

# Pertemuan 9

Komputer Grafik semua shape atau bentuk

- Inisialisasi Bobot
- Mengupdate bobot

# semua shape

- \* Mengulang semua Materi Metode shape dengan Melakukan Inisialisasi Bobot awal lalu di lakukan Mengupdate bobot
- \* Contoh \*

`drawString(String str, int x, int y)`

Awal Inisialisasi Bobot Str = Unindra , x =20, y=20

lalu di lakukan Mengupdate bobot Str = Univeristas , x =50, y=50

# Inisialisasi Bobot

Contoh 1

```
import java.awt.*;
```

```
public class shps extends java.applet.Applet {
```

```
    public void paint(Graphics g) {
```

```
        // Shape String
```

```
        g.drawString("Unindra",20,20);
```

```
        // Shape Line
```

```
        g.drawLine(20,40,60,60);
```

```
        // Shape Rect
```

```
        g.drawRect(20,80,60,60);
```

```
        // Shape Oval
```

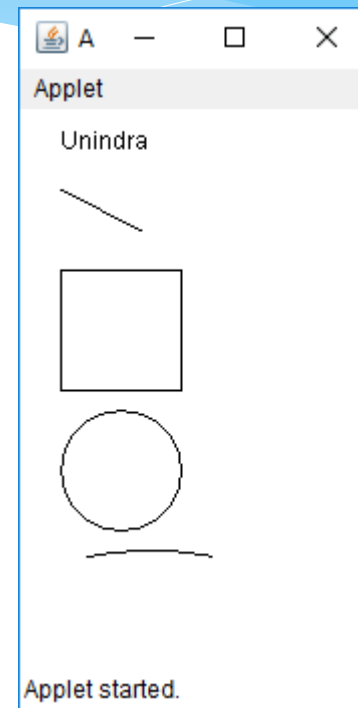
```
        g.drawOval(20,150,60,60);
```

```
        // Shape Arc
```

```
        g.drawArc(0,220,130,50,62,58);
```

```
    }
```

```
}
```



# Mengupdate bobot

Contoh 2

```
import java.awt.*;
```

```
public class shps extends java.applet.Applet {
```

```
    public void paint(Graphics g) {
```

```
        // Shape String
```

```
        g.drawString("Unindra",100,20);
```

```
        // Shape Line
```

```
        g.drawLine(100,40,160,60);
```

```
        // Shape Rect
```

```
        g.drawRect(100,80,60,60);
```

```
        // Shape Oval
```

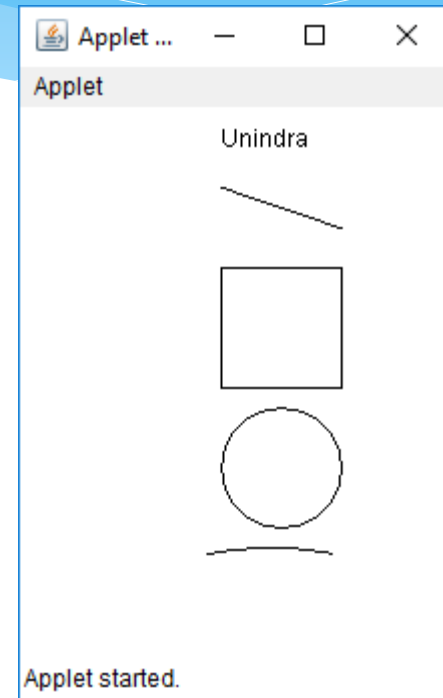
```
        g.drawOval(100,150,60,60);
```

```
        // Shape Arc
```

```
        g.drawArc(60,220,130,50,62,58);
```

```
    }
```

```
}
```



# Kasus

```
import java.awt.*;

public class shps extends java.applet.Applet {
    public void paint(Graphics g) {
        // Shape String
        g.drawString("Unindra",20,20);
        // Shape Line
        g.drawLine(20,40,60,60);
        // Shape Rect
        g.drawRect(20,80,60,60);
        // Shape Oval
        g.drawOval(20,150,60,60);
        // Shape Arc
        g.drawArc(0,220,130,50,62,58);
    }
}
```

Inisialisasi Bobot

```
// Shape String
.g.drawString("Unindra",100,20);
// Shape Line
g.drawLine(100,40,160,60);
// Shape Rect
g.drawRect(100,80,60,60);
// Shape Oval
g.drawOval(100,150,60,60);
// Shape Arc
g.drawArc(60,220,130,50,62,58);
}
}
```

Mengupdate bobot

# Latihan

Soal :

1. Buatlah Inisialisasi Bobot dengan Metode Shape nilai acak
2. Buatlah Mengupdate bobot dengan Metode Shape nilai 10x nilai Inisialisasi Bobot awal bebas

Terima Kasih