Materi GUI (Graphical User Interface) dan Event Handling dengan NetBeans

1. Buka Netbeans





2. File \rightarrow New Project



3. Pilih **Java** pada Categories → **Java Application** pada Projects.

Steps	Choose Project	
1. Choose Project	Categories:	Projects:
	Java JavaFX Java Web Java EE	Java Application Java Desktop Application Java Class Library Java Project with Existing Sources
1 m	Description: Creates a new Java SE appl class in the project. Standard pr	lication in a standard IDE project. You can also generate a main rojects use an IDE-generated Ant build script to build, run,
		< Back Next > Finish Cancel Help

Project Name = Kalkulator
 Project Location = Browse → cari Folder Anda

Steps	Name and Loca	tion	
1. Choose Project 2. Name and Location	Project <u>N</u> ame:	Kalkulator	
	Project Location:	C:\Users\Admin\Documents\NetBeansProjects	Browse
	Project Fol <u>d</u> er:	C:\Users\Admin\Documents\NetBeansProjects\Kalkulator	
	Use Dedicated	d Folder for Storing Libraries	
	Libraries Folde	er:	Browse
		Different users and projects can share the same compilation libraries (see Help for details).	
	Create Main C	Class kalkulator.Main	
	V Set as <u>M</u> ain Pr	roject	
	\$		

5. Finish

6. Klik kanan pada package Kalkulator ightarrow New ightarrow JFrame Form

Kalkulator - NetBeans II	DE 6.9.1				
File Edit View Navigate	Source Refacto	r Run Debug	Pro	file Team Tools Window Help	2
1 🕋 🔚 🔛 !	🤊 🍼 🛛 🖂	efault config>		- T 😿 🕨 🌃 - 🕑	> -
EPr 4 ≋ EFiles	Services	🚳 Main.java	88		
Kalkulator Source Packages		1 🖓 🌆 • 📕	. •]	Q 73 47 8 1 1 1 1 1 1 1 1 1 1	2 2 0
Kaikulator	New	*		JFrame Form	hoose To
Test Package	Find	Ctrl+F		Java Class	ne edito
🖶 🥁 Libraries	Cut Copy Paste	Ctrl+X Ctrl+C Ctrl+V		Java Package Java Interface JPanel Form Entity Class	
	Delete Refactor	Delete •	1	Entity Classes from Database Web Service Client	
	Compile Package F9		2	Other	
	Tools	•	-	* @param args the comman /	nd line a

7. Class Name = Kalkulator \rightarrow Finish

Steps	Name and L	ocation
 Choose File Type Name and Location 	Class <u>N</u> ame:	Kalkulator
	Project:	Kalkulator
	Location:	Source Packages 🗸
	Package:	kalkulator 🗸
	Created File:	C: \Users \Admin \Documents \NetBeansProjects \Kalkulator \src \kalkulator \Kalkulator .java
X	2	

8. Masukan Komponen Label, TextField dan Button dari palette, sehingga seperti berikut :

		2	Palette		8
			Swing Containers		~ B
iLabel 1	jTextField1		Panel	Tabbed Pane	ette
,			Split Pane	Scroll Pane	
	iTextField2		Tool Bar	📇 Desktop Pane	
JLabel2			Internal Frame	💽 Layered Pane	
	ToytEiold2		Swing Controls		
jLabel3	Jiexurieus		label Label	OK Button	
-			ON Trank Dutter	ra chadanaa	
			a short text string or an image, or	both.	
jButton1 jButton2			Combo Box	Eist List	
			Text Field	tx Text Area	
			I Scroll Bar	💭 Slider	
			Progress Bar	Formatted Field	

9. EditText Masing-masing komponen \rightarrow Klik Kanan pada Komponen \rightarrow Pilih Edit Text

Kalkulator - NetBeans IDE 6.9.1			
File Edit View Navigate Source Refact	or Run Debug Pro	file Team Tools Wind	ow Help
** ** 🖴 🛃 🍤 🍼 🗠	lefault config>	- 🖀 📸 🕨 🗉	₿ - 💮 -
Pr 🗐 📽 Files Services	🚳 Main.java 🛛 🕅	🗄 Kalkulator.java 🛛 🕷	
E Salkulator	Source Design	🖾 🖶 🔚 🔚 🛄	
Source Packages			
Kaikulator	9.0.0		
Main.java	Bilangan 10	TextField1	
🖶 归 Test Packages	iLabel2	Change Variable Nam	
		Rind	
	jLabel3	Events	
	· · ·	Lvents	
		Align	- F
		Anchor	
		Auto Resizing	*
		Same Size	ъ
Bilangan 1			
Bilangan 2			
Hasil			
+			
		lose	

10. Ubah Variable Name Untuk TextField \rightarrow Klik Kanan pada komponen \rightarrow Pilih Change Variable Name \rightarrow Ubah nama menjadi seperti berikut :

jTextField 1 = txtBilangan1, jTextField 2 = txtBilangan2, jTextField 3 = txtHasil, jButton1= BTambah, jButton2= BClose

Syahrul Mauluddin S.Kom / Lab Pemrograman 2

11. Membuat Event pada Tombol \rightarrow Klik kanan pada Tombol \rightarrow Event \rightarrow Action \rightarrow actionPerformed

efault config> 💽 👔	🎯 🕨 🖽 - 🕑 -				
🚳 Main.java 🔉 🛅 Kalkula	tor.java 📽				
Source Design			£.		
Bilangan 1					
Hasii	2				
	Edit Text Change Variable Name Bind				
	Events	•	Action	•	actionPerformed
	Align	Þ	Ancestor	*	

12. Buat Method tambah, dan panggil method tersebut dari tombol Tambah

95	Ģ	<pre>private void BTambahActionPerformed(java.awt.event.ActionEvent evt) {</pre>
96		<pre>// TODO add your handling code here:</pre>
97		tambah();
98	12	}
99	Ģ	<pre>public void tambah() {</pre>
100		<pre>int bil1, bil2, hasil;</pre>
101		<pre>bil1=Integer.valueOf(txtBilangan1.getText());</pre>
102		<pre>bil2=Integer.valueOf(txtBilangan2.getText());</pre>
103		hasil=bil1+bil2;
104		<pre>txtHasil.setText(String.valueOf(hasil));</pre>
105		

13. Membuat Event KeyPressed pada txtBilangan1 dan txtBilangan2



Masukan perintah berikut:



14. Masukan perintah ini pada tombol Close

108		
109 🖵	<pre>private void BCloseActionPerformed(java.awt.event.ActionEvent evt) {</pre>	
110	// TODO add your handling code here:	
111	dispose();	
112	}	

15. Masukan perintah berikut pada Main.java



16. Run Program Anda

Kalkulator - NetBeans IDE 6.9.1	
File Edit View Navigate Source Refac	tor Run Debug Profile Team Tools Window Help
1 🔁 🚰 📲 🌗 🥙 🛛	default config> 🔐 👔 👂 🏭 💎
Pr 🕼 📽 🕴 Files 🕴 Services	Main.java 🗱 📄 Kalkulator.java 📽
🖃 🍥 Kalkulator	Source Design
Kalkulator Bilangan 1 Bilangan 2 Hasil +	Close

Latihan :

- 1. Silahkan Lengkapi program anda dengan Fungsi Kalkulator yang lain : Pengurangan, Perkalian, Pembagian.
- 2. Program diatas belum memiliki Exception Handling. Silahkan tangani semua exception yang terjadi dalam program kalkulator anda.