

Latihan 2

```
<terminated> latihan02 (2) [Java Application] C:\Progr  
angka[0]=10  
angka[1]=20  
angka[2]=30  
angka[3]=40  
Exception in thread "main" java.la  
    at latihan02.main(latihan0
```

Latihan 3

The image shows four Java Swing dialog boxes arranged in a 2x2 grid:


- Form Input:** A dialog box with a title bar "Form Input" and a close button. It contains a green question mark icon, the label "Masukan Baris", a text input field containing the number "2", and "OK" and "Cancel" buttons.
- Input:** A dialog box with a title bar "Input" and a close button. It contains a green question mark icon, the label "Masukan Angka :", a text input field containing the number "1", and "OK" and "Cancel" buttons.
- Input:** A dialog box with a title bar "Input" and a close button. It contains a green question mark icon, the label "Masukan Angka :", a text input field containing the number "2", and "OK" and "Cancel" buttons.
- Message:** A dialog box with a title bar "Message" and a close button. It contains a purple information icon, the text "X{0}=1" and "X{1}=2", and an "OK" button.

Latihan 4

The image shows a single Java Swing message dialog box with a title bar "Message" and a close button. It contains a purple information icon, the text "X{0}=1", "X{1}=5", "X{2}=8", "Bilangan terbesar = 8", and "Bilangan terkecil = 1", and an "OK" button.

Latihan 5


Message

 Nama riski
Alamat cimahpar
Nomor HP 8452354

OK

Latihan 6


Matrix A[0][0]

 Masukan angka

2

OK Cancel


Matrix A[0][1]

 Masukan angka

3

OK Cancel


Matrix A[1][0]

 Masukan angka

4

OK Cancel


Matrix A[1][1]

 Masukan angka

1

OK Cancel


Matrix B[0][0]

 Masukan angka

6

OK Cancel


Matrix B[0][1]

 Masukan angka

4

OK Cancel


Matrix B[1][0]

 Masukan angka

5

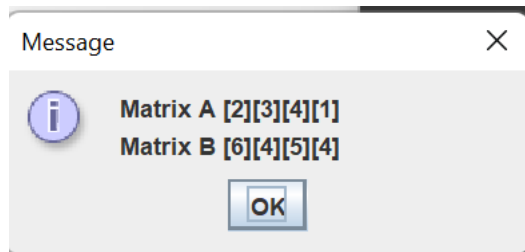
OK Cancel

Matrix B[1][1]

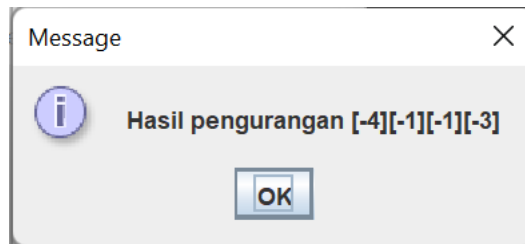
 Masukan angka

4

OK Cancel



Latihan 7



Latihan 8

