**Menu Program**

Tampilan Program



**Kode Program**

import java.awt.\*;

import java.awt.event.\*;

import javax.swing.\*;

import javax.swing.event.\*;

import java.awt.Font;

import java.awt.Color;

// Menu.........................................................................

class FMenuUASNIM extends JFrame {

 //============================================================== attribute

 private JTextArea m\_editArea = new JTextArea(20, 50);

 private JPanel JPMenu = new JPanel();

 private JPopupMenu m\_popup = new JPopupMenu();

 private JLabel lNama = new JLabel ("PT. Mulia Sejahtera"),

 lAlamat = new JLabel ("Jl. NIM & Nama");

 //Nama Ganti dengan Nama dan NIM anda

 //========================================================== constructor

 public FMenuUASNIM() //2020 ganti dengan 4 digit nim terakhir

 {

 setPreferredSize(new Dimension(800,600));

 setTitle("MENU PENJUALAN");

 JDesktopPane JDPMenu = new JDesktopPane();

 setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

 lNama.setBounds (25, 40, 700, 55);

 lNama.setFont( new Font( "Dialog" , 1 , 48 ));

 lNama.setForeground(Color.BLUE);

 lAlamat.setBounds (25, 95, 300, 35);

 lAlamat.setFont( new Font( "Dialog" , 1 , 24 ));

 //sub menu (M0) Pegawai.....................................

 JMenuItem M01Pegawai = new JMenuItem("Pegawai");

 M01Pegawai.setMnemonic('P');

 M01Pegawai.setAccelerator(KeyStroke.getKeyStroke("control P"));

 JMenuItem M02Password = new JMenuItem("PaSsword");

 M02Password.setMnemonic('S');

 M02Password.setEnabled(false);

 M02Password.setAccelerator(KeyStroke.getKeyStroke("control S"));

 JMenuItem M03Quit = new JMenuItem("Quit");

 M03Quit.setMnemonic('Q');

 M03Quit.setAccelerator(KeyStroke.getKeyStroke("control Q"));

 //sub menu (M1) Barang.....................................

 JMenuItem M11Barang = new JMenuItem("Barang");

 M11Barang.setMnemonic('B');

 M11Barang.setAccelerator(KeyStroke.getKeyStroke("control B"));

 JMenuItem M12Stok = new JMenuItem("Stock Minim");

 M12Stok.setMnemonic('M');

 M12Stok.setEnabled(false);

 M12Stok.setAccelerator(KeyStroke.getKeyStroke("control M"));

 //sub menu (M2) Transaksi.....................................

 JMenuItem M21Pengadaan = new JMenuItem("PengaDaan");

 M21Pengadaan.setMnemonic('D');

 M21Pengadaan.setEnabled(false);

 M21Pengadaan.setAccelerator(KeyStroke.getKeyStroke("control D"));

 JMenuItem M22Penjualan = new JMenuItem("PenJualan");

 M22Penjualan.setMnemonic('J');

 M22Penjualan.setEnabled(true);

 M22Penjualan.setAccelerator(KeyStroke.getKeyStroke("control J"));

 JMenuItem M23Laporan = new JMenuItem("Laporan");

 M23Laporan.setMnemonic('L');

 M23Laporan.setEnabled(true);

 M23Laporan.setAccelerator(KeyStroke.getKeyStroke("control L"));

 // (2) Build menubar, menus, and add menuitems.

 JMenuBar menubar = new JMenuBar(); // Create new menu bar

 JMenu MenuPegawai = new JMenu("Pegawai"); // Create new menu

 MenuPegawai.setMnemonic('P');

 menubar.add(MenuPegawai);

 MenuPegawai.add(M01Pegawai);

 MenuPegawai.add(M02Password);

 MenuPegawai.addSeparator();

 MenuPegawai.add(M03Quit);

 JMenu MenuBarang = new JMenu("Barang");

 MenuBarang.setMnemonic('B');

 menubar.add(MenuBarang);

 MenuBarang.add(M11Barang);

 MenuBarang.add(M12Stok);

 JMenu MenuTransaksi = new JMenu("Transaksi");

 MenuTransaksi.setMnemonic('T');

 menubar.add(MenuTransaksi);

 MenuTransaksi.add(M21Pengadaan);

 MenuTransaksi.add(M22Penjualan);

 MenuTransaksi.add(M23Laporan);

 //Siap untuk menjalankan pilihan...............................

 M01Pegawai.addActionListener(new BukaPegawai());

 M03Quit.addActionListener(new QuitAction());

 M11Barang.addActionListener(new OpenAction());

 M22Penjualan.addActionListener(new BukaJual());

 M23Laporan.addActionListener(new Laporan());

 //... Add the (unused) text area to the content pane.

 JPanel content = new JPanel();

 content.setLayout(new BorderLayout());

 content.add(m\_editArea, BorderLayout.CENTER);

 //... Add menu items to popup menu, add popup menu to text area.

 m\_popup.add(new JMenuItem("Testing"));

 m\_editArea.setComponentPopupMenu(m\_popup);

 //... Set the JFrame's content pane and menu bar.

 setContentPane(content);

 setJMenuBar(menubar);

 JDPMenu.add (lNama);

 JDPMenu.add (lAlamat);

 getContentPane().add (JDPMenu).setBackground(Color.getHSBColor(180,100,200));

 pack();

 setLocationRelativeTo(null);

 }

 class OpenAction implements ActionListener {

 public void actionPerformed(ActionEvent e) {

 JOptionPane.showMessageDialog(FMenuUASNIM.this, "Can't Open.");

 }

 }

 //buka Form Pegawai.........................................................

 class BukaPegawai implements ActionListener {

 public void actionPerformed(ActionEvent e) {

 FBarangNIMNama xBarangNIMNama = new FBarangNIMNama();

 xBarangNIMNama.setVisible(true);

 // FPegawai xPegawai = new FPegawai();

 // xPegawai.setVisible(true);

 //..........................................

 //panggil Form pegawai untuk menjalankan program pegawai !

 //Perintah System.exit(0); pada FPegawai ganti dengan perintah

 // this.dispose();

 // System.exit(0); menjadi this.dispose();

 }

 }

 //Buka FormBarang.......................................................

 //hapus double slashnya "//"............................................

 class BukaBarang implements ActionListener {

 public void actionPerformed(ActionEvent e) {

 //FBarang xBarang = new FBarang();

 //xBarang.setVisible(true);

 }

 }

 class BukaJual implements ActionListener {

 public void actionPerformed(ActionEvent e) {

 //FJual xJual = new FJual();

 //xJual.setVisible(true);

 }

 }

 class Laporan implements ActionListener {

 public void actionPerformed(ActionEvent e) {

 //CetakBrg xLaporan = new CetakBrg();

 //xLaporan.setVisible(true);

 }

 }

 class QuitAction implements ActionListener {

 public void actionPerformed(ActionEvent e) {

 System.exit(0); // Terminate the program.

 }

 }

 // main progrm............................................................

 public static void main(String[] args) {

 JFrame win = new FMenuUASNIM();

 win.setVisible(true);

 }

}