

CALCULATOR PROJECT

Try it

BUAT PROJECT BARU

Name and Locati	ion	
Project Name:	MyCalculator	
Project Location:	C:\Documents and Settings\kayspc\My Documents\Net	Browse
Project Folder:	s and Settings\kayspc\My Documents\NetBeansProject	
Use Dedicated	Folder for Storing Libraries	Prowce
Libraries Folder	Different users and projects can share the same compilation libraries (see Help for details).	browsen
Create Main Cl	ass mycalculator.Main	



BUAT JFRAME



Name and Location		
Class Name:	JavaCalculator	
Class Marrie.	Javacalcalator	
Ducients		
Project:	MyCalculator	
Location:	Source Packages	
Package:	jCalculator	
Cropted Files	use o'Mu Desuments' NotReper Resiscts' Mu Calculator' srol i Calc	
Creaced File;	spc(my Documents (NetBeansProjects (MyCalculator(src()Call	

JFRAME FORM

Start Page 🗙 📄 JavaCalculator.java * 🗙	
Source Design	
$\displaystyle \bigcirc$ The Properties window displays editable settings for the selected compone	nts. ×

	<pre>package jCalculator;</pre>
+	<pre>/***/ public class JavaCalculator extends javax.swing.JFrame {</pre>
	<pre>/** Creates new form JavaCalculator */ public JavaCalculator() { initComponents(); } //** */</pre>
	@SuppressWarnings("unchecked")
+	Generated Code
	<pre>/***/ public static void main(String args[]) { java.awt.EventQueue.invokeLater(new Runnable() { public void run() { new JavaCalculator().setVisible(true); } }); }</pre>
	<pre>// Variables declaration - do not modify</pre>
	// End of variables declaration
	}

PROPERTIES



Palette		I) × €
Swing Containers		^
Panel	🛅 Tabbed Pane	
🔟 Split Pane	📑 Scroll Pane	
💷 Tool Bar	📇 Desktop Pane	
🧮 Internal Frame	💽 Layered Pane	
Swing Controls		
label Label	OK Button	=
In Toggle Button	Check Box	
⊛— Radio Button	💍 Button Group	
💽 Combo Box	📑 List	
Text Field	😾 Text Area	
💷 Scroll Bar	💭 Slider	
Progress Bar	Formatted Field	
Password Field	💷 Spinner	
- Separator	T Text Pane	
· · · ·		×

[JFrame] - Properties			×
Properties Binding	Events Code		
Properties			^
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Other Properties			Ξ
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alwaysOnTopSupported	×		_
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bounds	<not set=""></not>		
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focusTraversalPolicy	<default></default>	✓ …	
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[JFrame]		(2

SET THE TITLE

	0) ×
Events Code	
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EXIT_ON_CLOSE	→
Calculator	
\checkmark	_
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	Events Code EXIT_ON_CLUSE Calculator Calcula



TAMBAHKAN TEXT FIELD



TAMBAHKAN TEXT FIELD

🗊 Rename		\mathbf{X}
New Name:	txtDisplay	
	OK Cancel	



/***/
<pre>public static void main(String args[]) {</pre>
java.awt.EventQueue. <i>invokeLater</i> (new Runnable() {
public void run () {
<pre>new JavaCalculator().setVisible(true);</pre>
}
<pre>>);</pre>
}
<pre>// Variables declaration - do not modify</pre>
<pre>private javax.swing.JTextField txtDisplay;</pre>
<pre>// End of variables declaration</pre>

TAMBAHKAN TEXT FIELD

txtDisplay [JTextField] - Properties			>	
Properties Binding	Events	Code		
Properties				/
background	[255,25	5,255]		
columns	0			
document	<default></default>		🖌 🛄	
editable	 Image: A set of the set of the			
font	Tahoma 11	Plain		
foreground	[0,0,0]			
horizontalAlignment	LEADING		✓	
text	jTextField1			
toolTipText	null			
Other Properties				
UI	<default></default>		✓	
UIClassID	TextFieldUI			
action				1
text (java.lang.String) the tex	t of this compo	onent	C	

txtDisplay [JTextField]	- Properties	D ×
Properties Binding	Events Code	
Properties		^
background	[255,255,255]	
columns	0	📲
document	<default></default>	✓ … —
editable		
font	Tahoma 11 Plain	
foreground	[0,0,0]	
horizontalAlignment	LEADING	✓ …
text		
toolTipText	null	
⊟Other Properties		
UI	<default></default>	❤
UIClassID	TextFieldUI	
action		💌

2



text

(java.lang.String) the text of this component

TAMBAHKAN PANEL



TAMBAHKAN BUTTON



jButton1	Rename X New Name: btnOne OK Cancel
	Navigator Inspector Image: Sector Form JavaCalculator Image: Sector Image: Sector Image: Other Components Image: Sector Image: Sector Image: Image: Sector Image: Sector Image: Sector Image: Image: Image: Sector Image: Sector Image: Sector Image: Ima
	<pre>// Variables declaration - do not modify private javax.swing.JButton btnOne; private javax.swing.JPanel jPanel1; private javax.swing.JTextField txtDisplay; // End of variables declaration</pre>

UBAH PROPERTIES

btnOne [JButton] - Properties		₽	×	
Properties Binding	Events	Code		
Properties				^
action				
background	[236,233,216]			
font	Tahoma 11 Plain 🛛 🛄		-	
foreground	[0,0,0]			
icon			✓ …	
mnemonic				
text	1			
toolTipText	null			
Other Properties				
UIClassID	ButtonUI			
actionCommand	1			
alignmentX	0.0			
alignmentY	0.5)	¥
text (java.lang.String) The butto	n's text.		(3



CEK INSPECTOR AREA



BUAT PANEL BARU





CEK INSPECTOR AREA



TAMPILAN GUI



MULAI MEMBUAT PROGRAM







// TODO add your handling code here:

PENDAHULUAN

Untuk mengambil text dari button

String btnOneText = btnOne.getText();

Untuk mengambil text dari text field

String textfieldText = txtDisplay.getText();

Untuk merubah text di text field menjadi text dari button

}

txtDisplay.setText(btnOneText);

Tuliskan di actionPerformed ightarrow

private void btnOneActionPerformed(java.awt.event.ActionEvent evt) {

String btnOneText = btnOne.getText(); txtDisplay.setText(btnOneText);

HASIL RUN



DISPLAY ANGKA BERIKUTNYA

Ubah program di actionperformed menjadi

private void btnTwoActionPerformed(java.awt.event.ActionEvent evt) {

```
String btnTwoText = txtDisplay.getText() + btnTwo.getText();
txtDisplay.setText( btnTwoText );
```

Lakukan hal yang sama di semua button

DISPLAY ANGKA BERIKUTNYA

```
private void btnOneActionPerformed(java.awt.event.ActionEvent evt) {
    String btnOneText = txtDisplay.getText() + btnOne.getText();
    txtDisplay.setText(btnOneText);
}
private void btnTwoActionPerformed(java.awt.event.ActionEvent evt) {
    String btnTwoText = txtDisplay.getText() + btnTwo.getText();
    txtDisplay.setText(btnTwoText);
}
private void btnThreeActionPerformed(java.awt.event.ActionEvent evt) {
    String btnThreeText = txtDisplay.getText() + btnThree.getText();
    txtDisplay.setText(btnThreeText);
}
```

private void btnFourActionPerformed(java.awt.event.ActionEvent evt) {
 String btnFourText = txtDisplay.getText() + btnFour.getText();
 txtDisplay.setText(btnFourText);

- }



TOMBOL +

Tambahkan variabel penampung di awal deklarasi

<pre>public class JavaCalculator extends javax.swing.JFrame {</pre>
private double total1 = 0.0;
<pre>/** Creates new form JavaCalculator */ public JavaCalculator() {}</pre>
/***/

Klik 2x tombol "+" dari display GUI, kemudian tambahkan baris program berikut

```
total1 = total1 + Double.parseDouble( txtDisplay.getText( ) ) ;
txtDisplay.setText("");
```

TOMBOL "="

Tambahkan variable "total2"

```
public class JavaCalculator extends javax.swing.JFrame {
    private double total1 = 0.0;
    private double total2 = 0.0;
    public JavaCalculator() {
        initComponents();
    }
```

Tambahkan baris program berikut di tombol "="

```
total2 = total1 + Double.parseDouble( txtDisplay.getText( ) ) ;
txtDisplay.setText( Double.toString(total2) );
total1 = 0;
```

```
TOMBOL "-", "X", "/"
```

Untuk proses ini gunakan statement if atau switch

Contoh kita gunakan switch

Letakan baris program berikut di actionPerformed tombol "="

```
switch ( math operator ) {
 case '+':
   total2 = total1 + Double.parseDouble(txtDisplay.getText());
   break:
 case '-':
   total2 = total1 - Double.parseDouble(txtDisplay.getText());
   break:
 case '/':
   total2 = total1 / Double.parseDouble(txtDisplay.getText());
   break:
 case '*':
   total2 = total1 * Double.parseDouble(txtDisplay.getText());
   break:
txtDisplay.setText(Double.toString(total2));
total1 = 0;
```

JANGAN LUPA

Tambahkan variable char/string "math_operator" di deklarasi

```
public class JavaCalculator extends javax.swing.JFrame {
    private double total1 = 0.0;
    private double total2 = 0.0;
    private char math operator;
    public JavaCalculator() {
        initComponents();
    }
```

TOMBOL "CLEAR"

Untuk clear display, bisa dengan menggunakan baris program berikut

total2 = 0; txtDisplay.setText("");

FINISH

