

# KOMPUTER APLIKASI IT II (Information Technology)

2 SKS | Semester 1

## Pertemuan 7

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# Outline

## ✓ OBJECT JAVASCRIPT

- **Objek Array (Array Object)**
- **Objek Tanggal ( Date Object)**
- **Objek Math**





# OBJECT ARRAY

- Array merupakan variabel yang dapat menyimpan banyak data. Dengan kata lain, array dapat disebut sebagai variabel jamak. Berbeda dengan variabel tunggal dimana hanya dapat menyimpan satu data saja.
- Array dapat kita bayangkan sebagai sebuah lemari yang terdapat laci-laci di dalamnya. Setiap laci diberi nomor yang berbeda. Di dalam laci-laci tersebut masing-masing berisi suatu benda. Laci-laci tersebut dapat dianalogikan sebagai variabel, sedangkan isi dari laci tersebut dianalogikan sebagai data. Sehingga ketika kita akan mencari suatu benda, cukup menyebutkan laci nomor berapa dari lemari tersebut





# OBJECT ARRAY

Untuk membuat suatu array, terdapat beberapa cara penulisan yang dapat digunakan di dalam **JavaScript**, yaitu :

## 1. new Array()

### Perintah

```
var nama_variabel = new Array () ;
```

### Contoh

```
var array1 = new Array();  
var kota = new  
Array("Bandung","Jakarta","Bogor");
```

## 2. Literal

### Perintah

```
var nama_variabel = [] ;
```

### Contoh

```
var bilangan = [1,2,3,4,5] ;
```





# OBJECT ARRAY

Type of array :

1. Array Numeric
2. Array Assosiatif

File Name : excercise-6.html

```
<HTML>
<HEAD>
<TITLE>Array, Date, Math, String, Document and Window Object</TITLE>
</HEAD>
<BODY>
<SCRIPT LANGUAGE = "JavaScript">
    <!--Array Object (numeric)-->
    function objArrayNum(){
        nama = new Array("Dian",
                        "Andri",
                        "Irawan")
        document.write(nama[2]);
    }

    objArrayNum();
</SCRIPT>
</BODY>
</HTML>
```

Array Numeric





# OBJECT ARRAY

At the **exercise-6.html** file, add the following script :

```
<!--Array Object (Asosiatif)-->
function objArrayAs() {
    nama = new Array
    nama ['first'] = "dian"
    nama ['second'] = "Andri"
    nama ['third'] = "Irwan"
    document.write(nama[2]);
}
```





# DATE OBJECT

Objek Date merupakan objek yang memungkinkan untuk membuat dan memanipulasi tanggal dan juga waktu. Berikut method yang dimiliki oleh objek Date. Deklarasinya :

```
Var date = new Date()
```

Methode	Function
<b>getDate()</b>	To Generate Date (integer) from 1 – 31.
<b>getDay()</b>	To Generate Day(integer) from 0-6. Sunday = 0, monday = 1,.....
<b>getMonth()</b>	To Generate month(integer) From 0-11. January=0, Feb=1,.....
<b>getFullYear()</b>	To Generate Year To be 4 digits
<b>getHours()</b>	To Generate hour from 0-23
<b>getMinutes()</b>	To Generate minute from 0-59
<b>getSeconds()</b>	To Generate seconds from 0-59





# DATE OBJECT

At the **exercise-6.html** file, add the following script :

```
<!-- Date Object-->
var today      = new Date();
document.write(today);
```

## OUTPUT

Wed May 21 2014 19:07:46 GMT+0700 (SE Asia Standard Time)





# DATE OBJECT

At the **exercise-6.html** file, add the following script :

```
<!-- Date Object-->
//var today      = new Date();
//document.write("<br>" + today);

var arrDate      = new Array("Senin", "Selasa", "Rabu", "Kamis",
                            "Jumat", "Sabtu", "Minggu");
var arrMonth     = new Array("Januari", "Februari", "Maret", "April",
                            "Mei", "Juni", "Juli", "Agustus",
                            "September", "Oktober", "November", "Desember");

var t            = new Date();
var today        = arrDate[t.getDay()-1];
var date         = t.getDate();
var month        = arrMonth[t.getMonth()];
var tahun        = t.getFullYear();
var hours        = t.getHours();
var minutes      = t.getMinutes();
var seconds      = t.getSeconds();

document.write("<hr width=700>");
document.write("<font size=5 face=arial>");
document.write("<b><center>day :" + today + ", date : " + date + " " + month + " " + tahun + "</center></b>");
document.write("</font>");
document.write("<font size=3 face=arial>");
document.write("<b><center>hours = " + hours + ":" + minutes + ":" + seconds + "</center></b>");
document.write("</font>");
```





# MATH OBJECT

Objek Math merupakan objek yang digunakan untuk memanipulasi perhitungan matematika yang rumit seperti trigonometry, aljabar dan lain-lain. Deklarasi :



Format : **Math.metode(nilai)**

Method	Description
<u>abs(x)</u>	Returns the absolute value of x
<u>acos(x)</u>	Returns the arccosine of x, in radians
<u>asin(x)</u>	Returns the arcsine of x, in radians
<u>atan(x)</u>	Returns the arctangent of x as a numeric value between -PI/2 and PI/2 radians
<u>atan2(y,x)</u>	Returns the arctangent of the quotient of its arguments
<u>ceil(x)</u>	Returns x, rounded upwards to the nearest integer
<u>cos(x)</u>	Returns the cosine of x (x is in radians)
<u>exp(x)</u>	Returns the value of E <sup>x</sup>
<u>floor(x)</u>	Returns x, rounded downwards to the nearest integer
<u>log(x)</u>	Returns the natural logarithm (base E) of x
<u>max(x,y,z,...,n)</u>	Returns the number with the highest value
<u>min(x,y,z,...,n)</u>	Returns the number with the lowest value
<u>pow(x,y)</u>	Returns the value of x to the power of y
<u>random()</u>	Returns a random number between 0 and 1
<u>round(x)</u>	Rounds x to the nearest integer





# MATH OBJECT

At the **exercise-6.html** file, add the following script :

```
<!-- Math Object-->
var a=10;
var b=5;
compare = Math.max(a,b);
document.write("among " + a + " and " + b + ", bigger = "+compare+"  
");

rate =Math.pow(b,a);
document.write(b+ " rank "+ a +" is "+rate+"  
) ;
```





# EXERCISE

1. Create a program with javascript to pop up alerts / marquee Good Morning, Good Afternoon and Good Evening. According to the time stamp on the computer!!

Good Moring : 5 > 10 a clock  
Good Afternon : 11 > 14 a clock  
Good Evening : 15 > 19 a clock

2. Create a program to calculate / find the roots of an equation  $F(x) = ax^2 + bx + c$   
Formula to find the roots  $x_1$  and  $x_2$  is:



~ TERIMA KASIH ~