ActionEvent
evt) {
    // TODO add your handling code here:
    //hasil.setText(hasil.getText() + " + ");
    angka = Double.parseDouble(hasil.getText());
    simbol = '+';
    labelAtas.setText(angka + " + ");
    hasil.setText("");
}

private void tombol9ActionPerformed(java.awt.event.ActionEvent evt)
{
    // TODO add your handling code here:
    hasil.setText(hasil.getText() + "9");
}

private void
tombolKurangActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    //hasil.setText(hasil.getText() + " - ");
    angka = Double.parseDouble(hasil.getText());
    simbol = '-';
    labelAtas.setText(angka + " - ");
    hasil.setText("");
}

private void tombol6ActionPerformed(java.awt.event.ActionEvent evt)
{
    // TODO add your handling code here:
    hasil.setText(hasil.getText() + "6");
}

```

```

    }

    private void tombolKaliActionPerformed(java.awt.event.ActionEvent
    evt) {
        // TODO add your handling code here:
        //hasil.setText(hasil.getText() + " x ");
        angka = Double.parseDouble(hasil.getText());
        simbol = 'x';
        labelAtas.setText(angka + " x ");
        hasil.setText("");
    }

    private void tombol3ActionPerformed(java.awt.event.ActionEvent evt)
    {
        // TODO add your handling code here:
        hasil.setText(hasil.getText() + "3");
    }

    private void tombolBagiActionPerformed(java.awt.event.ActionEvent
    evt) {
        // TODO add your handling code here:
        //hasil.setText(hasil.getText() + " / ");
        angka = Double.parseDouble(hasil.getText());
        simbol = '/';
        labelAtas.setText(angka+ " / ");
        hasil.setText("");
    }

    private void
    tombolSamaDenganActionPerformed(java.awt.event.ActionEvent evt) {
        // TODO add your handling code here:
        operasi_aritmatika();
        labelAtas.setText("");
    }

    private void tombol7ActionPerformed(java.awt.event.ActionEvent evt)
    {
        // TODO add your handling code here:
        hasil.setText(hasil.getText() + "7");
    }

    private void tombol8ActionPerformed(java.awt.event.ActionEvent evt)
    {
        // TODO add your handling code here:
        hasil.setText(hasil.getText() + "8");
    }

    private void tombol4ActionPerformed(java.awt.event.ActionEvent evt)
    {
        // TODO add your handling code here:

```

```

        hasil.setText(hasil.getText() + "4");
    }

    private void tombol5ActionPerformed(java.awt.event.ActionEvent evt)
    {
        // TODO add your handling code here:
        hasil.setText(hasil.getText() + "5");
    }

    private void tombol1ActionPerformed(java.awt.event.ActionEvent evt)
    {
        // TODO add your handling code here:
        hasil.setText(hasil.getText() + "1");
    }

    private void tombol2ActionPerformed(java.awt.event.ActionEvent evt)
    {
        // TODO add your handling code here:
        hasil.setText(hasil.getText() + "2");
    }

    private void tombolTitikActionPerformed(java.awt.event.ActionEvent
    evt) {
        // TODO add your handling code here:
        hasil.setText(hasil.getText() + ".");
    }

    private void tombol0ActionPerformed(java.awt.event.ActionEvent evt)
    {
        // TODO add your handling code here:
        hasil.setText(hasil.getText() + "0");
    }

    private void tombolOnActionPerformed(java.awt.event.ActionEvent
    evt) {
        // TODO add your handling code here:
        tombol1.setEnabled(true);
        tombol2.setEnabled(true);
        tombol3.setEnabled(true);
        tombol4.setEnabled(true);
        tombol5.setEnabled(true);
        tombol6.setEnabled(true);
        tombol7.setEnabled(true);
        tombol8.setEnabled(true);
        tombol9.setEnabled(true);
        tombol0.setEnabled(true);
        tombolPlus.setEnabled(true);
        tombolPanah.setEnabled(true);
        tombolKurang.setEnabled(true);
        tombolKali.setEnabled(true);
    }

```

```

        tombolBagi.setEnabled(true);
        tombolClear.setEnabled(true);
        tombolTitik.setEnabled(true);
        tombolSamaDengan.setEnabled(true);
        tombolOff.setEnabled(true);
        tombolOn.setEnabled(false);
    }

    private void tombolOffActionPerformed(java.awt.event.ActionEvent
    evt) {
        // TODO add your handling code here:
        tombol1.setEnabled(false);
        tombol2.setEnabled(false);
        tombol3.setEnabled(false);
        tombol4.setEnabled(false);
        tombol5.setEnabled(false);
        tombol6.setEnabled(false);
        tombol7.setEnabled(false);
        tombol8.setEnabled(false);
        tombol9.setEnabled(false);
        tombol0.setEnabled(false);
        tombolPlus.setEnabled(false);
        tombolPanah.setEnabled(false);
        tombolKurang.setEnabled(false);
        tombolKali.setEnabled(false);
        tombolBagi.setEnabled(false);
        tombolClear.setEnabled(false);
        tombolTitik.setEnabled(false);
        tombolSamaDengan.setEnabled(false);
        tombolOff.setEnabled(false);
        tombolOn.setEnabled(true);
    }

    private void tombolPanahActionPerformed(java.awt.event.ActionEvent
    evt) {
        // TODO add your handling code here:
        int length = hasil.getText().length();
        int number = hasil.getText().length()-1;
        String store;

        if(length > 0){
            StringBuilder back = new StringBuilder(hasil.getText());
            back.deleteCharAt(number);
            store = back.toString();
            hasil.setText(store);
        }
    }

```