
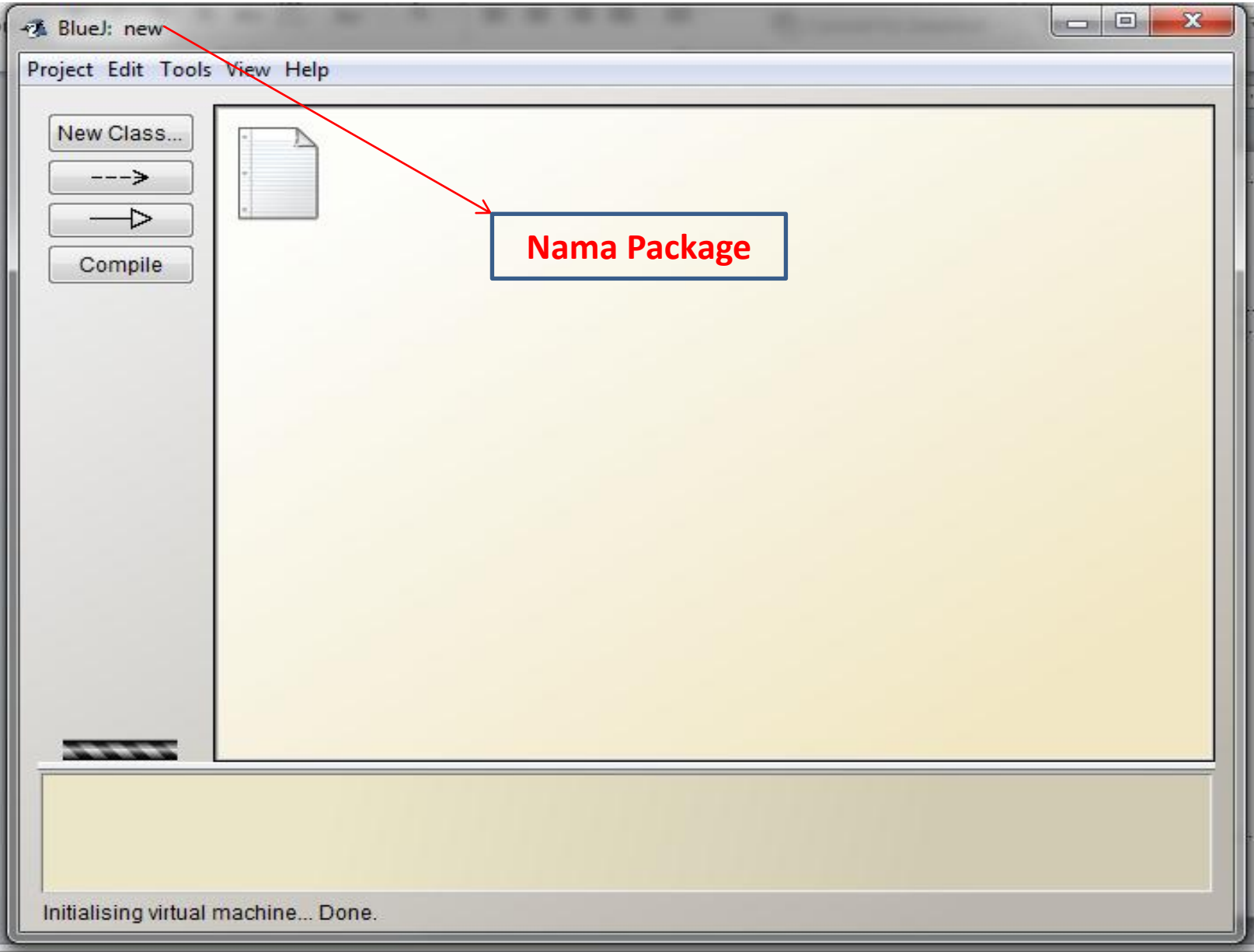


PERTEMUAN 2

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 .



Blue!: new

Project Edit Tools View Help

New Class...



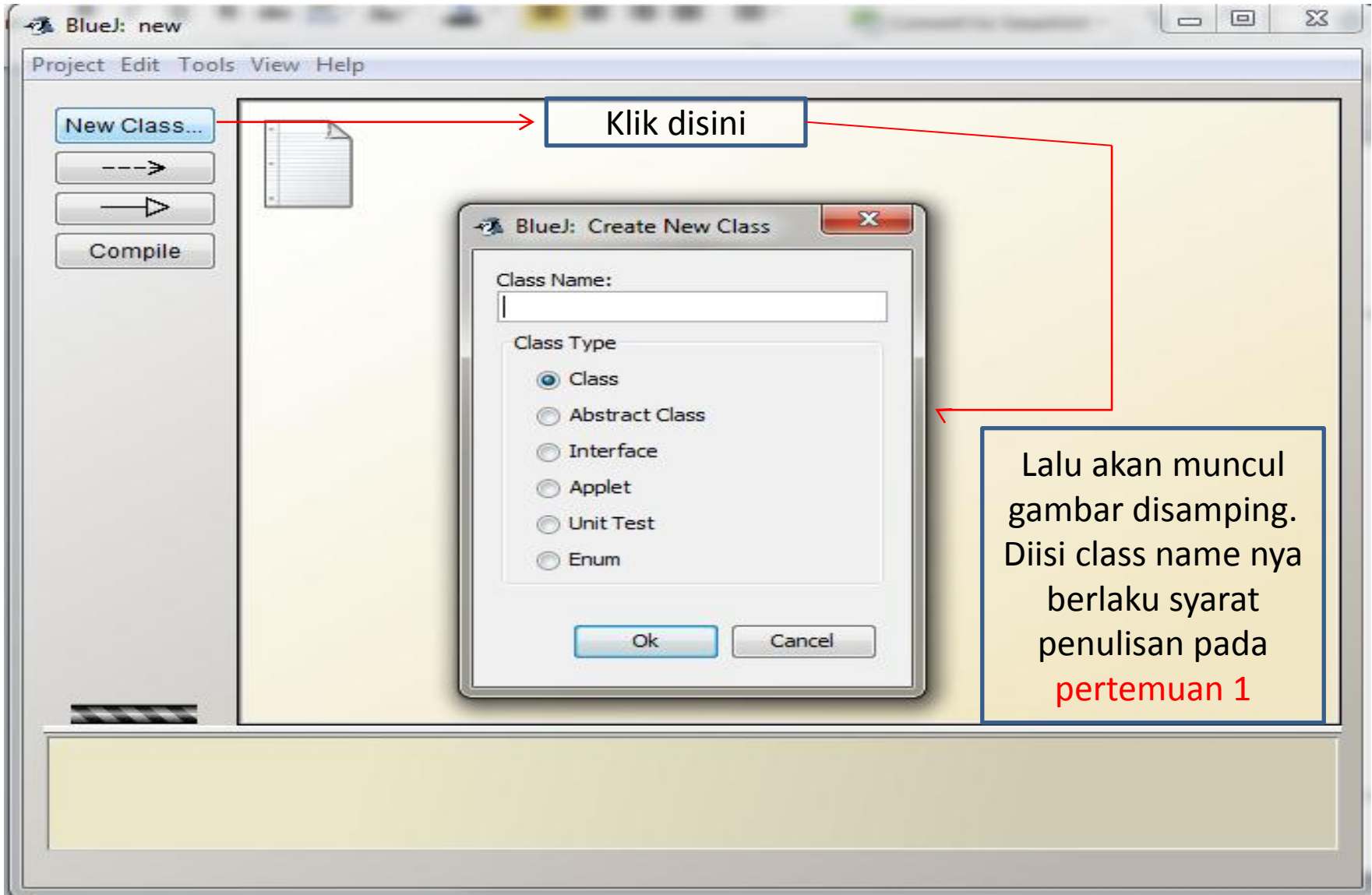
Compile



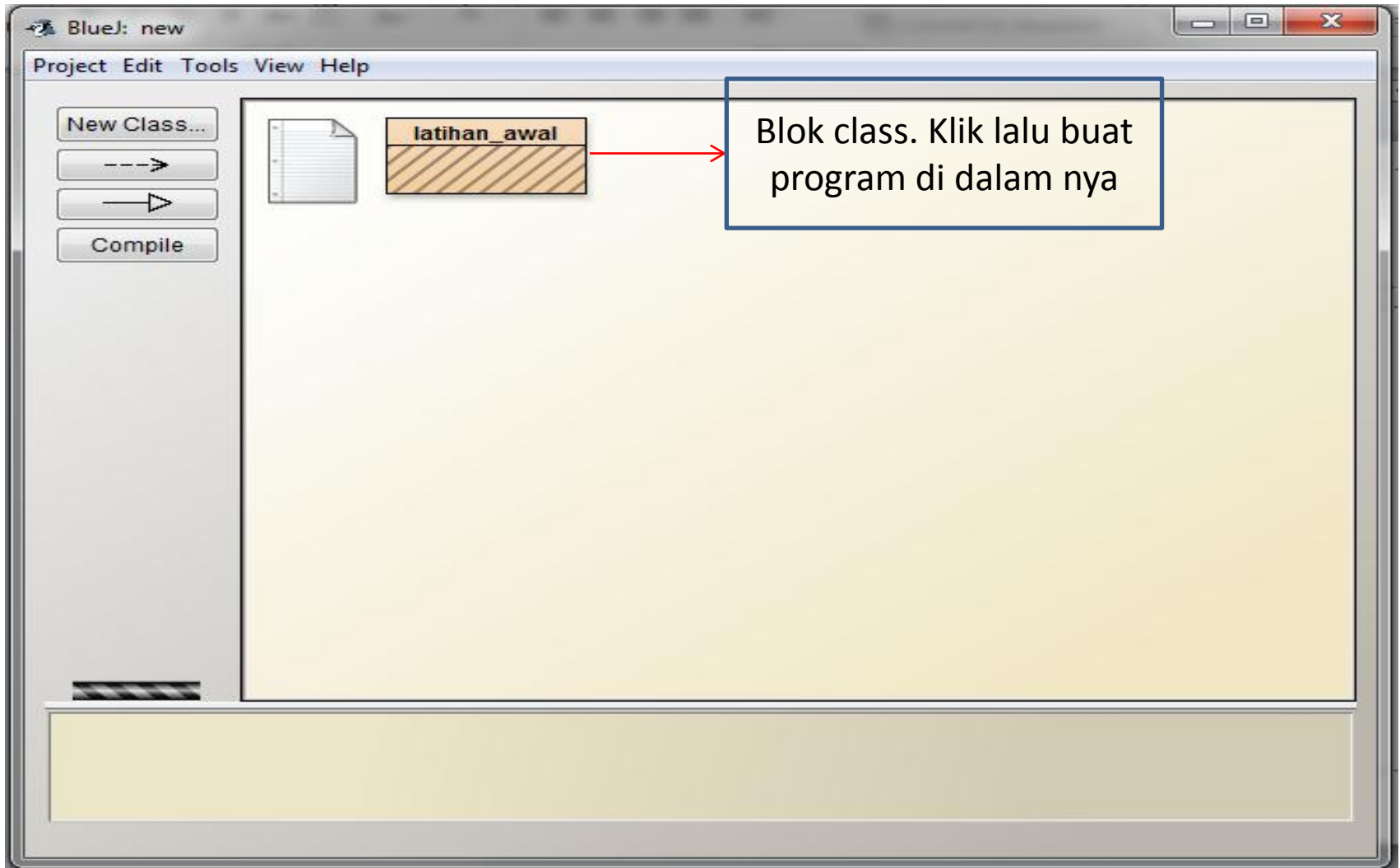
Nama Package

Initialising virtual machine... Done.

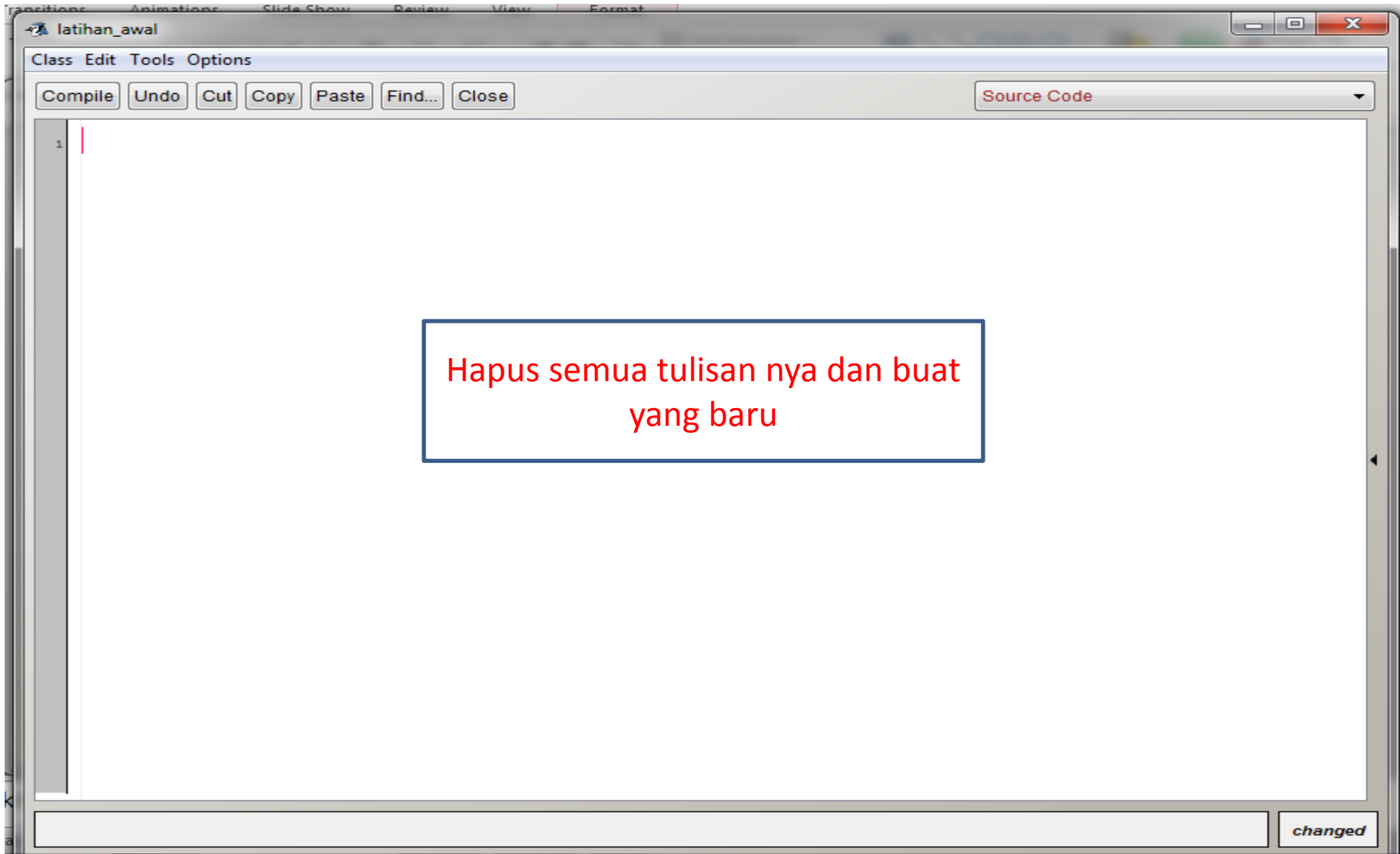
Membuat Class



Buat Coding Java



Buat coding java



Buat coding java

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

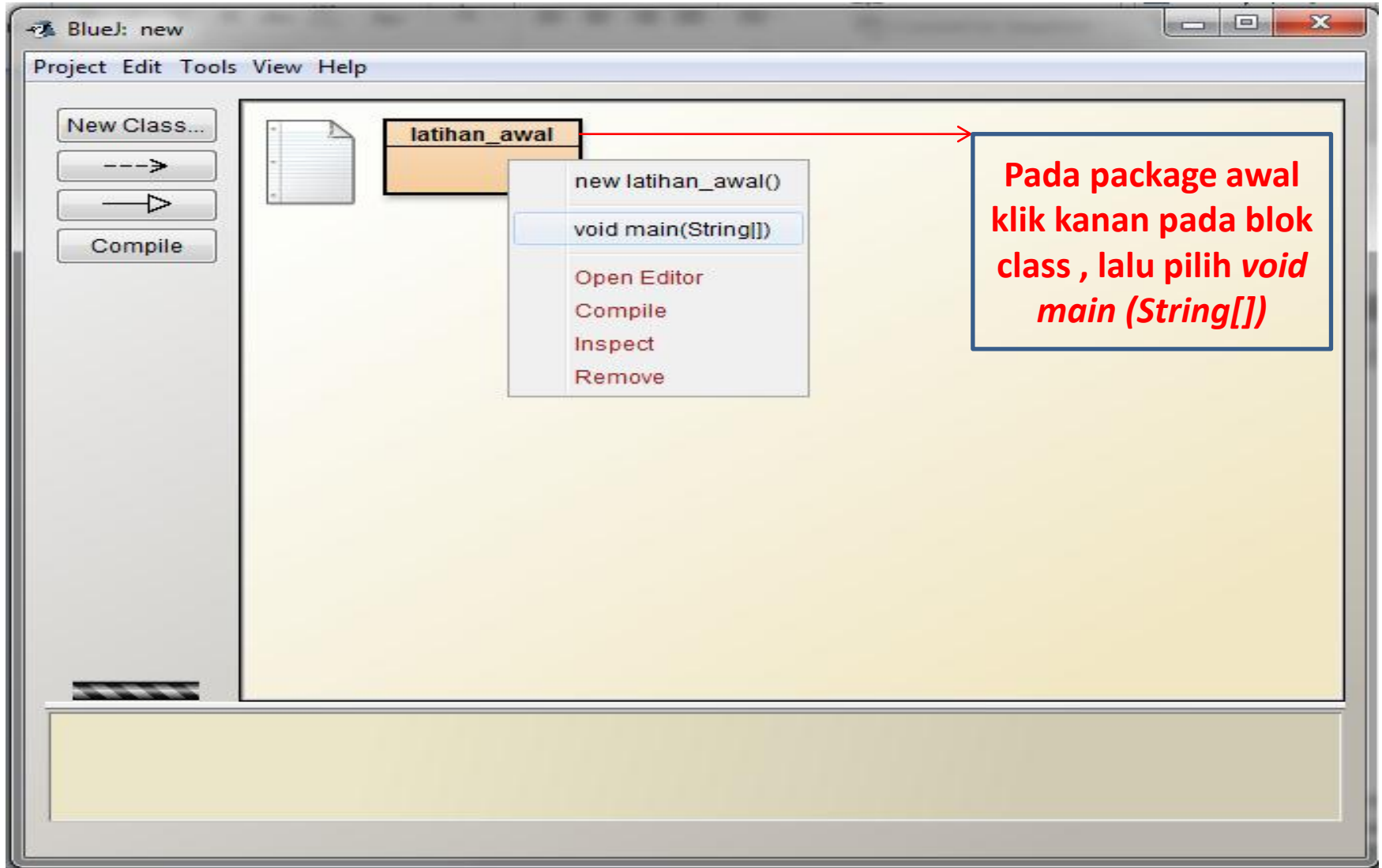
```
1 class latihan_awal {  
2     public static void main ( String[]args){  
3         System.out.println( " Halo Unindra " );  
4     }  
5 }
```

Annotations in the image include:

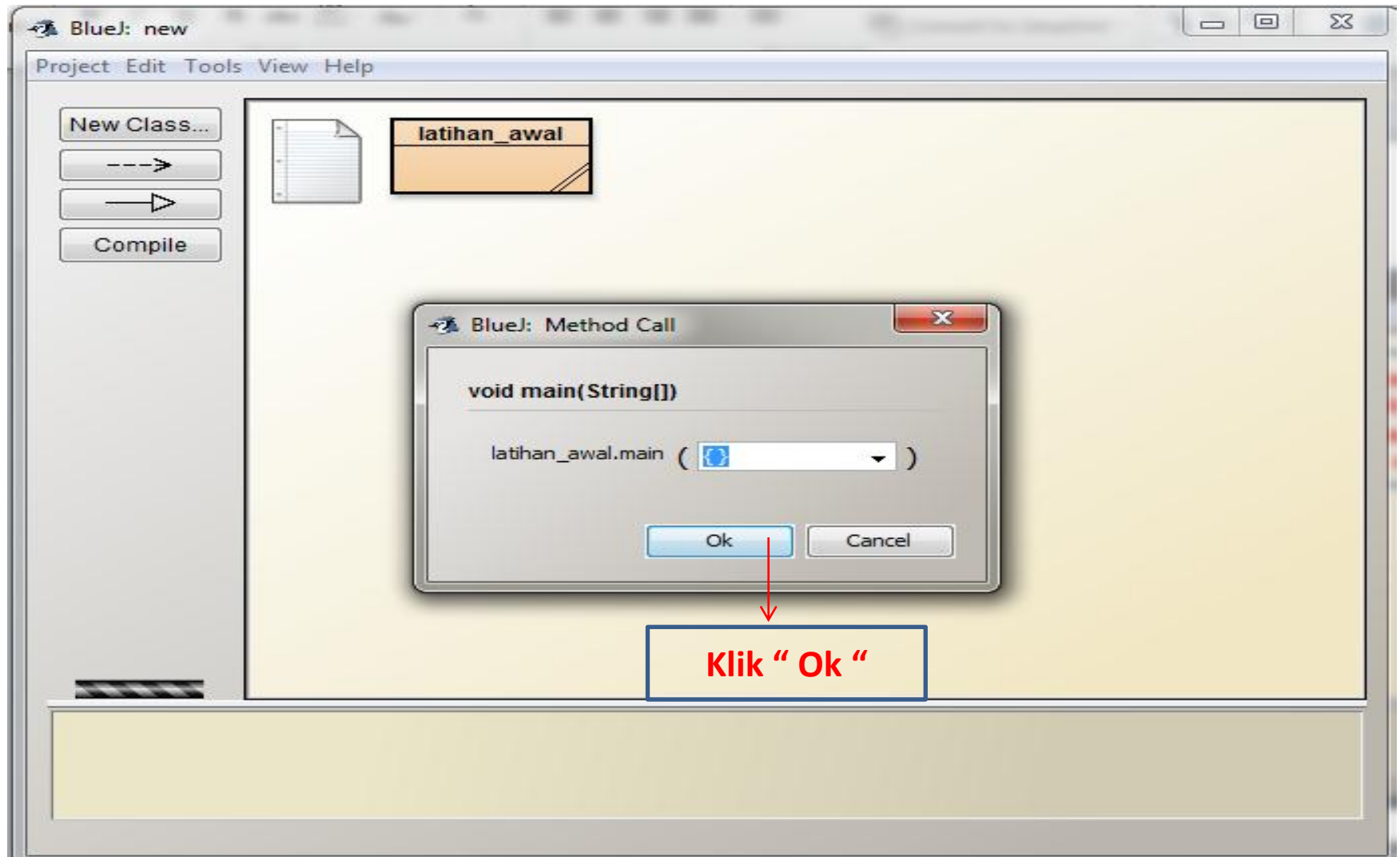
- A blue box with red text: **Nama class harus sama**. A red line connects this box to the class name 'latihan_awal' in the code and the 'Compile' button in the toolbar.
- A blue box with red text: **Setelah ditulis coding nya kemudian di compile**. A red arrow points from this box to the 'Compile' button.
- A large blue box with red text: **Buat awal coding java**.

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

Buat coding java



Buat coding java



Buat coding java

