

PEMROGRAMAN

VISUAL

EVENT (keyPressed)

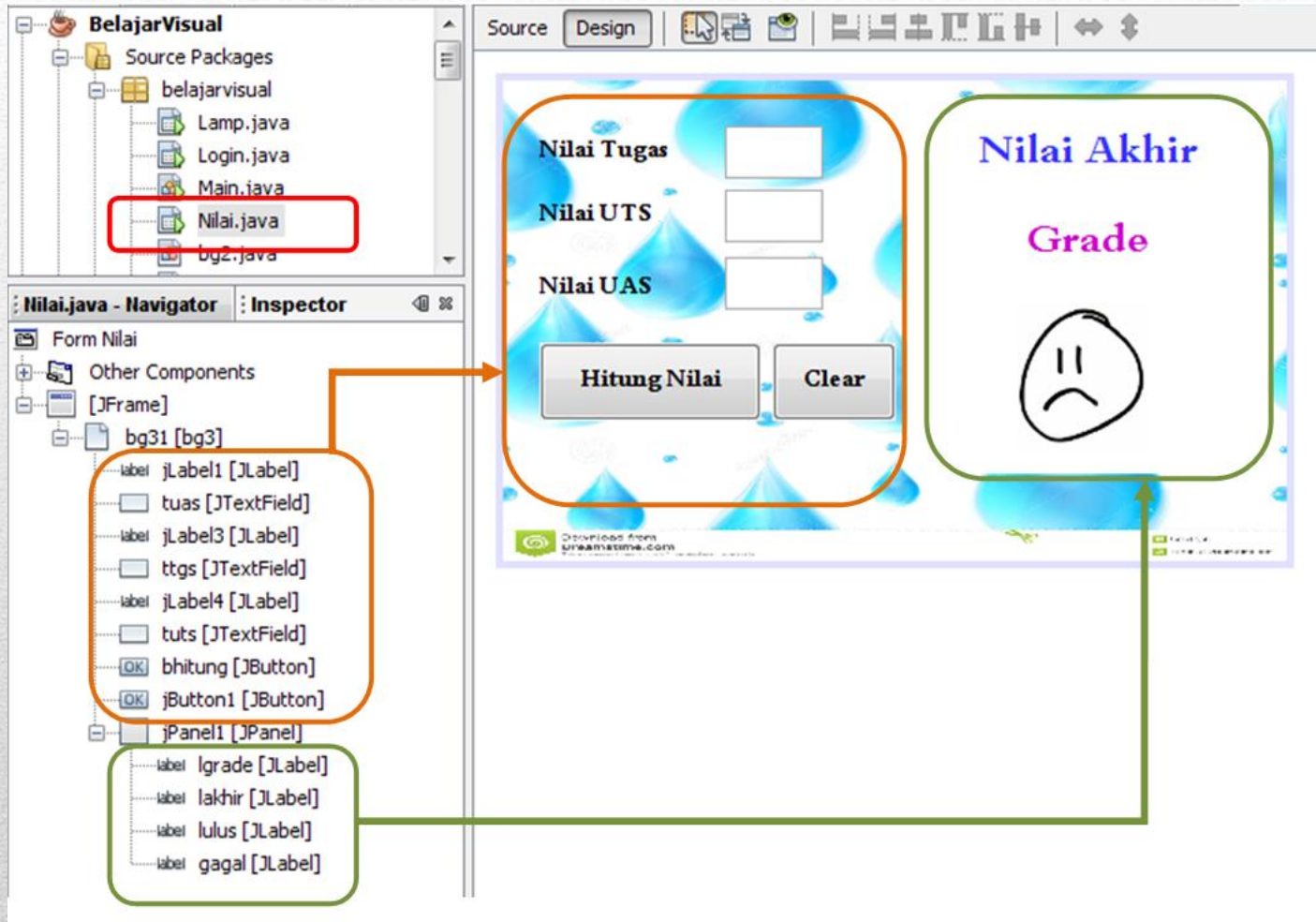
Universitas Indraprasta PGRI

- Contoh Program Hitung Nilai



**Contoh Program menggunakan
Event keyPressed**

- Buat form Nilai sebagai berikut :



- Beri Event **keyPress** pada textfield nilai tugas (ttgs) . klik kanan pada textfield nilai tugas >> Event >> Key >> KeyPress, kemudian tulis syntax berikut :

```
] private void ttgsKeyPressed(java.awt.event.KeyEvent evt) {  
    // TODO add your handling code here:  
    int kode=evt.getKeyCode();  
        if(kode==evt.VK_ENTER)  
            tuts.requestFocus();  
- }  
-
```

- Beri event keypress pada textfield nilai uts dan uas dengan cara yang sama.

```
private void tutsKeyPressed(java.awt.event.KeyEvent evt) {  
    // TODO add your handling code here:  
    int kode=evt.getKeyCode();  
        if(kode==evt.VK_ENTER)  
            tuas.requestFocus();  
}
```

```
private void tuasKeyPressed(java.awt.event.KeyEvent evt) {  
    // TODO add your handling code here:  
    int kode=evt.getKeyCode();  
        if(kode==evt.VK_ENTER)  
            bhitung.requestFocus();  
}
```

- Beri event actionPerformed pada button hitung :

```
private void bhitungActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    tgs=Integer.parseInt(ttgs.getText());  
    uts=Integer.parseInt(tuts.getText());  
    uas=Integer.parseInt(tuas.getText());  
  
    akhir=0.2*tgs+0.3*uts+0.5*uas;  
    lakhir.setText("Nilai : "+akhir);  
  
    if(akhir>=88){  
        lgrade.setText("Grade : A");  
        lulus.setVisible(true);  
        gagal.setVisible(false);  
    }else if (akhir>=74){  
        lgrade.setText("Grade : B");  
        lulus.setVisible(true);  
        gagal.setVisible(false);  
    }else if (akhir>=56){  
        lgrade.setText("Grade : C");  
        lulus.setVisible(true);  
        gagal.setVisible(false);  
    }else if (akhir>=45){  
        lgrade.setText("Grade : D");  
        gagal.setVisible(true);  
        lulus.setVisible(false);  
    }else {  
        lgrade.setText("Grade : E");  
        gagal.setVisible(true);  
        lulus.setVisible(false);  
    }  
}
```

- Tambahkan event keyPress pada button hitung, isinya sama dengan event actionPerformed pada button Hitung Nilai :

```
private void bhitungKeyPressed(java.awt.event.KeyEvent evt) {  
    int kode=evt.getKeyCode();  
    if(kode==evt.VK_ENTER)  
    {  
        tgs=Integer.parseInt(ttgs.getText());  
        uts=Integer.parseInt(tuts.getText());  
        uas=Integer.parseInt(tuas.getText());  
  
        akhir=0.2*tgs+0.3*uts+0.5*uas;  
        lakhir.setText("Nilai : "+akhir);  
    }  
}
```

```
if(akhir>=88){
    lgrade.setText("Grade : A");
    lulus.setVisible(true);
    gagal.setVisible(false);
}else if (akhir>=74){
    lgrade.setText("Grade : B");
    lulus.setVisible(true);
    gagal.setVisible(false);
}else if (akhir>=56){
    lgrade.setText("Grade : C");
    lulus.setVisible(true);
    gagal.setVisible(false);
}else if (akhir>=45){
    lgrade.setText("Grade : D");
    gagal.setVisible(true);
    lulus.setVisible(false);
}else {
    lgrade.setText("Grade : E");
    gagal.setVisible(true);
    lulus.setVisible(false);
}
```


- Beri event pada button Clear :

```
private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {  
    // TODO add your handling code here:  
    ttgs.setText("");  
    tuts.setText("");  
    tuas.setText("");  
    lakhir.setText("Nilai Akhir");  
    lgrade.setText("Grade");  
    lulus.setVisible(false);  
    gagal.setVisible(false);  
    ttgs.requestFocus();  
}
```



Output
