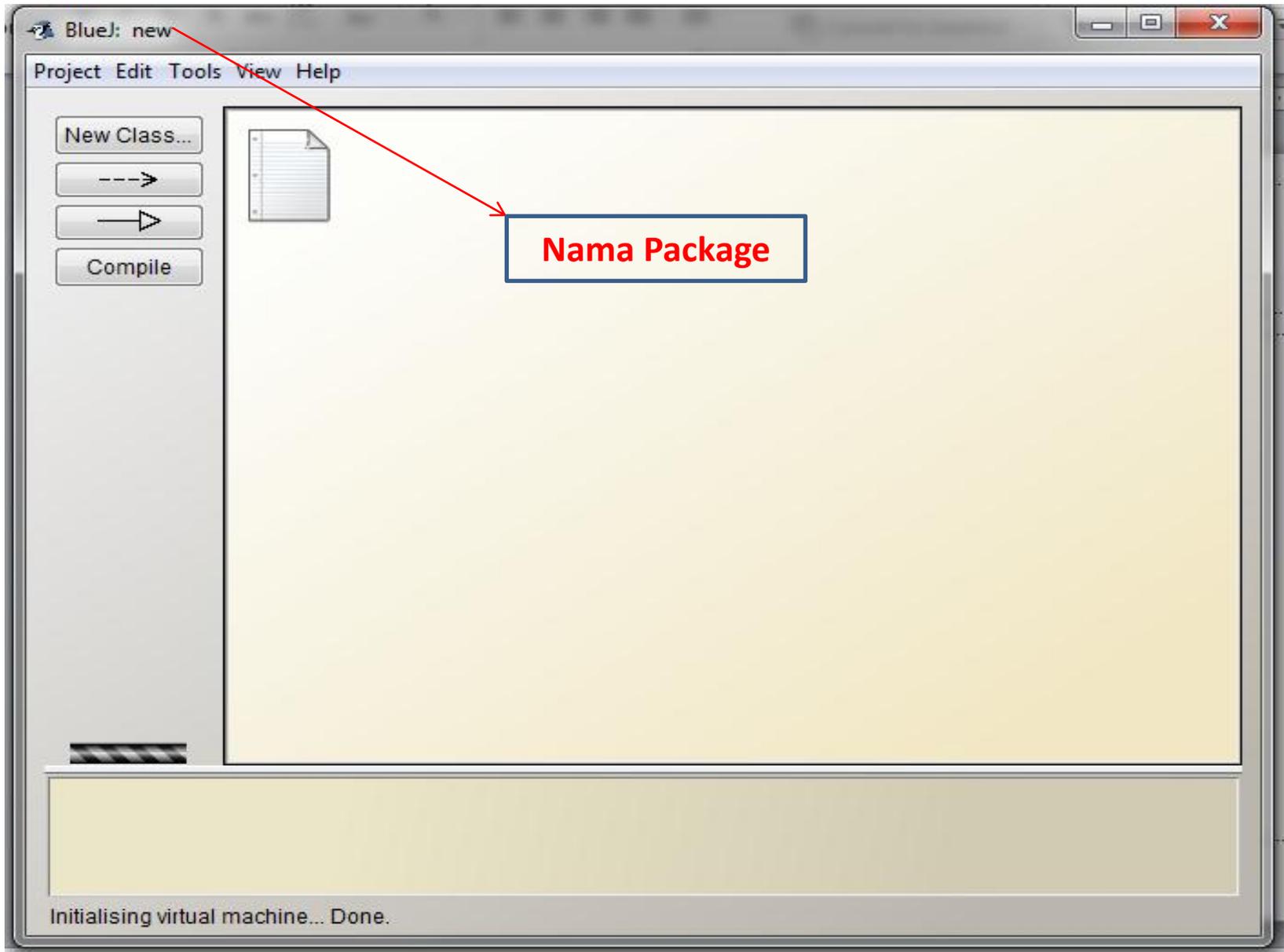


PERTEMUAN 2

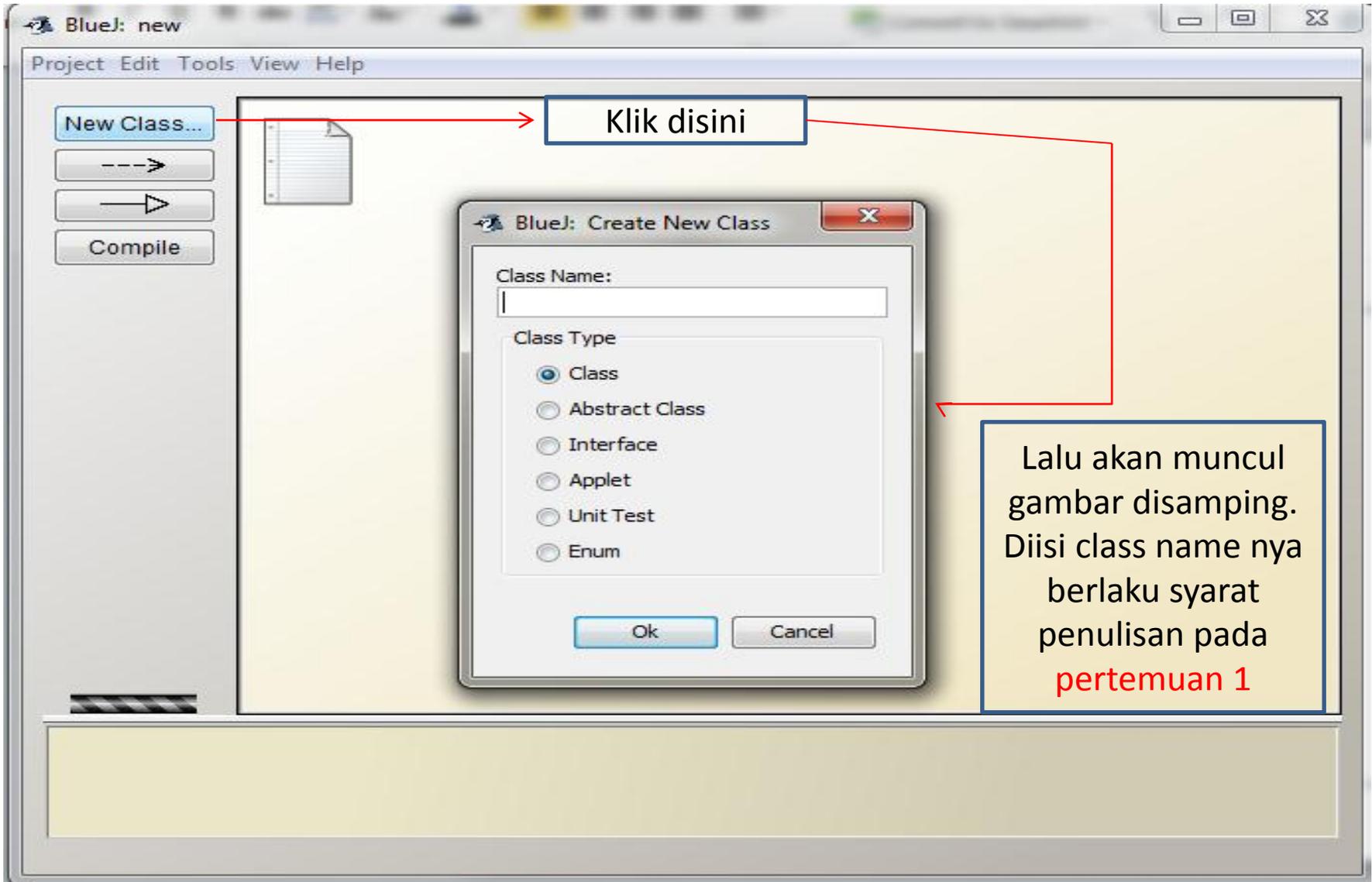
Pengenalan Aplikasi

EDITOR JAVA

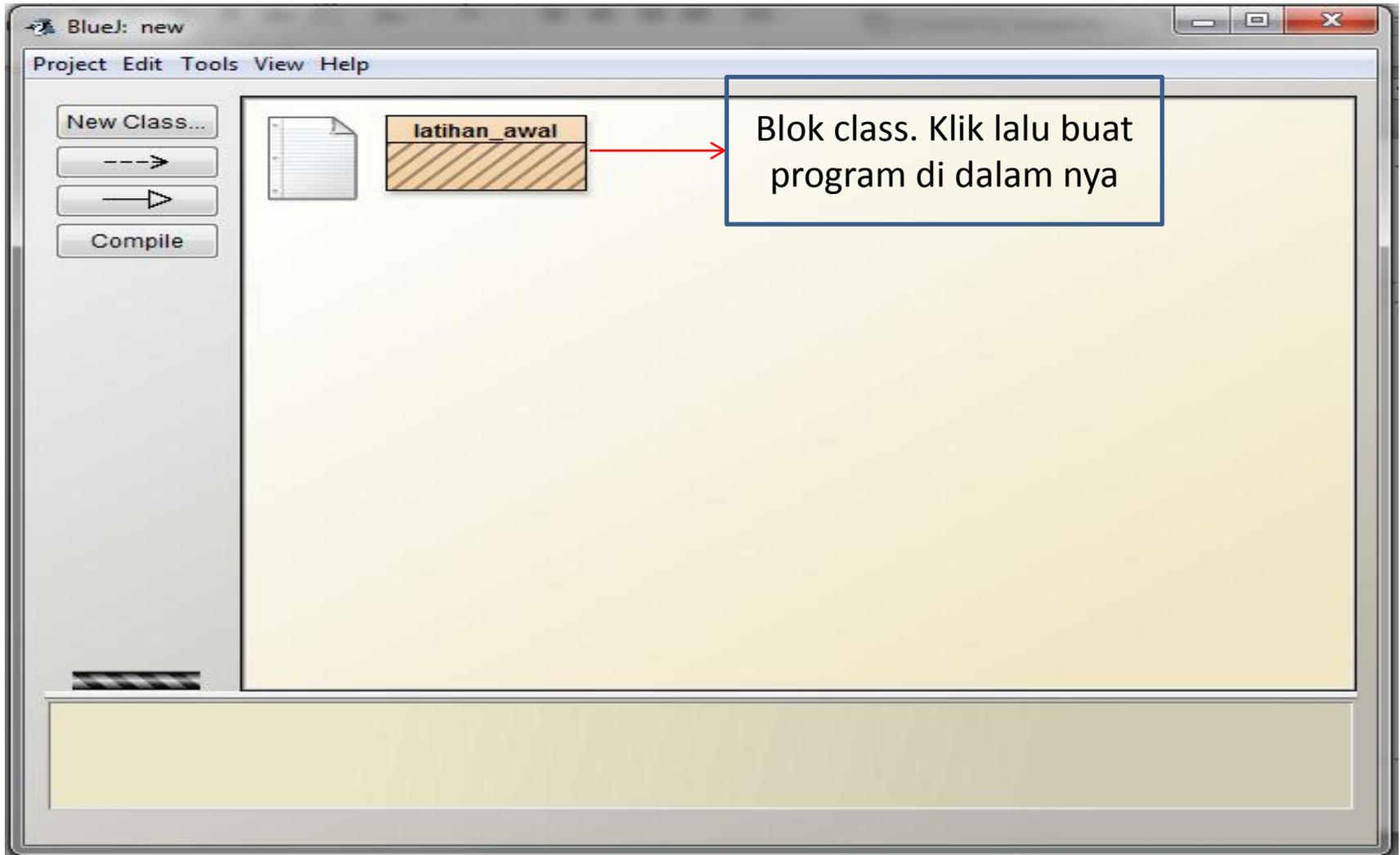
Untuk Membuat Program java kita membutuhkan editor dan JDK (**seperti pada pertemuan 1**). Pada pertemuan kali ini akan dibahas tentang bagaimana menggunakan aplikasi **Blue J** (). Jika kita sudah Menginstal aplikasi **blue j** dan **JDK**. Maka jika kita buka akan seperti gambar di balik ini .



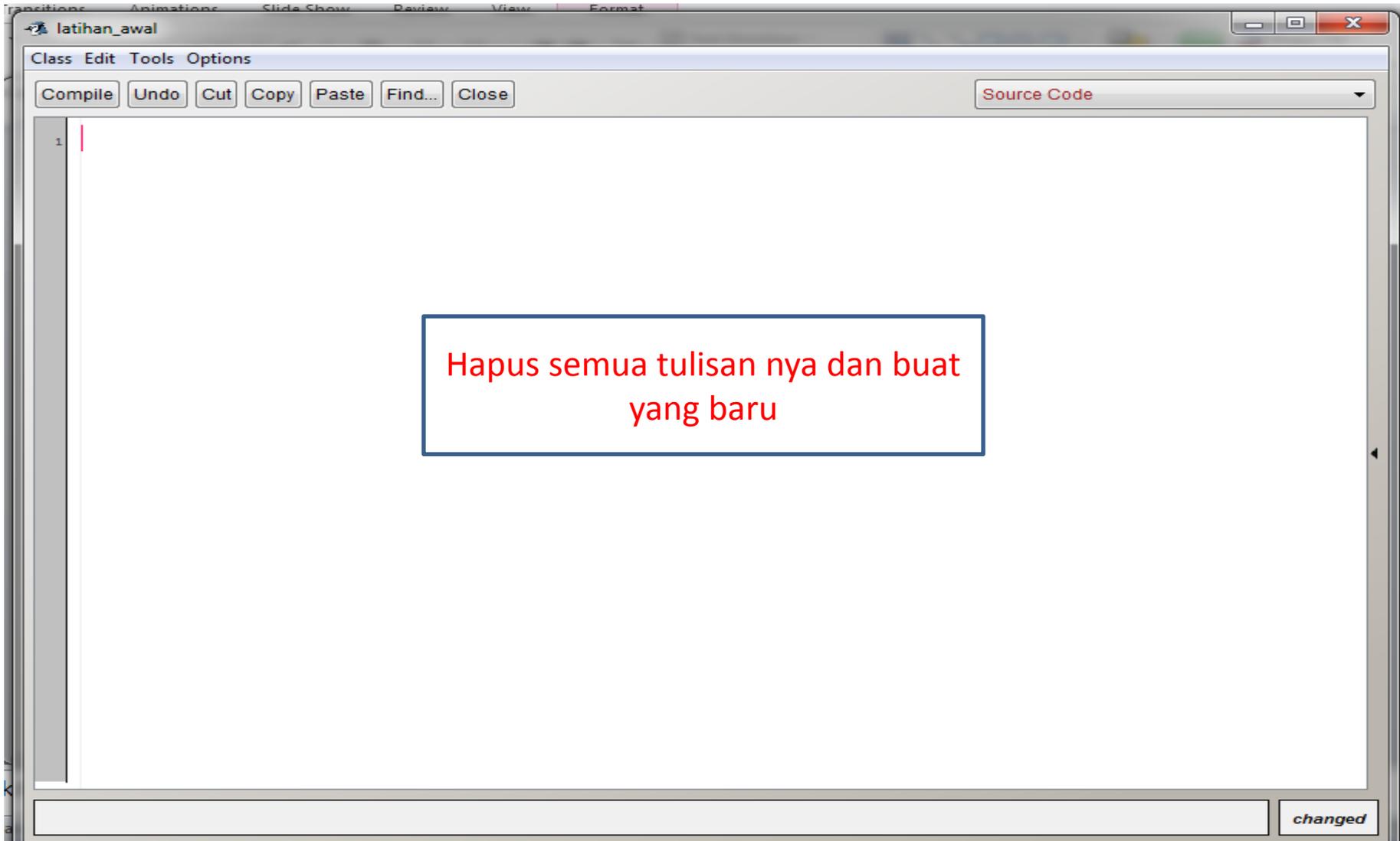
Membuat Class



Buat Coding Java



Buat coding java



Buat coding java

The screenshot shows an IDE window titled 'latihan_awal'. The menu bar includes 'Class', 'Edit', 'Tools', and 'Options'. Below the menu bar are buttons for 'Compile', 'Undo', 'Cut', 'Copy', 'Paste', 'Find...', and 'Close'. The source code editor contains the following Java code:

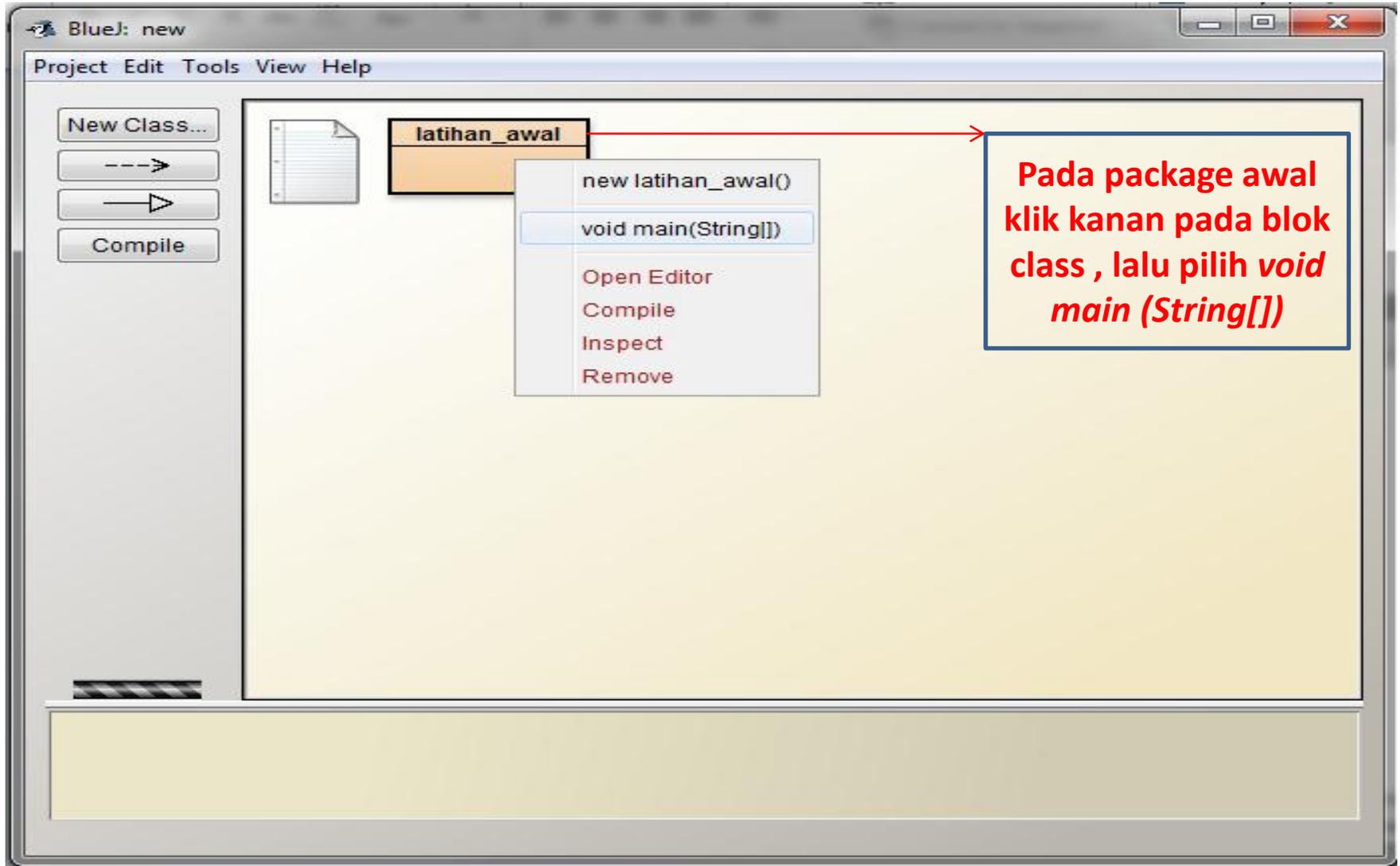
```
1 class latihan_awal {  
2     public static void main ( String[]args){  
3         System.out.println( " Halo Unindra " );  
4     }  
5 }
```

Annotations in the image include:

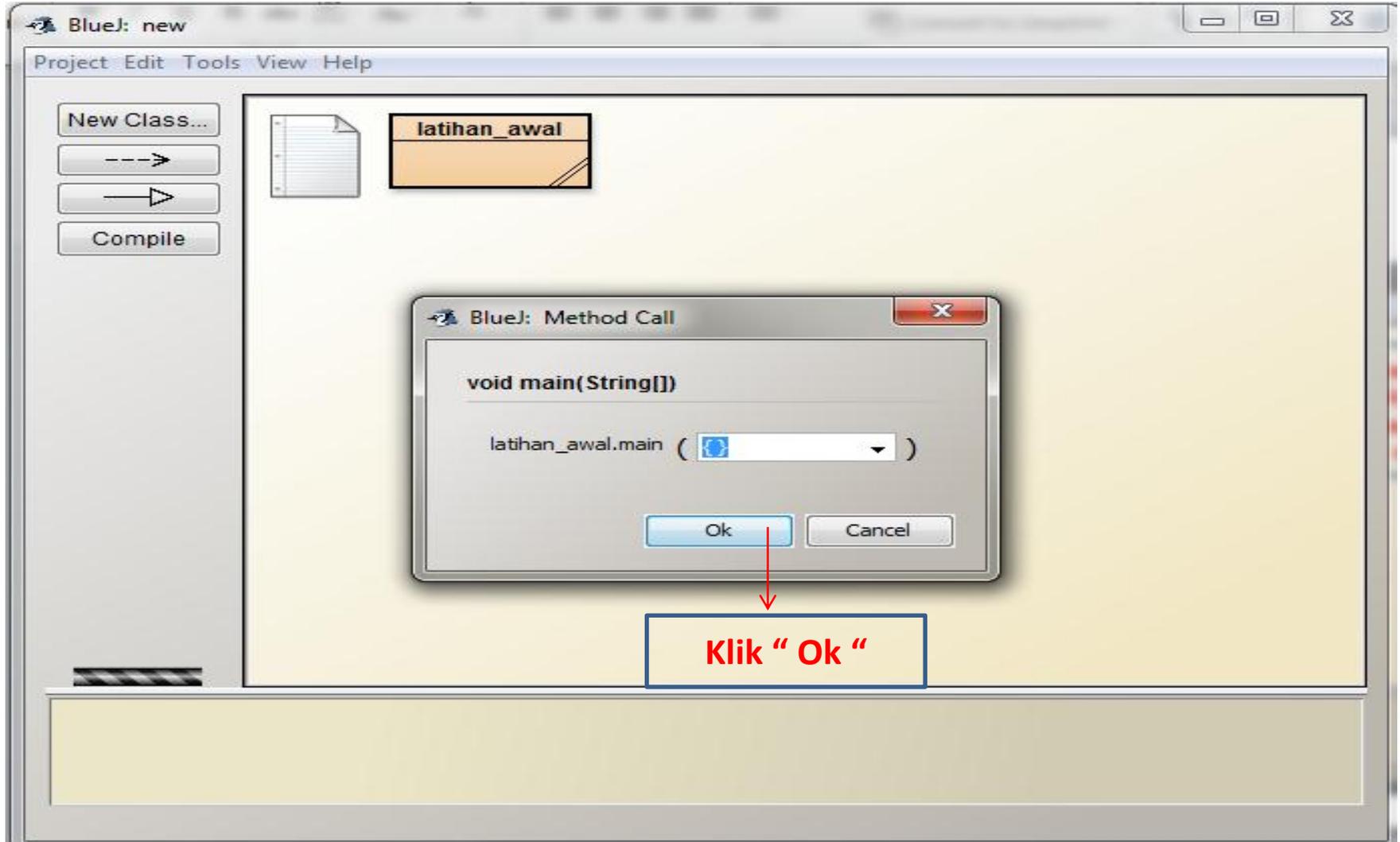
- A blue box with red text: **Nama class harus sama**, with a red arrow pointing to the class name 'latihan_awal' in the code.
- A blue box with red text: **Setelah ditulis coding nya kemudian di compile**, with a red arrow pointing to the 'Compile' button.
- A large blue box with red text: **Buat awal coding java**.

The status bar at the bottom right shows 'changed'.

Buat coding java



Buat coding java



Buat coding java

