PENROGRAMAN



EVENT (actionListener)

Universitas Indraprasta PGRI

• Event merupakan suatu kejadian yang dilakukan oleh user terhadap user interface. Setiap objek dapat dinotifikasi jika suatu event terjadi sehingga objek tersebut dapat memutuskan apa yang harus dilakukan untuk menanggapi event yang bersangkutan.



Beberapa contoh event :

Event Listeners	Deskripsi
	Bereaksi atas perubahan mouse atau
ActionListener	keyboard
MouseListener	Bereaksi atas pergerakan mouse
WindowListener	Bereaksi atas perubahan window.

Contoh Event

Membuat Form Login Sederhana



Contoh Program

1. Buka aplikasi Netbeans >> Klik menu File >> New Project

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Langkah-langkah membuat form Login Sederhana

2. Pada step 1, pilih categories : Java dan Project : Java Application, Klik Next

	lew Project	(5) Metadamia (D) 6.	
Ste	eps	Choose Project	
1. 2.	Choose Project 	Categories: Java Maven NetBeans Modules Samples	Projects: Java Application Java Desktop Application Java Class Library Java Project with Existing Sources Java Free-Form Project
		Description:	
		Creates a new Java SE application in in the project. Standard projects use an II your project.	a standard IDE project. You can also generate a main class DE-generated Ant build script to build, run, and debug
		< Back	Next > Finish Cancel Help

3. Pada step kedua, beri nama project dan atur project location. Contoh : nama project **BelajarVisual** yang akan disimpan di **D**:/

New Java Application	201	
Steps	Name and Locat	ion
 Choose Project Name and Location 	Project <u>N</u> ame:	BelajarVisual
	Project Location:	D:\ Browse
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	Lįpranes Folde	Different users and projects can share the same compilation libraries (see Help for details).
	📝 <u>C</u> reate Main C	lass belajarvisual.Main
	📝 Set as <u>M</u> ain Pr	oject
		< Back Next > Finish Cancel Help

4. Untuk membuat form login , Klik kanan pada **belajarVisual** >> **New** >> **JFrame Form**



5. Beri nama class, misal Login, klik Finish

New JFrame Form	
Steps	Name and Location
 Choose File Type Name and Location 	Class Name: Login
	Project: BelajarVisual
	Location: Source Packages
	Package: belajarvisual -
	Created File: D:\BelajarVisual\src\belajarvisual\Login.java
	< Back Next > Finish Cancel Help

6. Pada form login yang sudah dibuat, tambahkan komponenkomponen yang dibutuhkan , yaitu JLabel, JTextField dan JButton

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7. Ubah text pada Jlabel dengan cara klik kanan pada label tersebut, kemudian pilih edit Text

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8. Tambahkan komponen-komponen lain agar tampilan menjadi sebagai berikut :

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9. Untuk merubah font dapat dilakukan melalui Properties >> Font



10. Ubah nama variabel textfield untuk username menjadi "**tuser**" dengan cara klik kanan pada textfield tersebut.

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		Customize Code Properties

- 11. Ubah juga nama variabel passwordfield menjadi **tpass**, nama variabel button login menjadi **blog** dan nama variabel button cancel menjadi **bcan**.
- 12. Untuk menambahkan event pada button login, Klik kanan button login >> Events>> Action>> actionPerformed, Kemudian tulis syntax berikut :

```
private void blogActionPerformed(java.awt.event.ActionEvent evt) {
132 -
133
              // TODO add your handling code here:
134
              user = tuser.getText();
135
              pass = tpass.getText();
136
137
              if (user.equals("unindra") && pass.equals("jakarta")) {
138
                               JOptionPane.showMessageDialog(null, "Login Berhasil");
139
              } else {
140
                   JOptionPane.showMessageDialog(null, "Login Gagal");
                  tuser.setText("");
141
142
                   tpass.setText("");
143
                   tuser.requestFocus(true);
144
145
146
```

13. Untuk menambahkan event pada button cancel, Klik kanan button Cancel>> Events>> Action>> actionPerformed, Kemudian tulis syntax berikut :

```
private void bcanActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    tuser.setText("");
    tpass.setText("");
    tuser.requestFocus();
```

14. Untuk menambahkan background gambar pada form.Buat folder baru dengan nama "gambar" di dalam folder src pada netbeans project (BelajarVisual).

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- 15. Masukkan gambar-gambar yang dibutuhkan ke dalam folder "gambar" tersebut.
- 16. Buat java class baru dengan nama "bg2" pada package belajarVisual.

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17. Tambahkan syntax berikut :

```
package belajarvisual;
  / * *
   * @author funNy
   */
import java.awt.Graphics;
  import java.awt.Graphics2D;
  import java.awt.Image;
  import javax.swing.ImageIcon;
  import javax.swing.JPanel;
  public class bg2 extends JPanel{
        private Image image;
        public bg2() {
           image = new ImageIcon(getClass().getResource("/gambar/images.jpg")).getImage();
       }
      @Override
protected void paintComponent(Graphics grphcs) {
           super.paintComponent(grphcs);
           Graphics2D gd = (Graphics2D) grphcs.create();
           gd.drawImage(image, 0, 0, getWidth(), getHeight(), null);
           gd.dispose();
       3
  3
```

- **18**. Klik kanan pada project >> Clean and Build
- 19. Buka form login, tarik class bg2.java ke dalam form login
- 20. Untuk menjalankan program, klik kanan form login >> Run File

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Buat project (individu) : aplikasi / program terkoneksi dengan database, minimal :

- Login
- Menu
- 4 Form (Master dan transaksi)
- 2 Report

Dikumpulkan dalam CD pada pertemuan terakhir sebelum UAS yang berisi:

- Project
- Database
- Aplikasi Pendukung
- Library
- Manual Book
- Username dan Password

