


Kelas : SE-46-04



The screenshot shows a Windows application window titled "Form1". Inside the window, there is a text box containing the text "Fersya Zufar". To the right of the text box is a button labeled "Button". Below the text box is a label that says "halo Fersya Zufar".

The image displays two code files in Visual Studio, illustrating the implementation of a simple application.

Form1.cs (Design View):

- Imports: `using System;`, `using System.Collections.Generic;`, `using System.ComponentModel;`, `using System.Data;`, `using System.Drawing;`, `using System.Linq;`, `using System.Reflection.Emit;`, `using System.Text;`, `using System.Threading.Tasks;`, `using System.Windows.Forms;`
- Namespace: `namespace TPMOD03`
- Class: `public partial class Form1 : Form`
- Methods:
 - `public Form1()` (1 reference)
 - `InitializeComponent();`
 - `private void textBox1_TextChanged(object sender, EventArgs e)...` (0 references)

TPMOD03.cs:

- Methods:
 - `private void textBox1_TextChanged(object sender, EventArgs e)...` (0 references)
 - `private void textBox1_TextChanged_1(object sender, EventArgs e)...` (1 reference)
 - `private void textBox2_TextChanged(object sender, EventArgs e)...` (0 references)
 - `private void button1_Click(object sender, EventArgs e)` (1 reference)
 - `string input = textBox1.Text;`
 - `labelOutput.Text = "halo " + input;`
 - `private void label1_Click(object sender, EventArgs e)...` (0 references)
 - `private void label1_Click_1(object sender, EventArgs e)...` (0 references)
 - `private void label1_Click_2(object sender, EventArgs e)...` (1 reference)

Penjelasan memakai variabel input untuk menyimpan inputan string dari textbox, kemudian memakai labelOutput untuk print