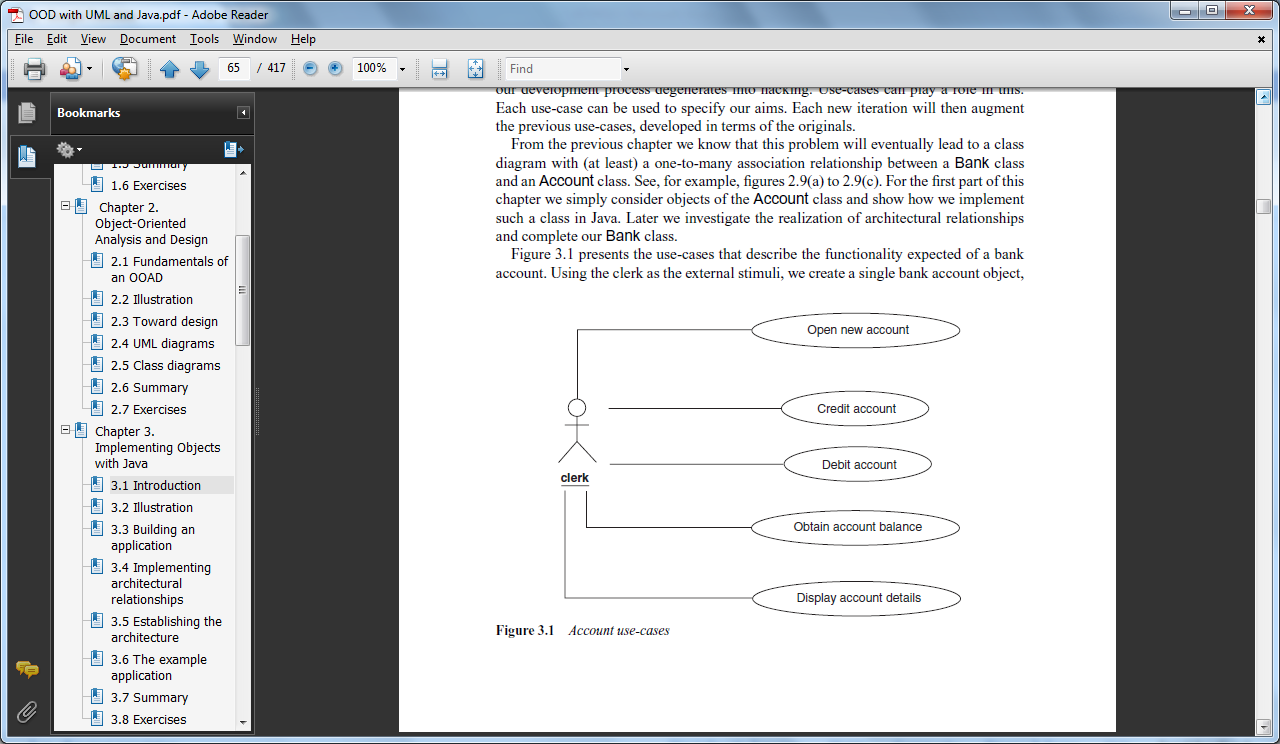
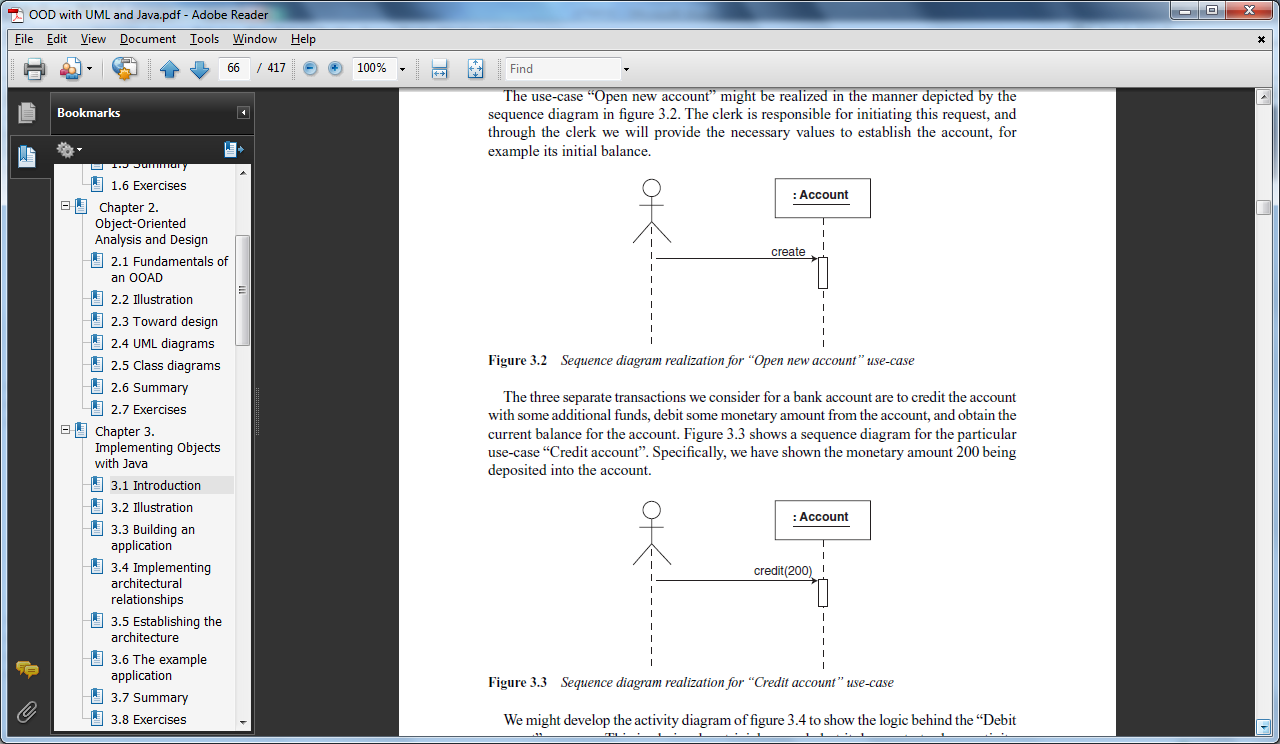
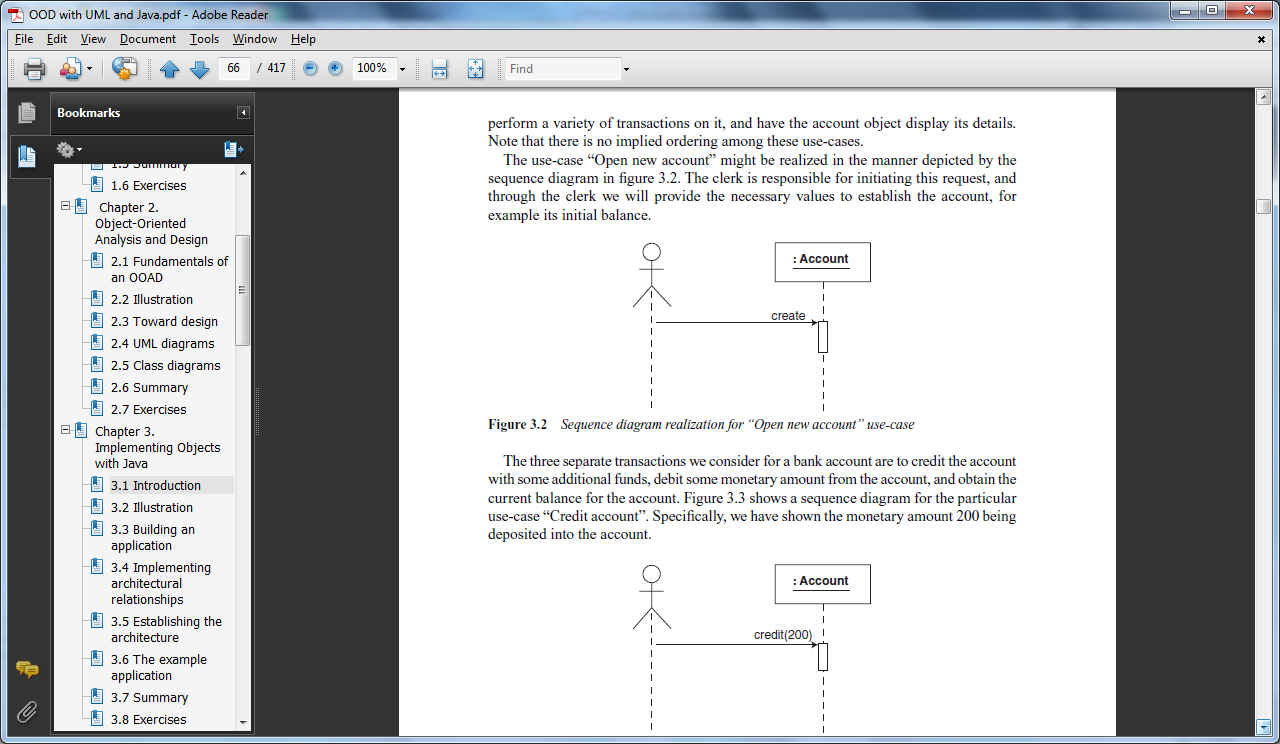
Latihan 1: Membuat Sistem sederhana pd Bank ABC

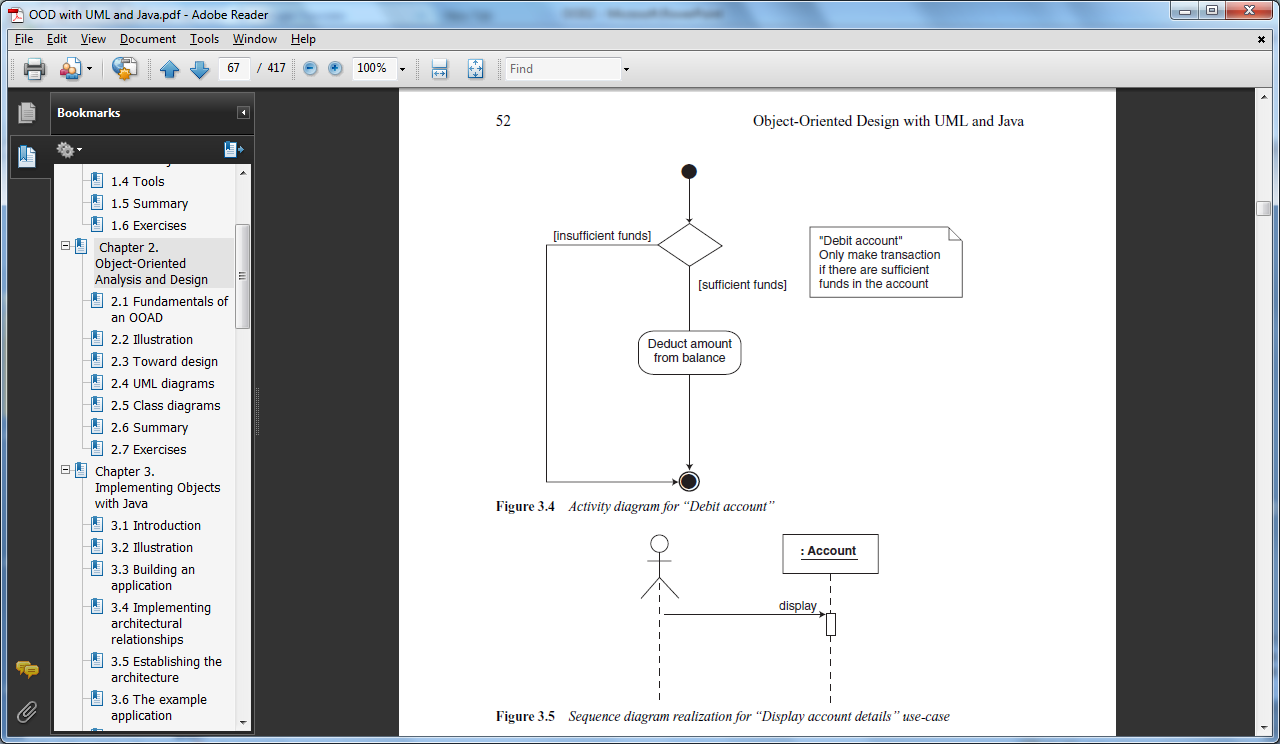
Analisis:

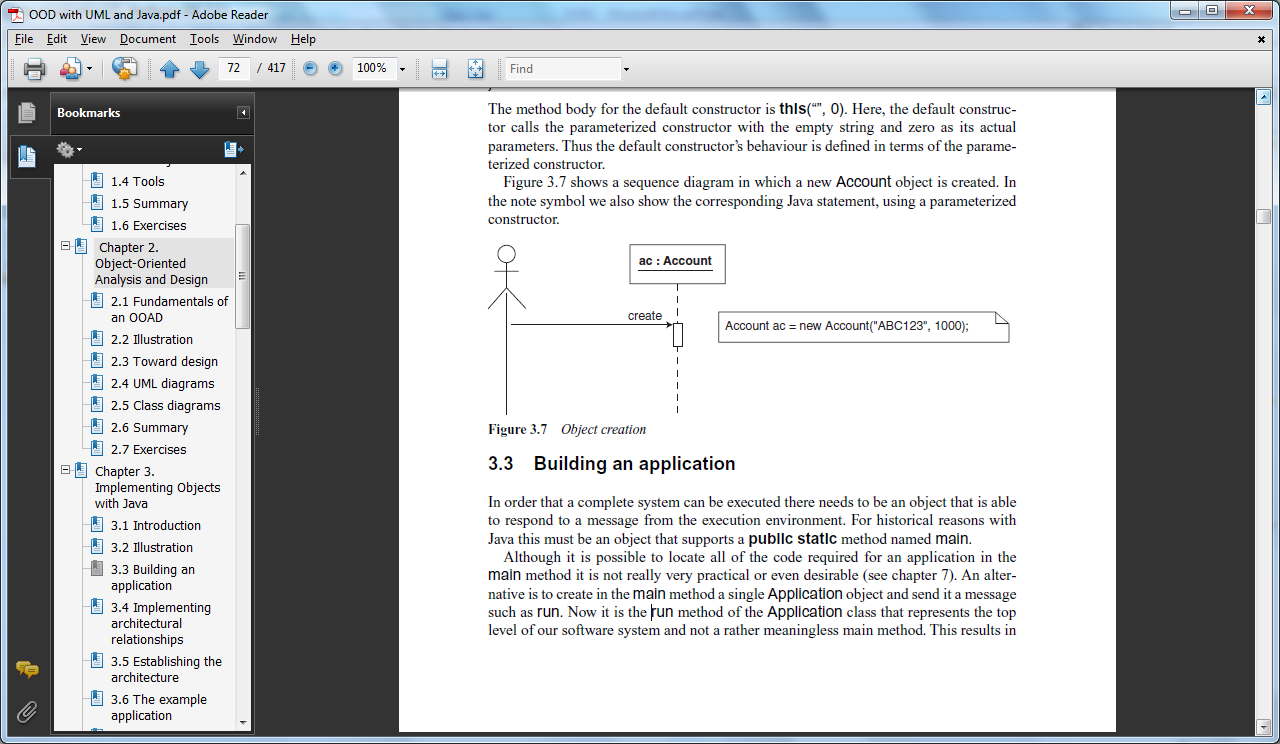
Use Case:

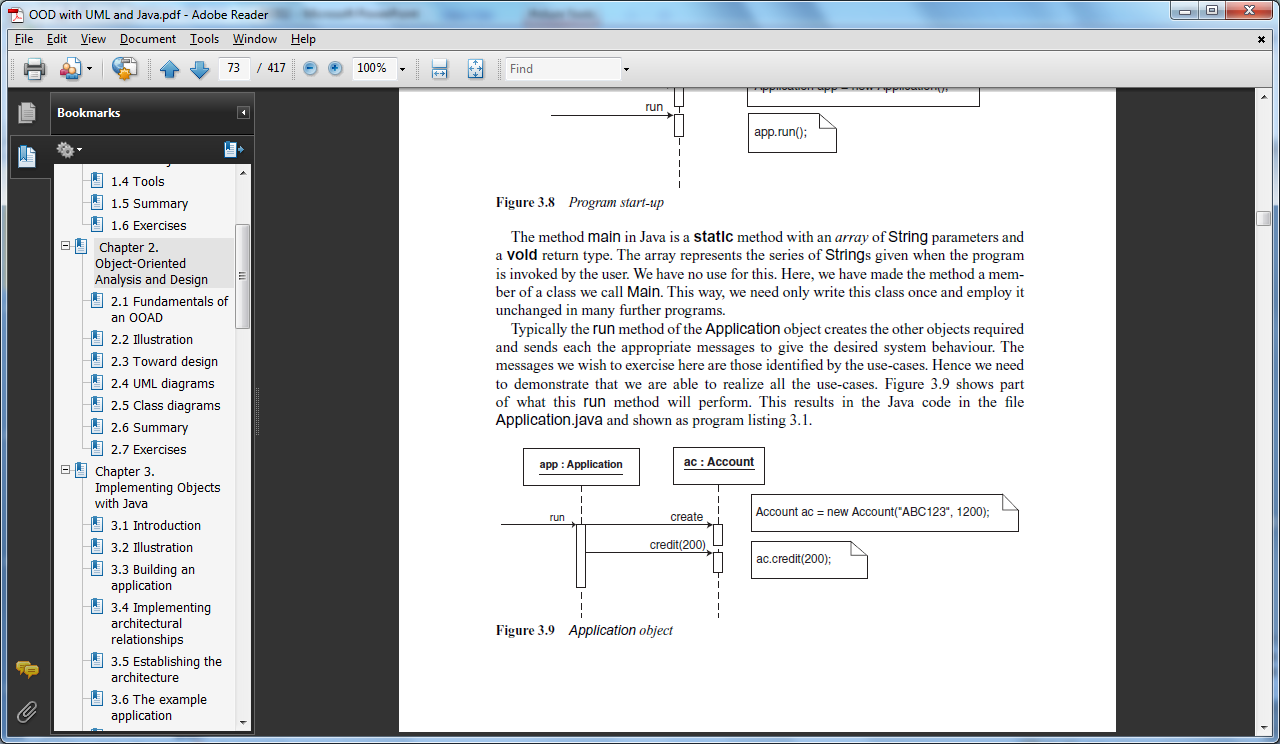
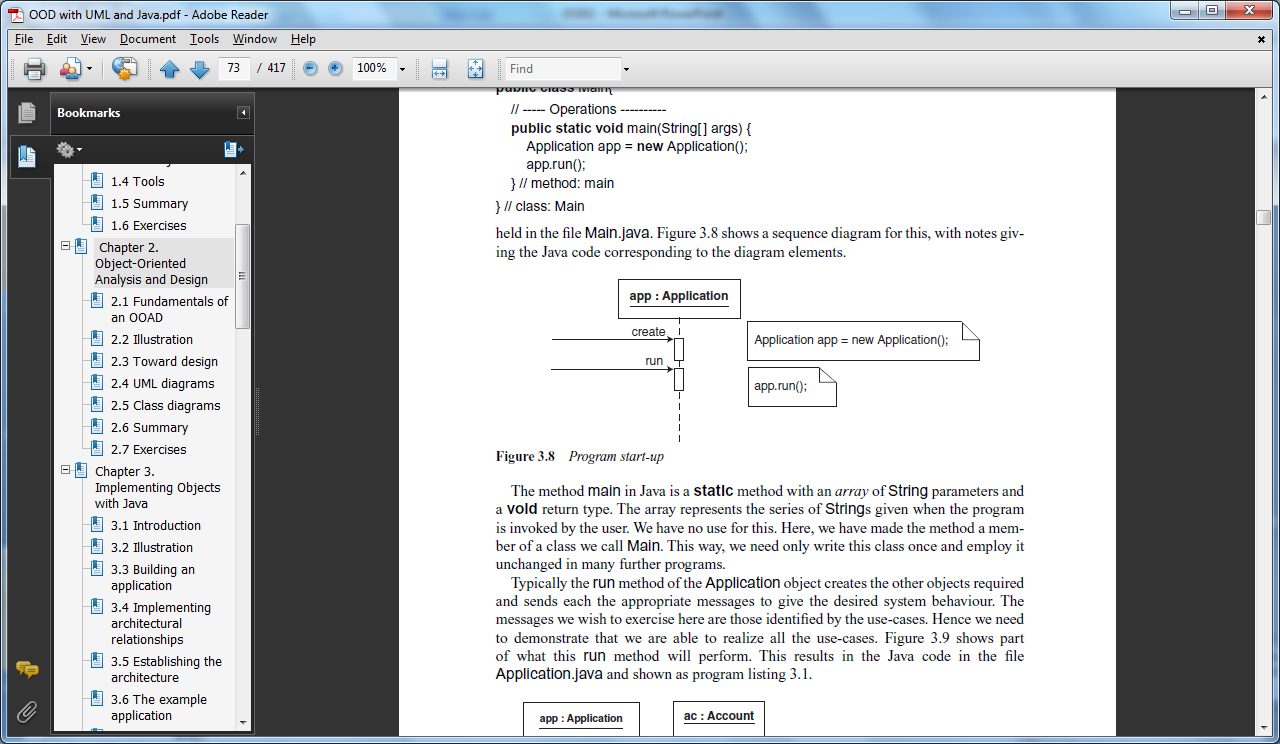


Sequence Diagram:

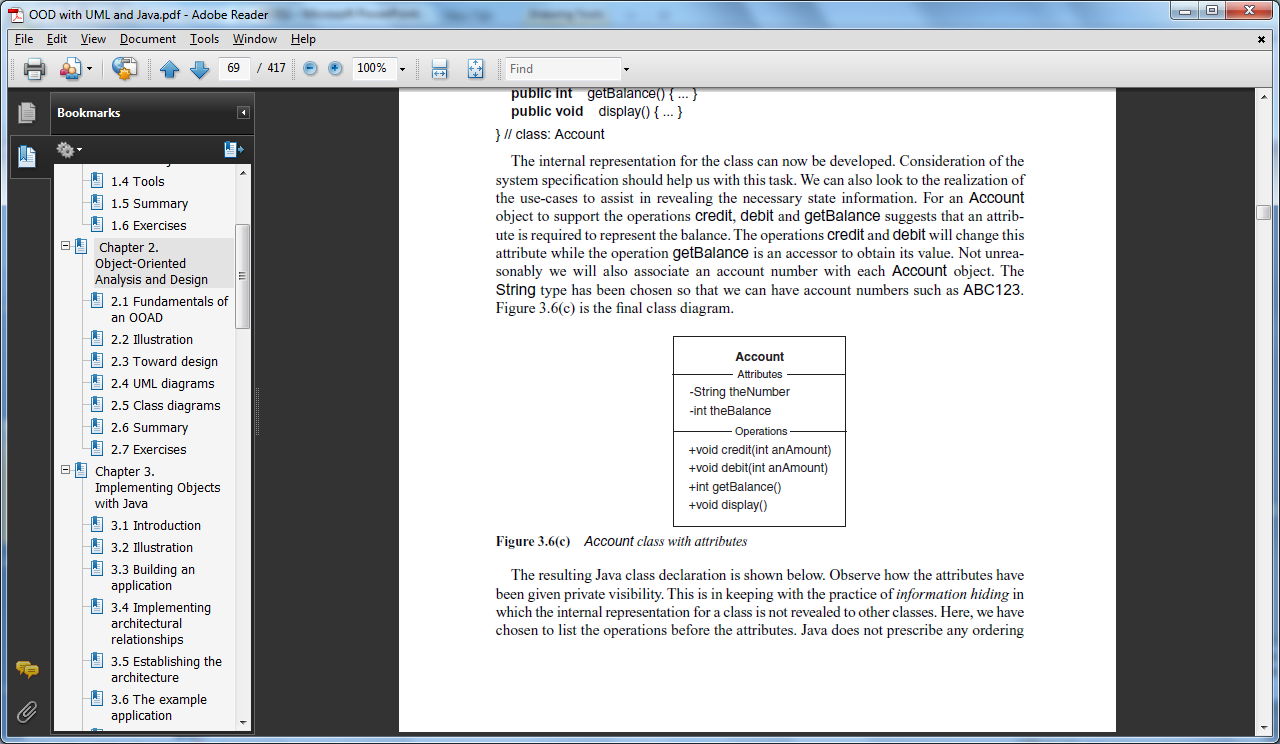


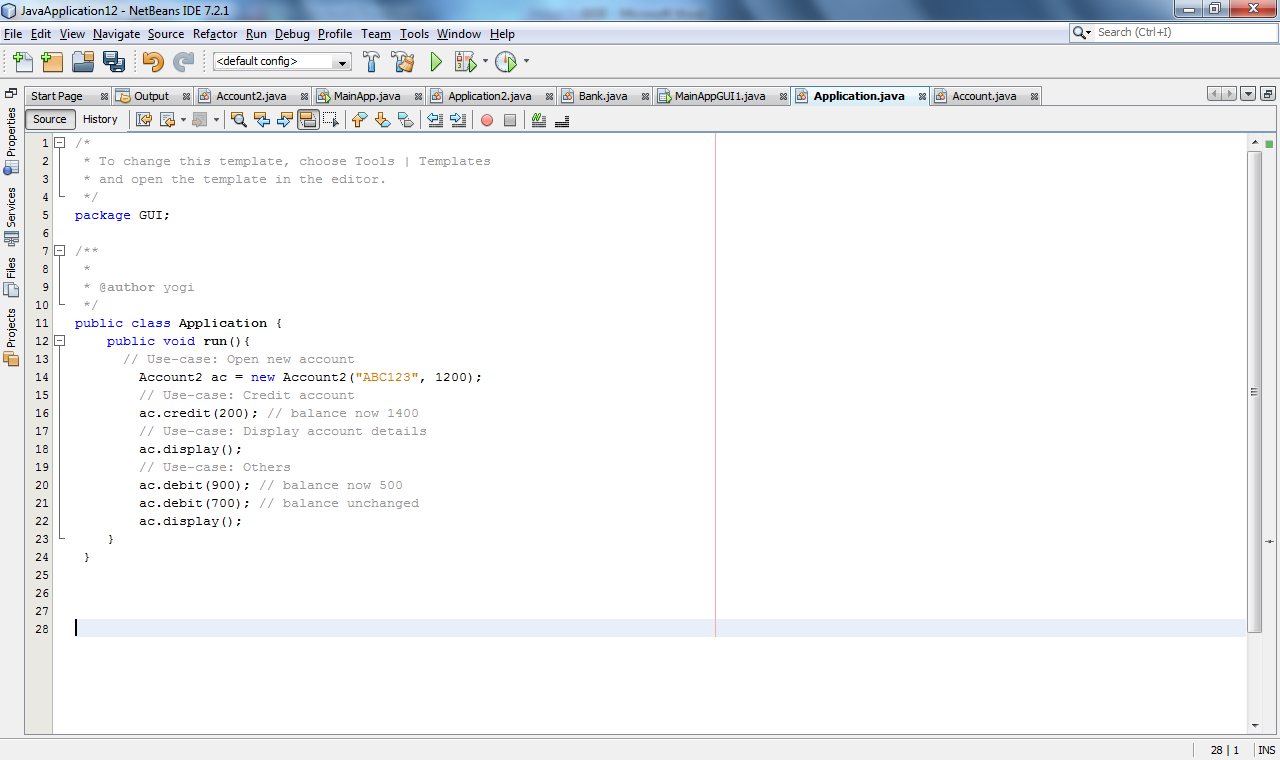


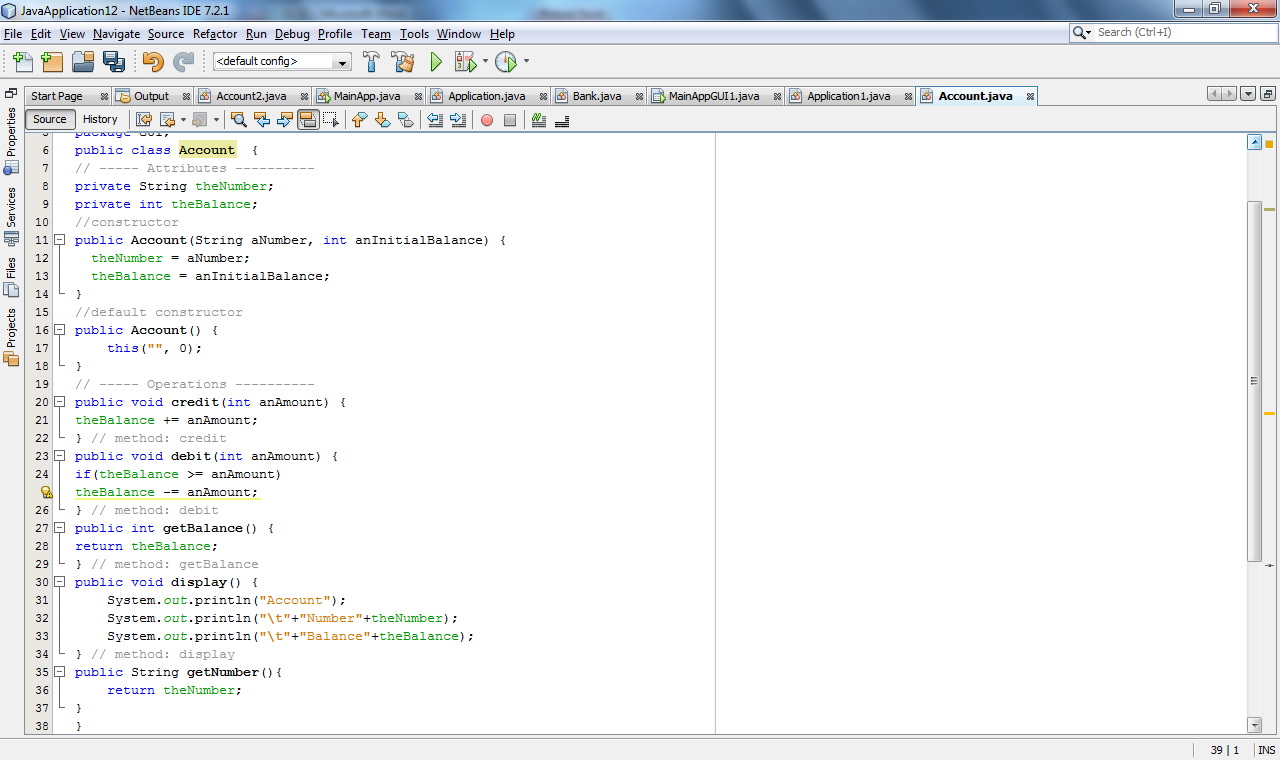
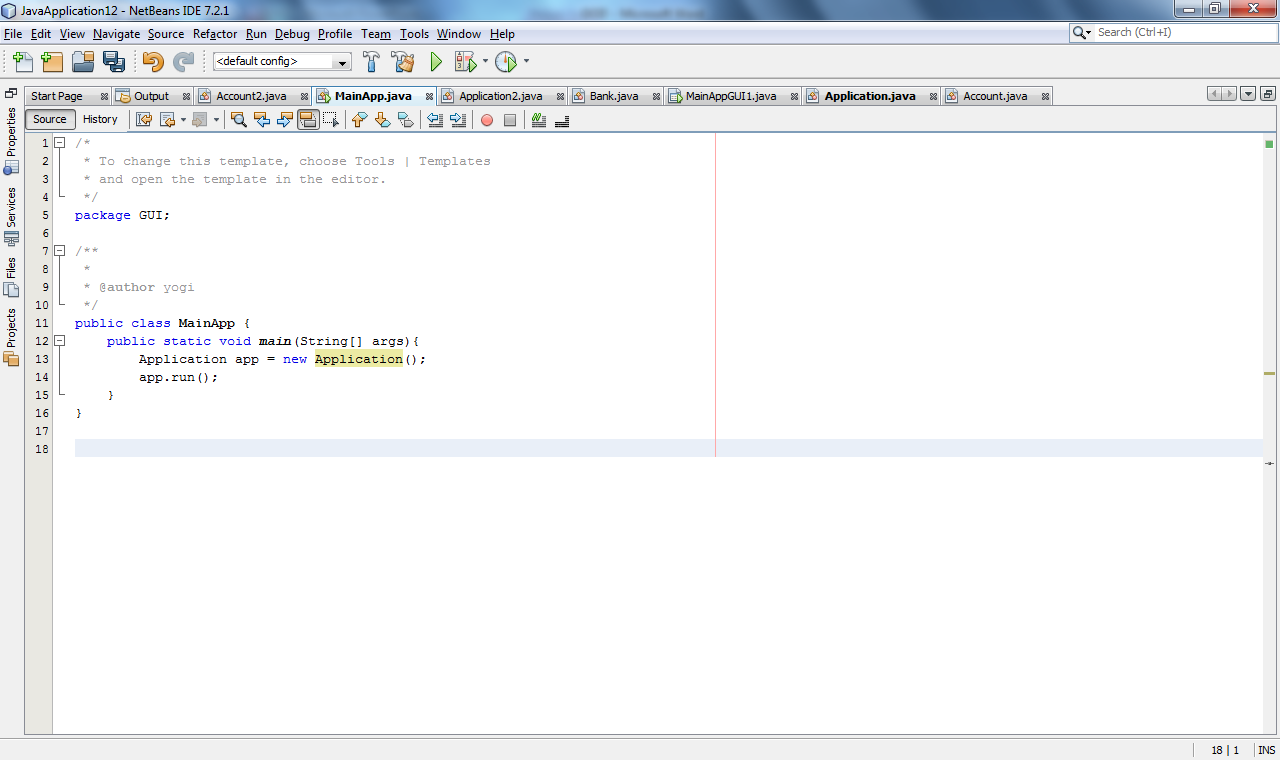


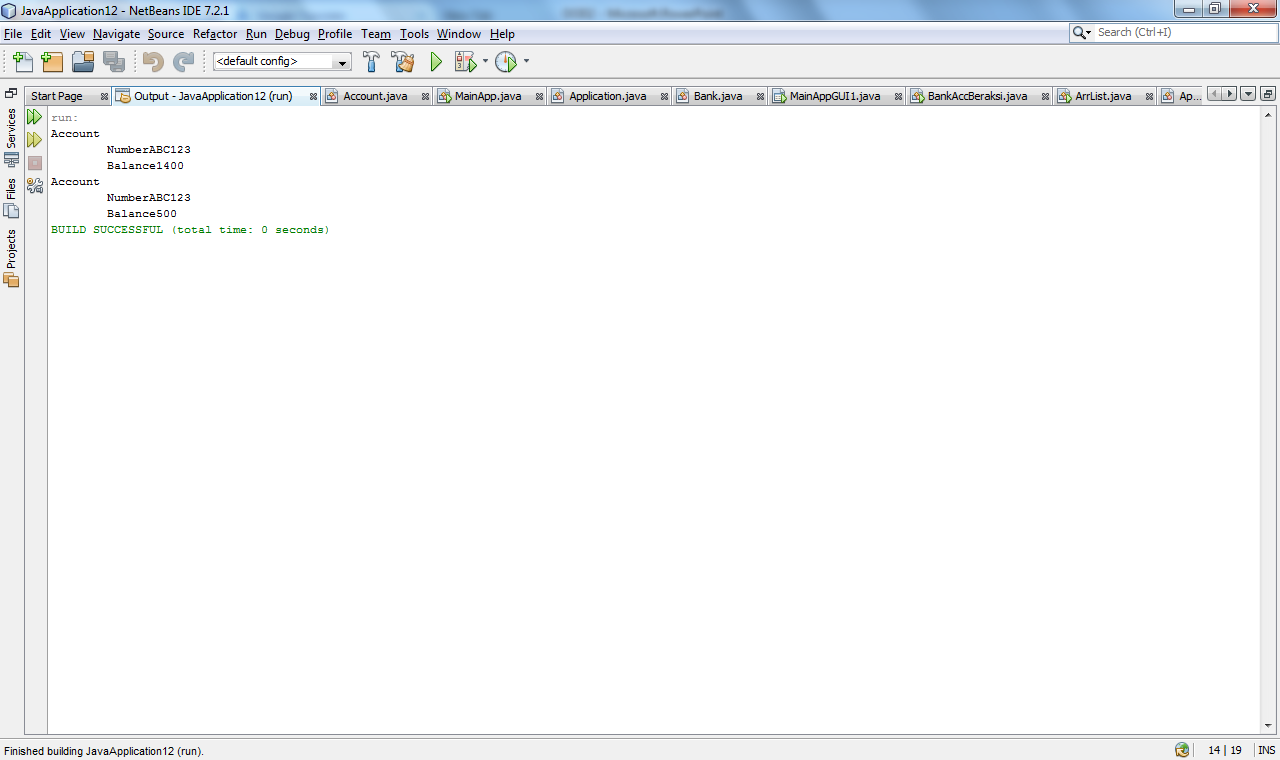


Desain: (hasil program)



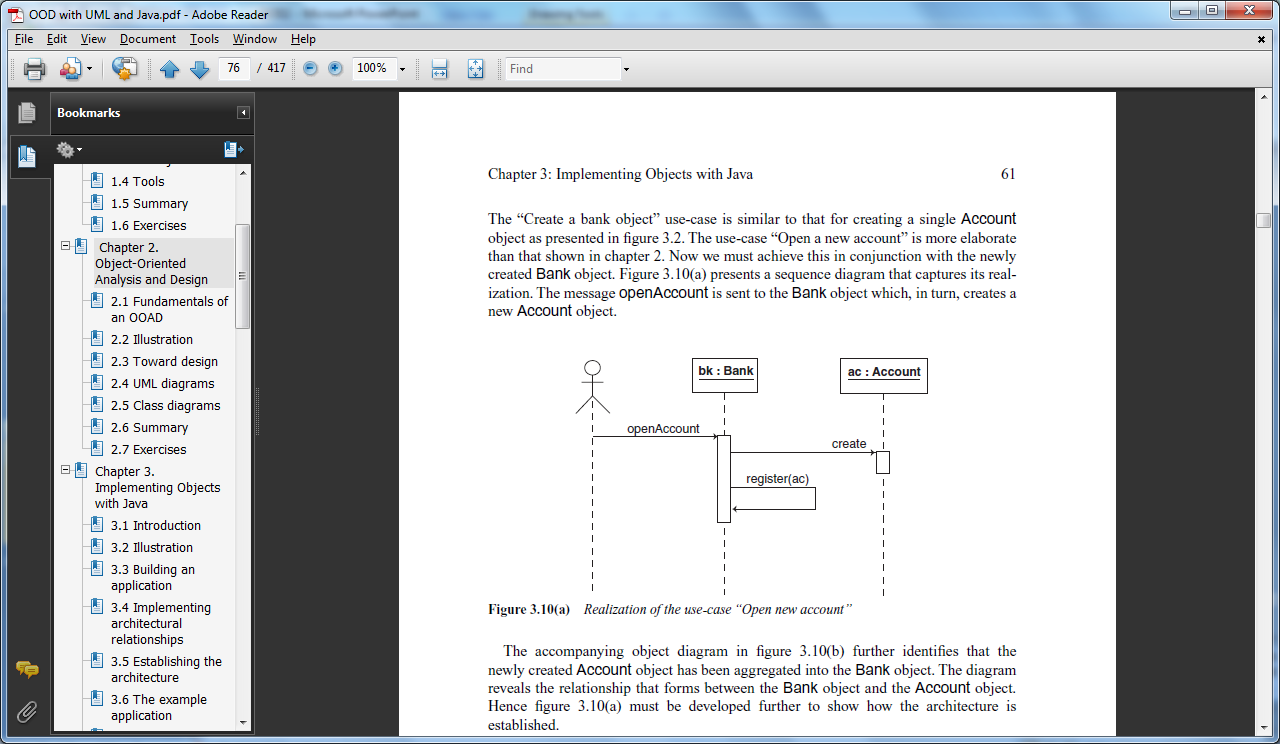
Implementasi:

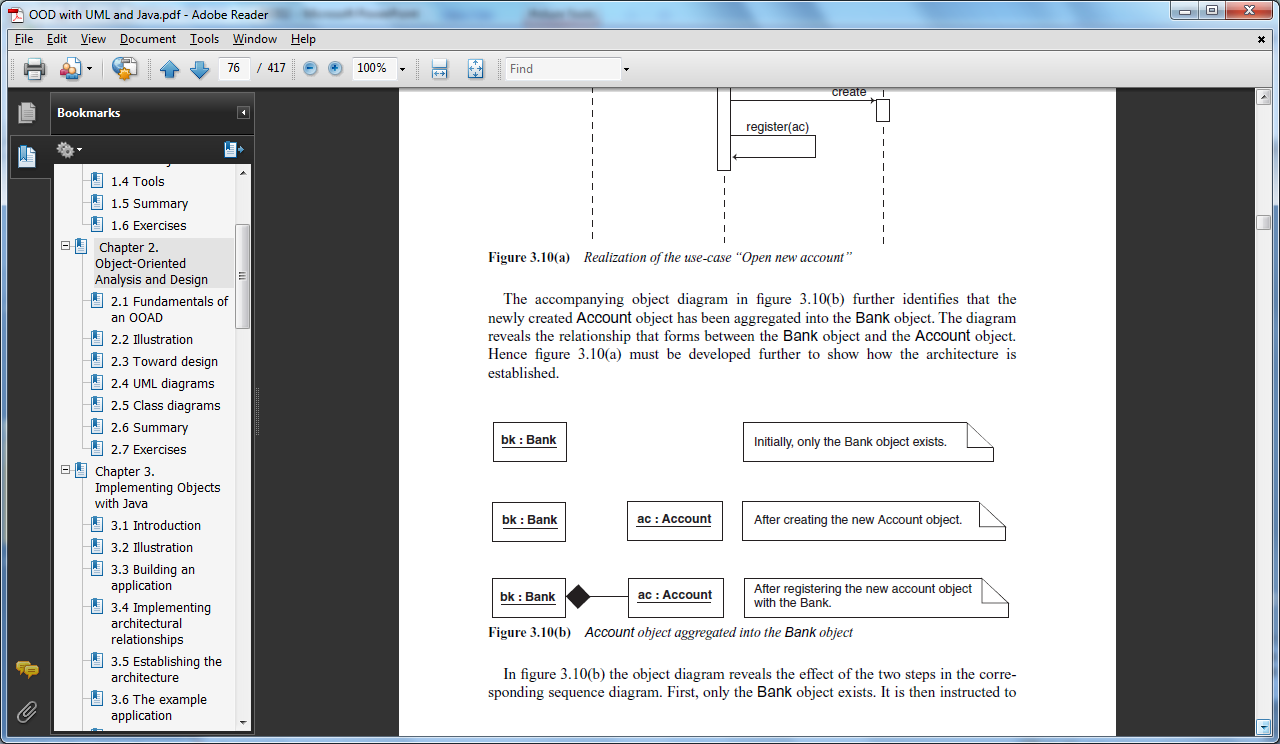


 Run class ***MainApp***

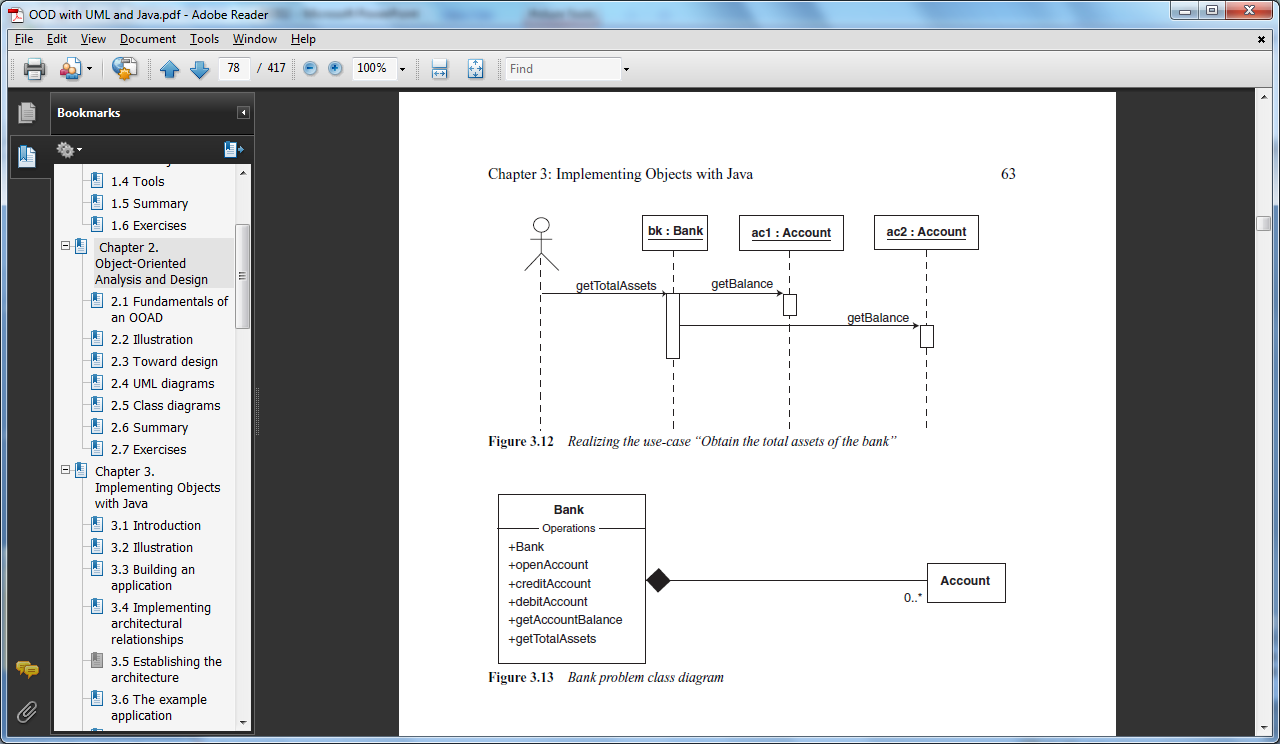
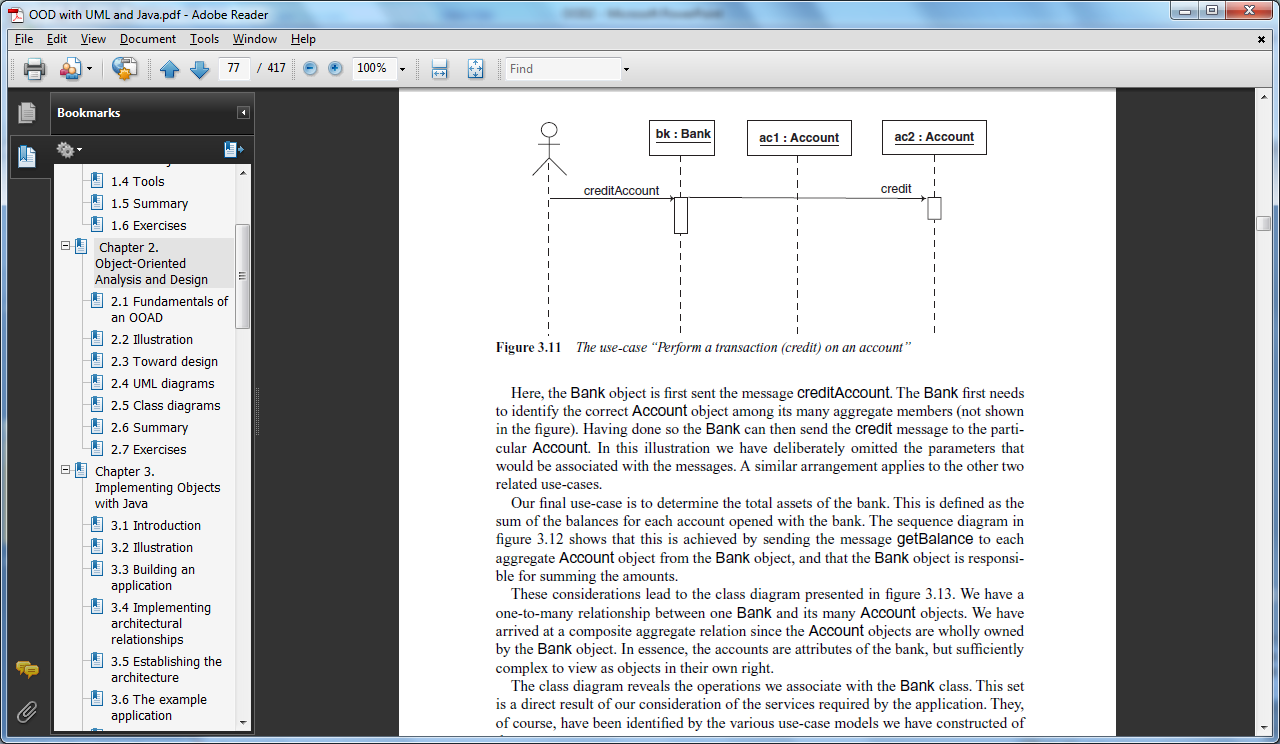
Latihan 2 : Bank & Account Class:

Analisis:

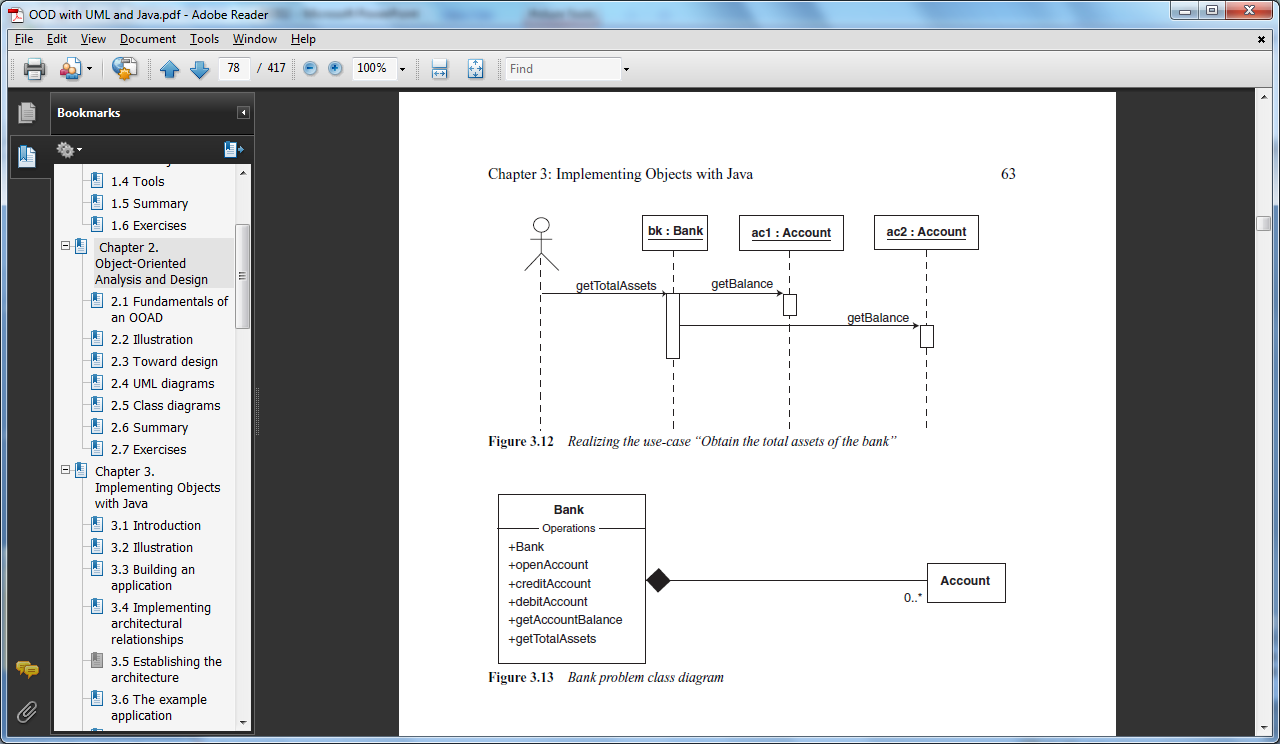




Sequence Diagram utk Bank & Account

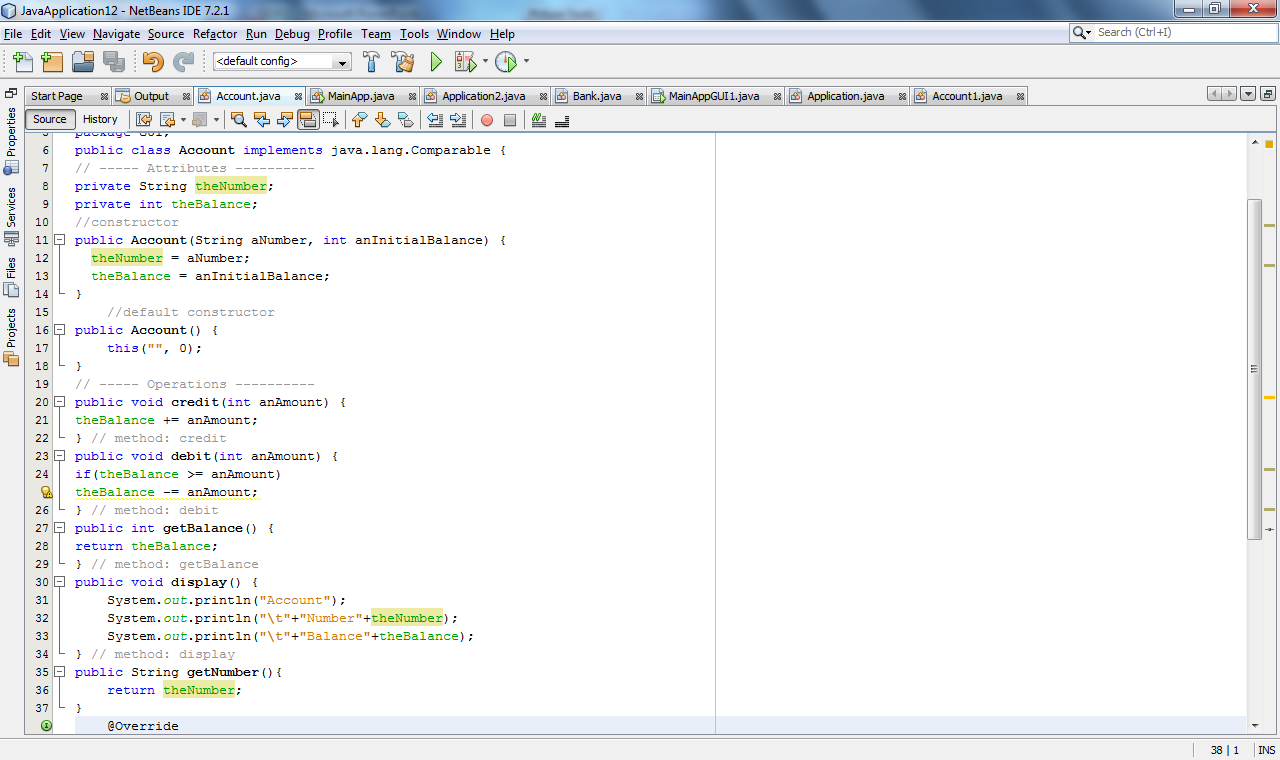


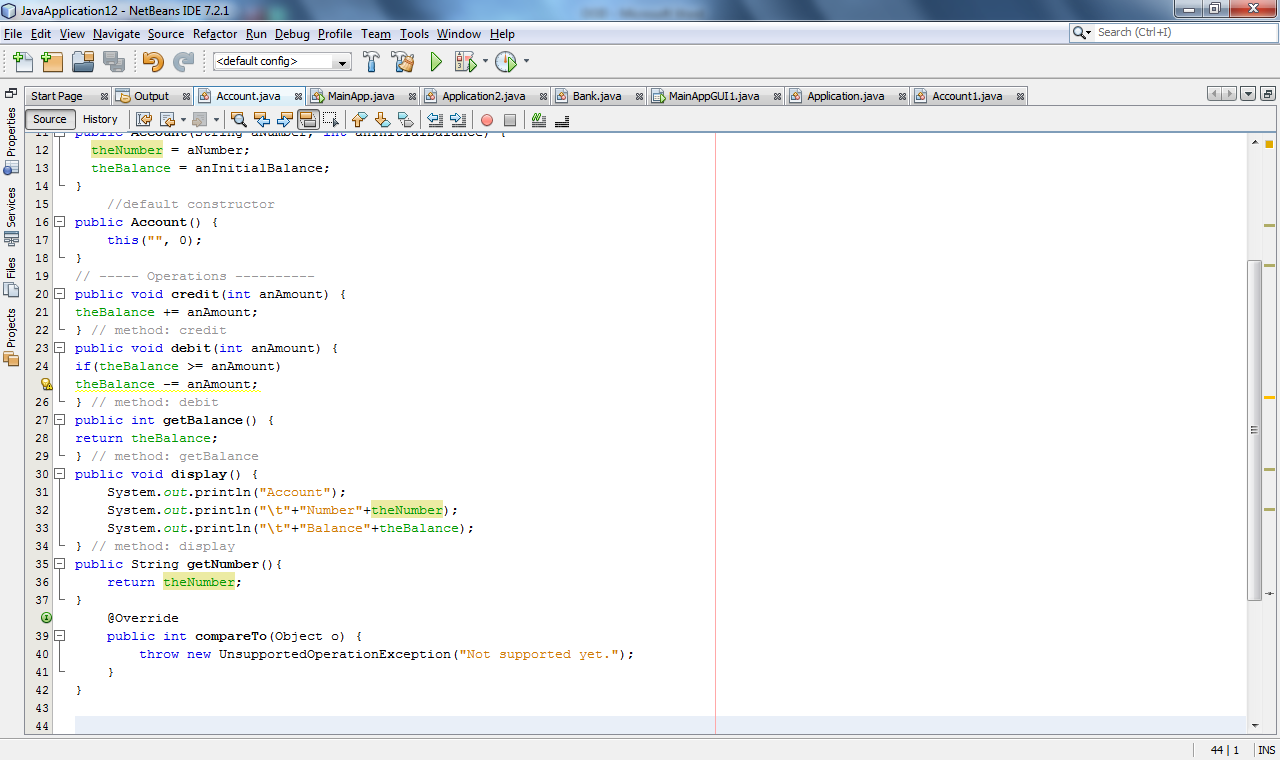
Desain:

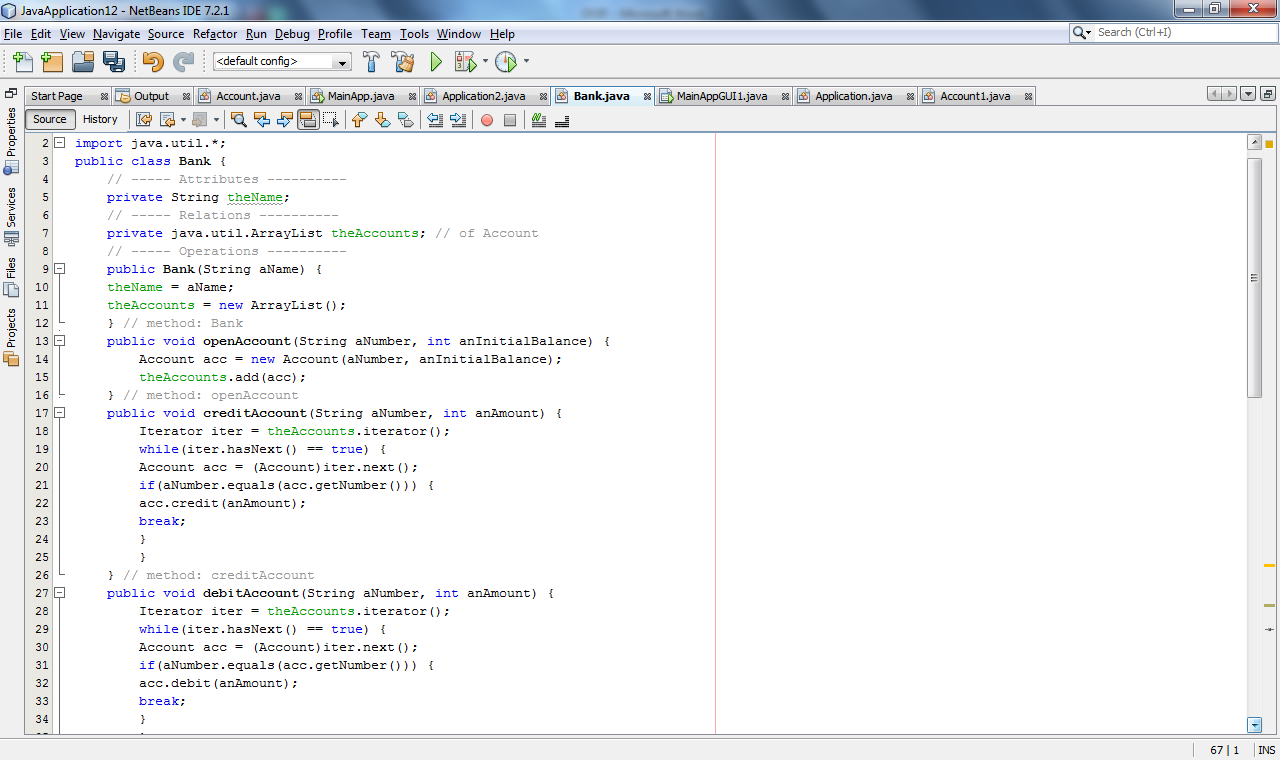


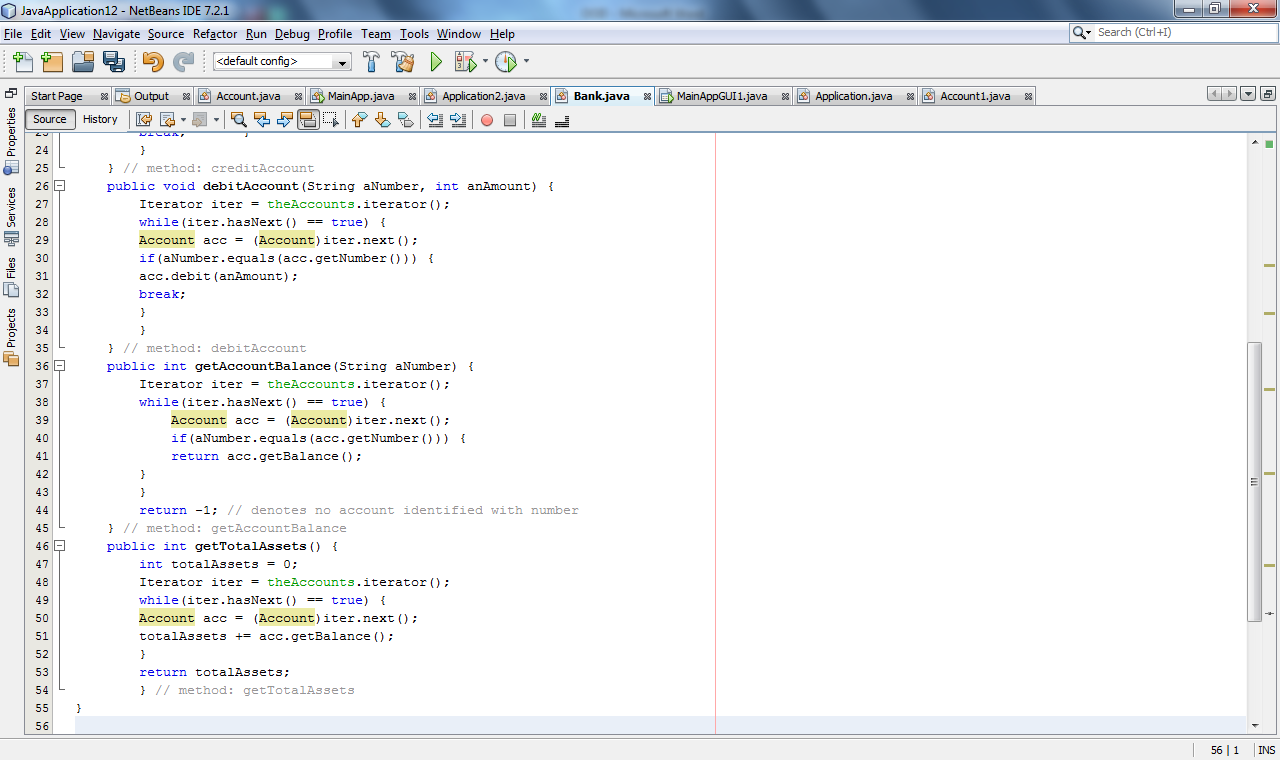
Implementasi:

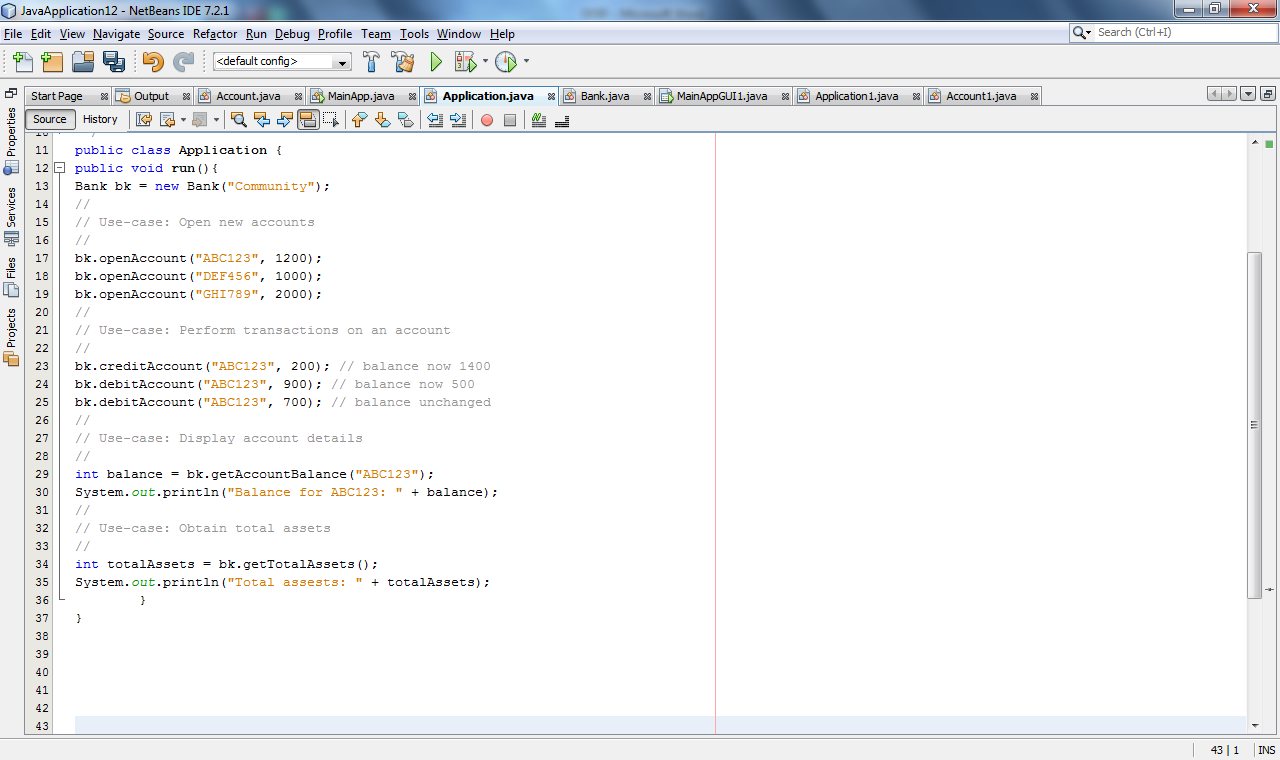
(update class account)





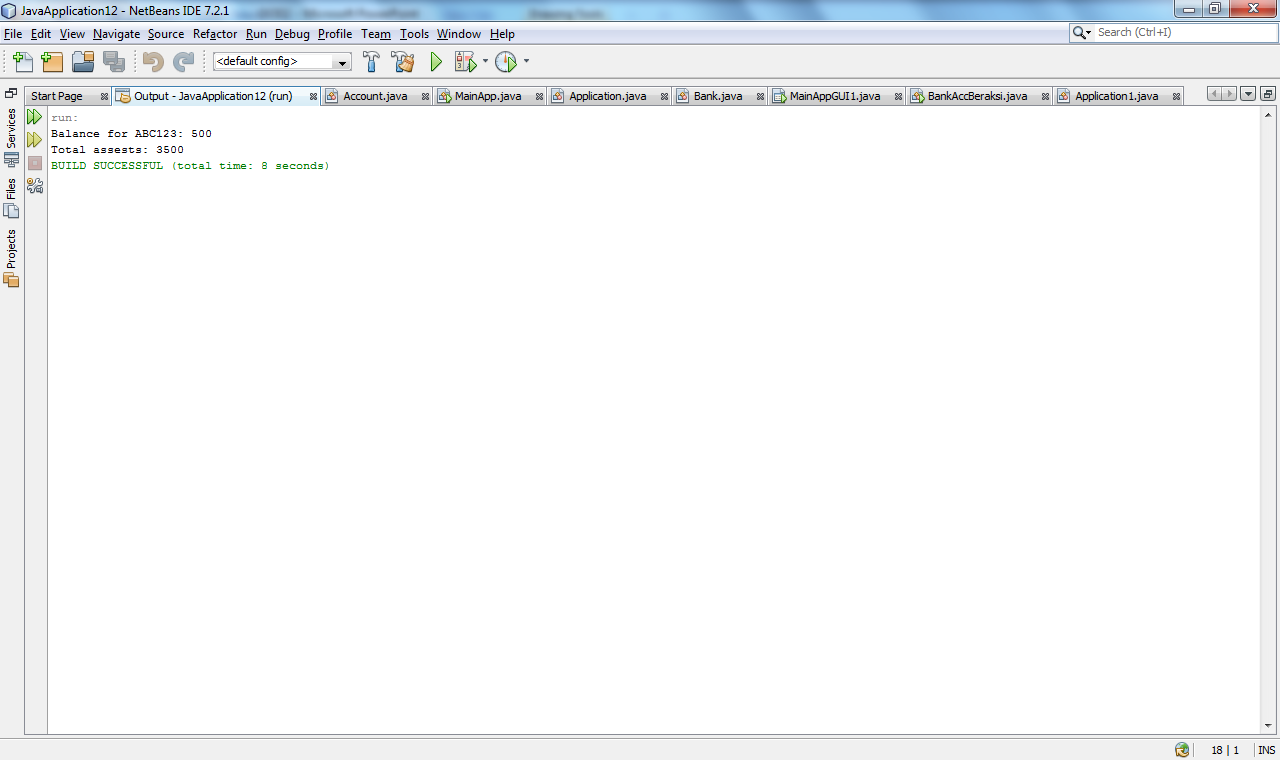






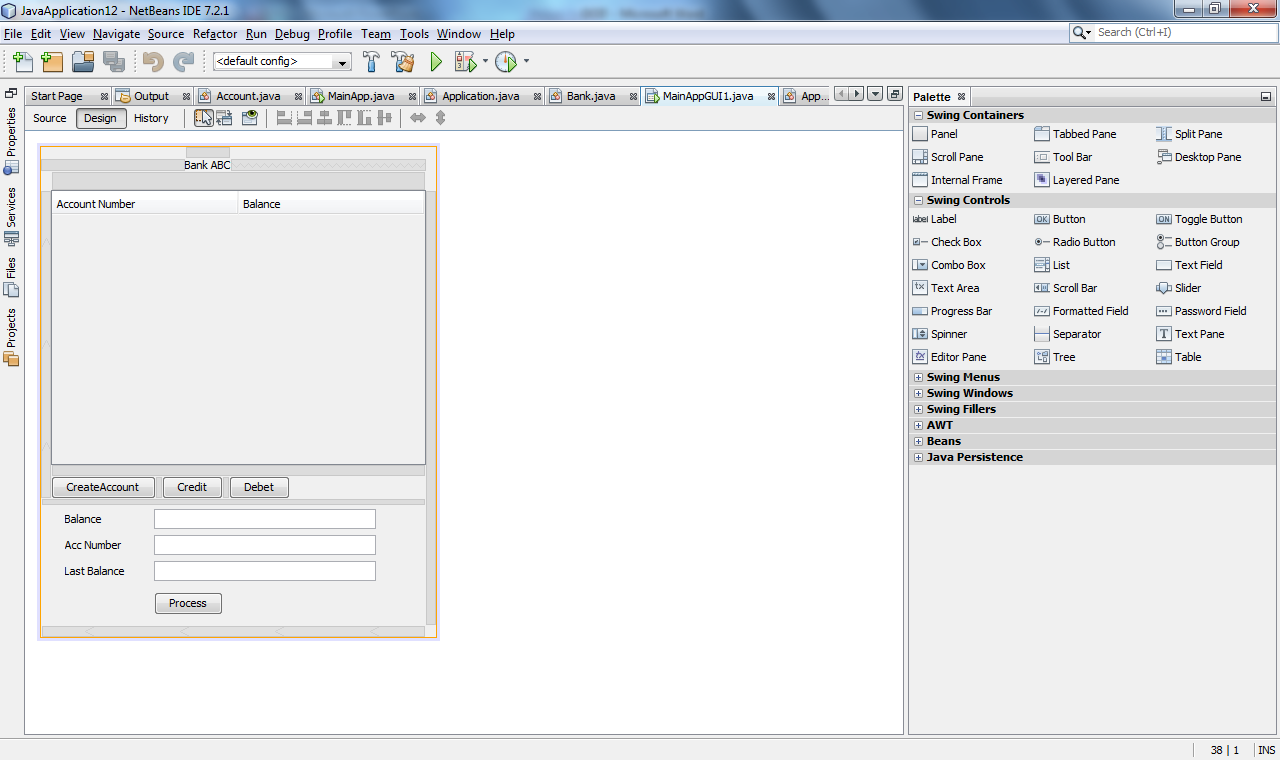
Run class ***MainApp*** lagi:

(hasil program)



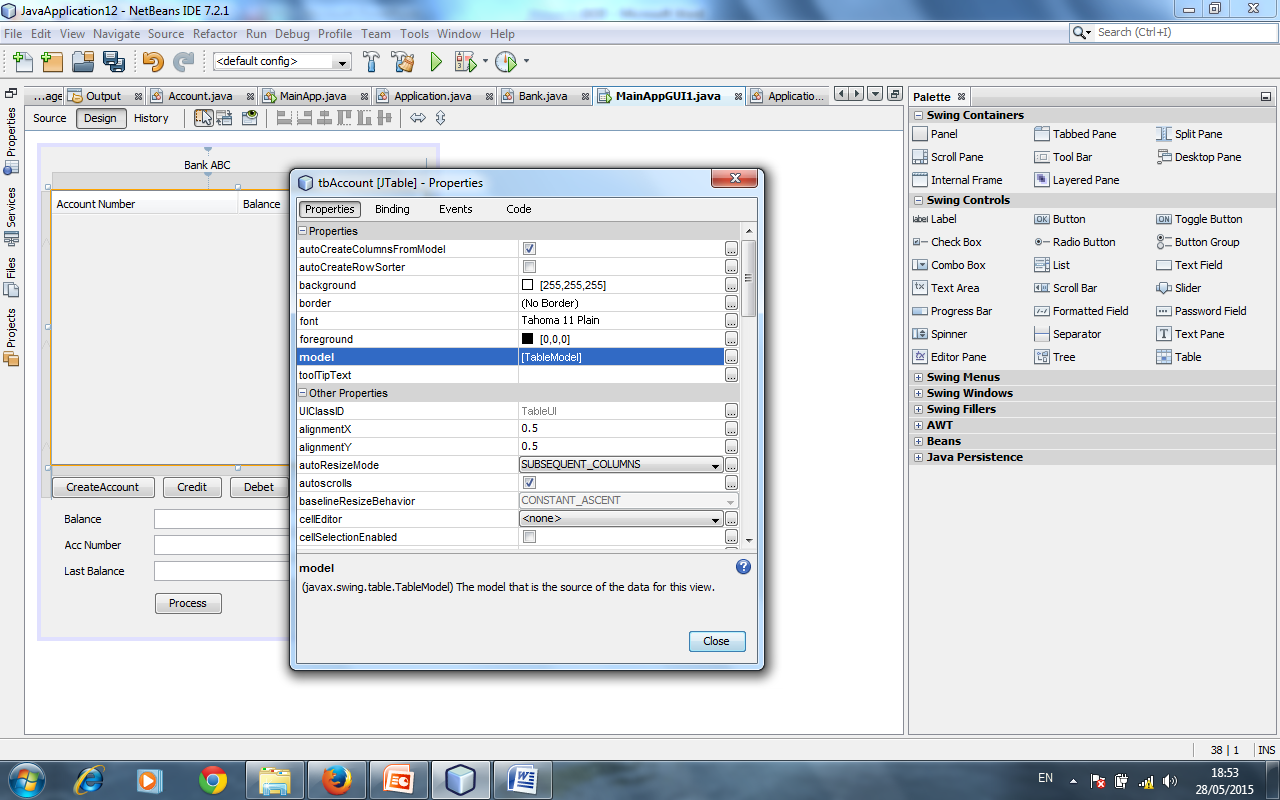
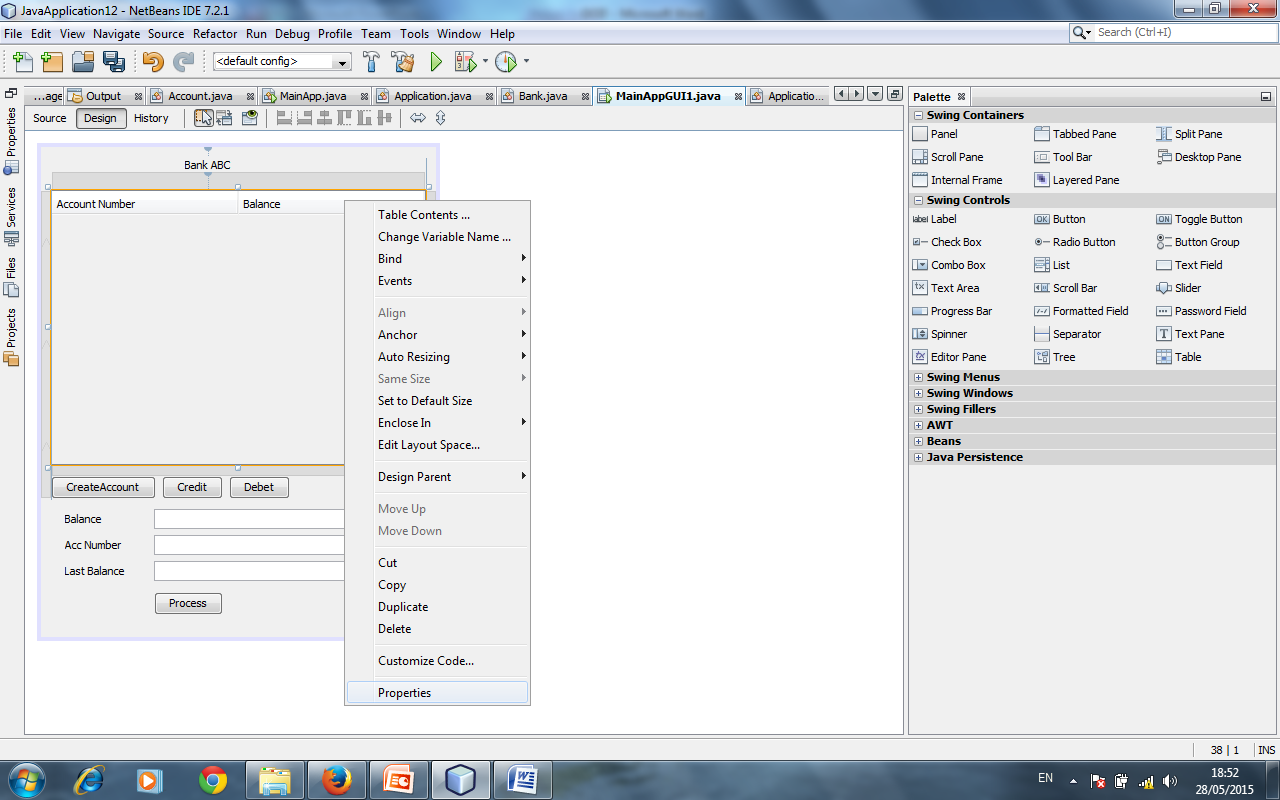
Latihan3 : Basis GUI

Gunakan Class Account & Bank pada latihan 2, kemudian tambahkan JFrame dan components sbb:

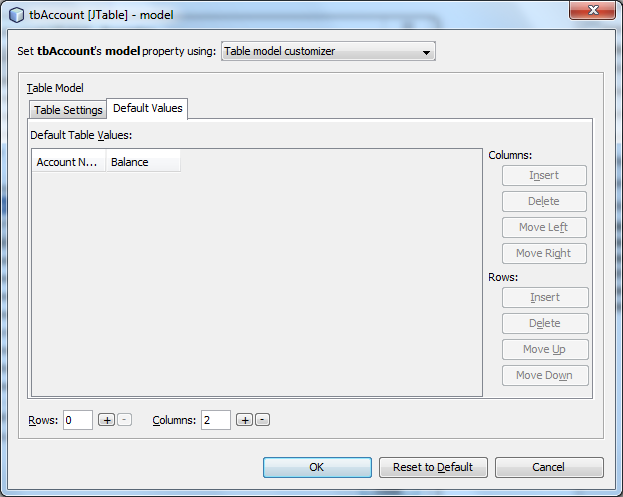
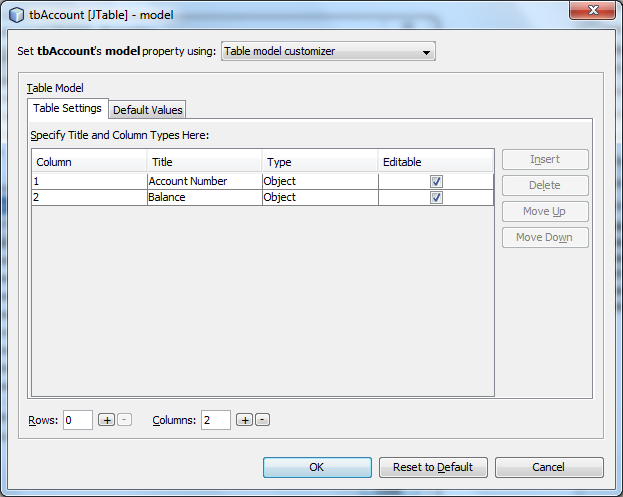


|  |  |
| --- | --- |
| Component | Variable name |
| jTable | dtAccount |
| jbutton | bCreateAccount |
| Jbutton | bCredit |
| jbutton | bDebet |
| jbutton | bProcess |
| jTextField | tBalance |
| jTextField | tAccNumber |
| jTextField | tlastBalance |
|  |  |

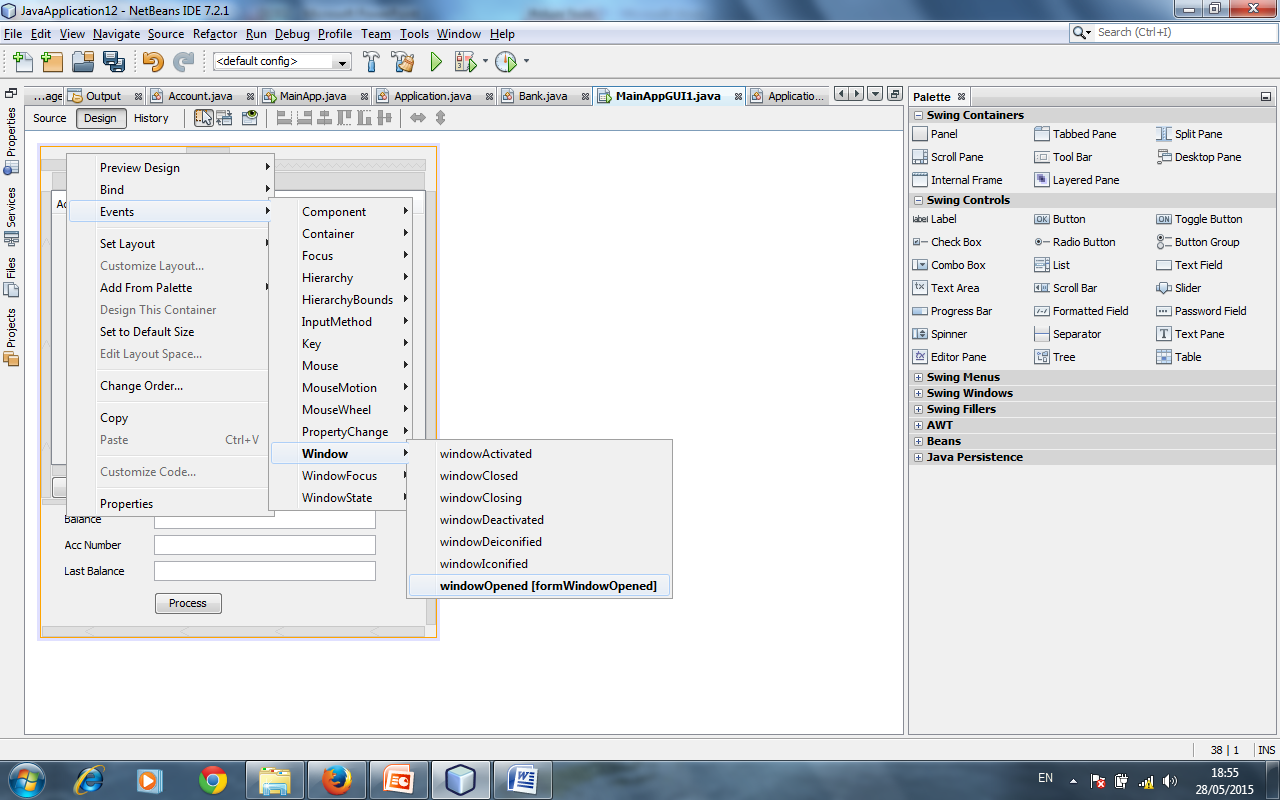
Atur property ***model*** dari jTable (dtAccount) , (klik kanan jTable 🡪 properties)



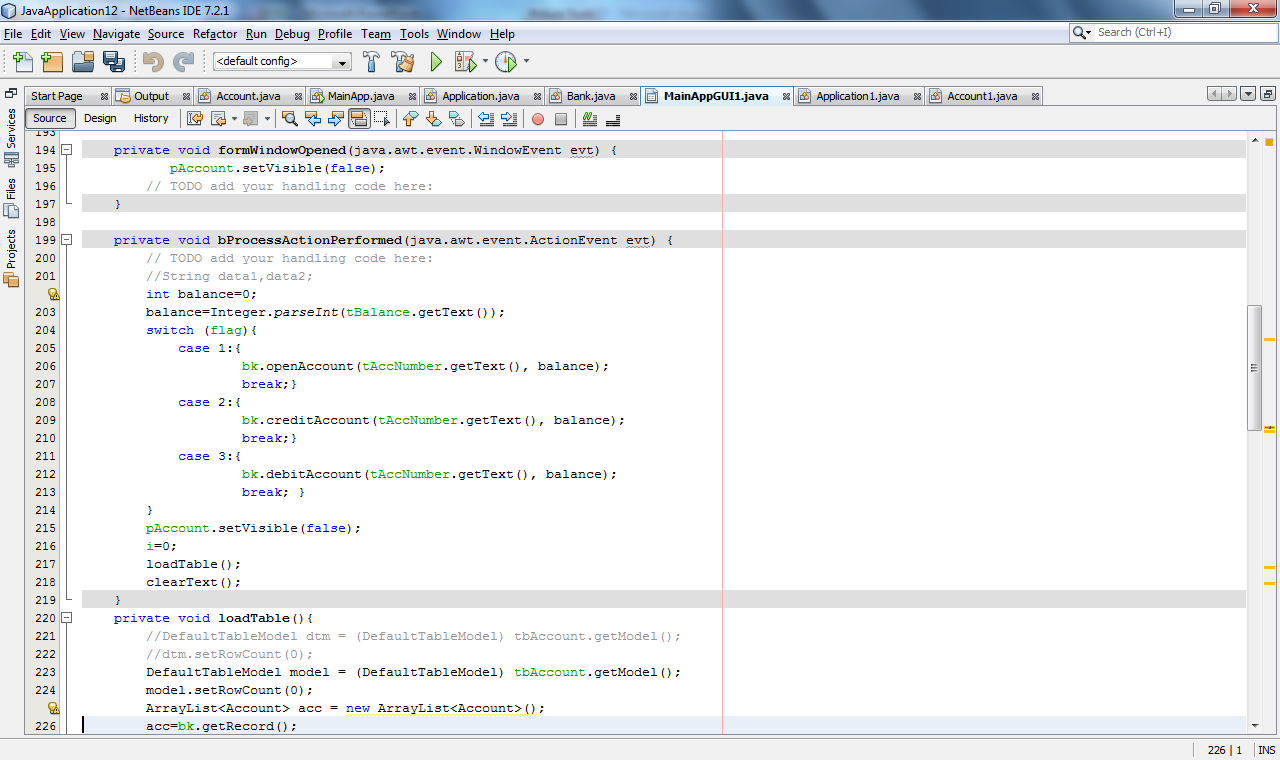
Atur tab ***Table Settings*** Sbb: atur tab ***Default values*** dg menghapus semua **row**



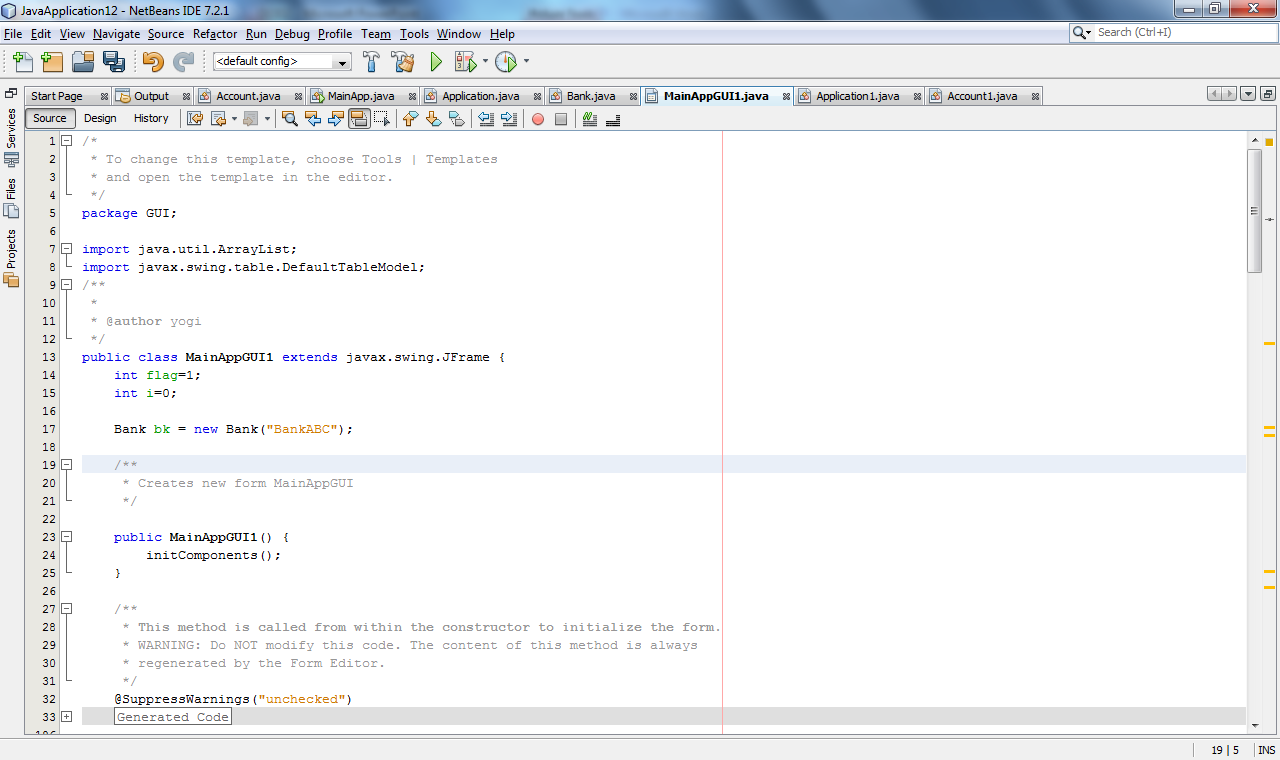
Klik Kanan pd JFrame 🡪 WindowOpened[FormWindowsOpened]



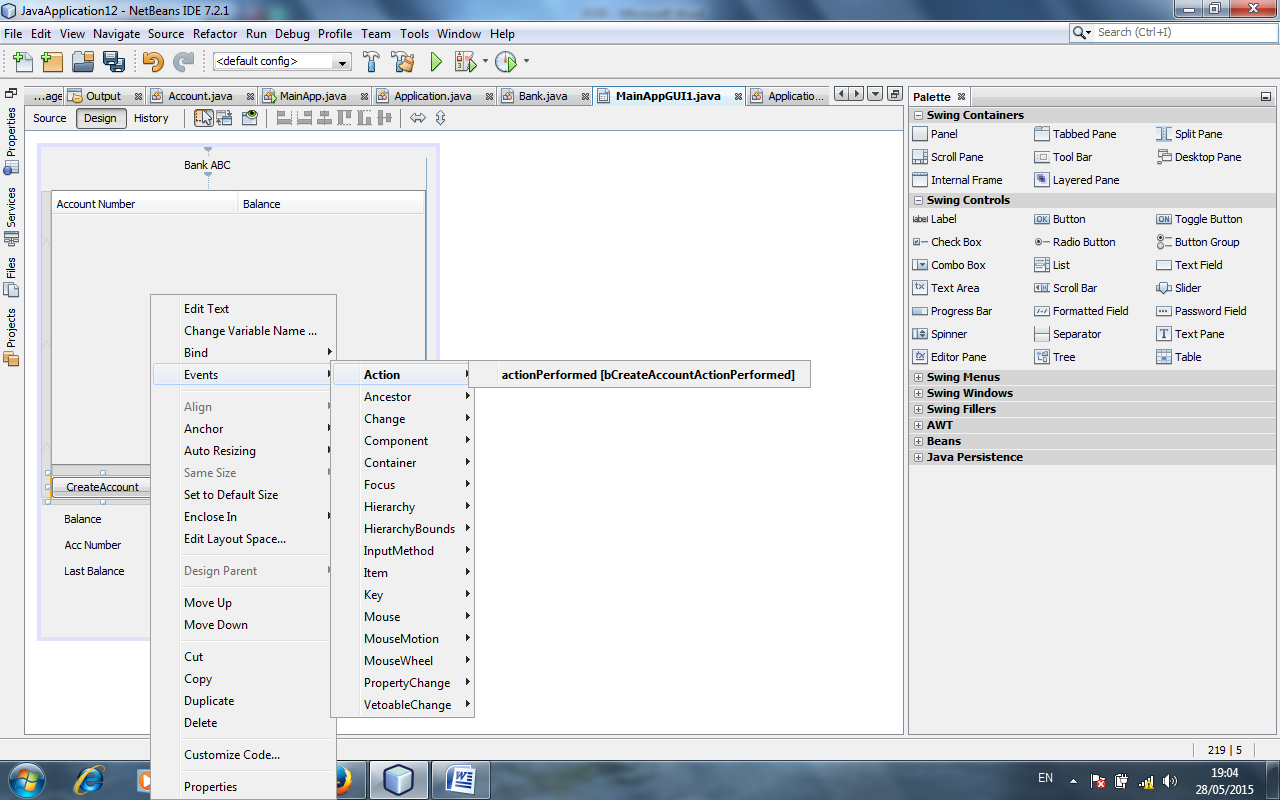
Tulis code:

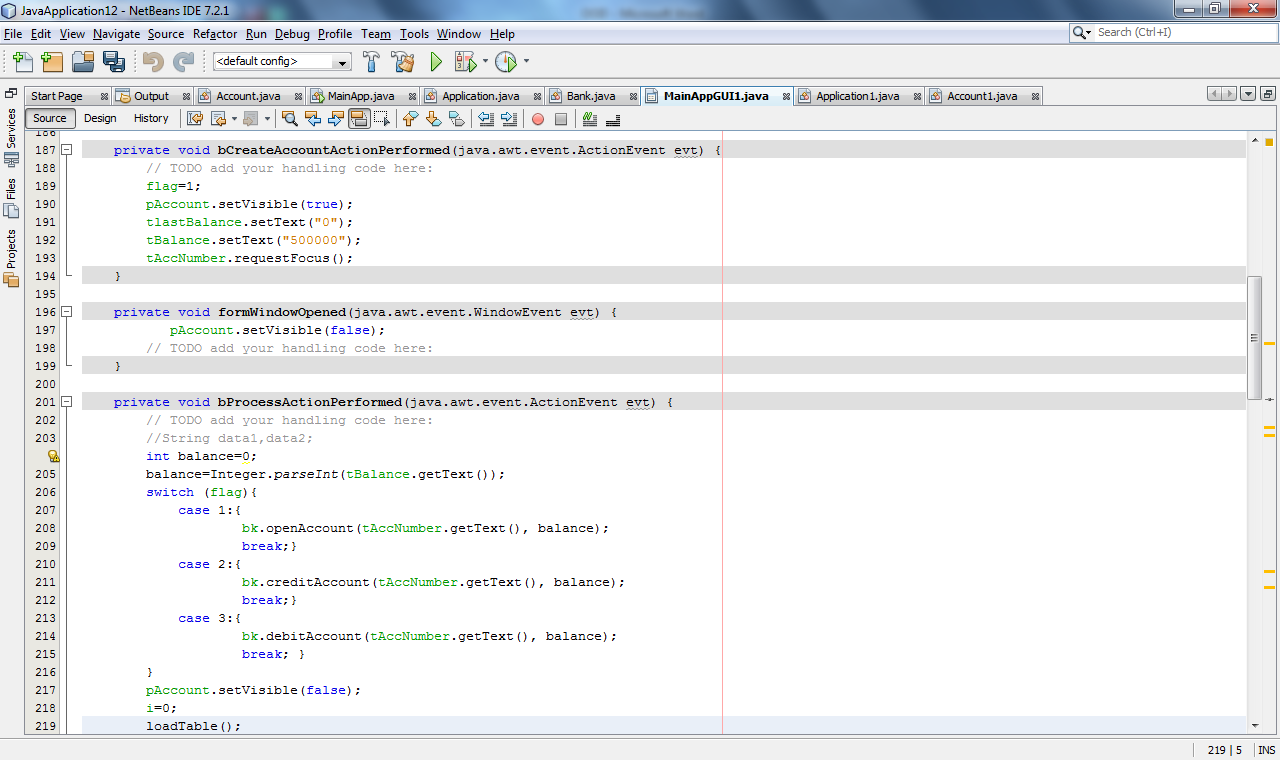


Buat variabel Global pada Class GUI anda (**MainAppGUI1** *sesuaikan dg nama class anda*), dan buat object Bank:

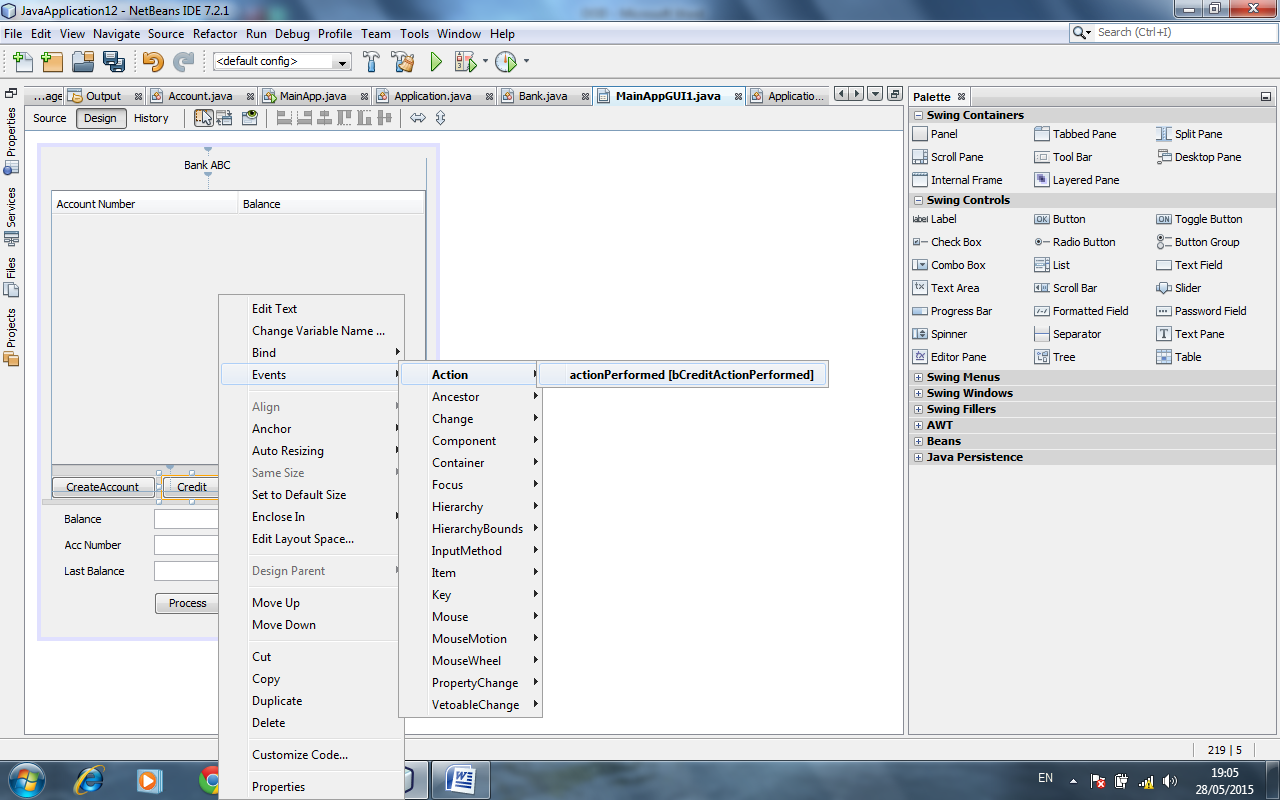


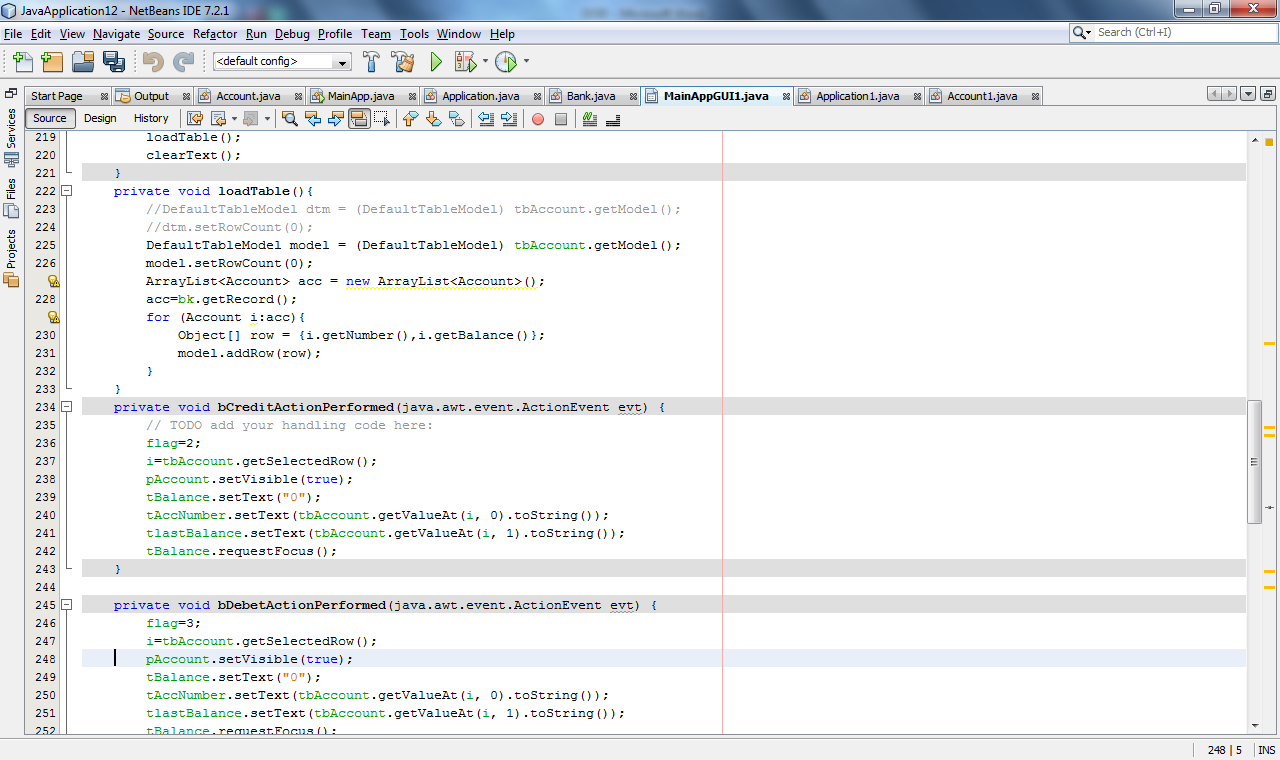
Isi button createAccount:





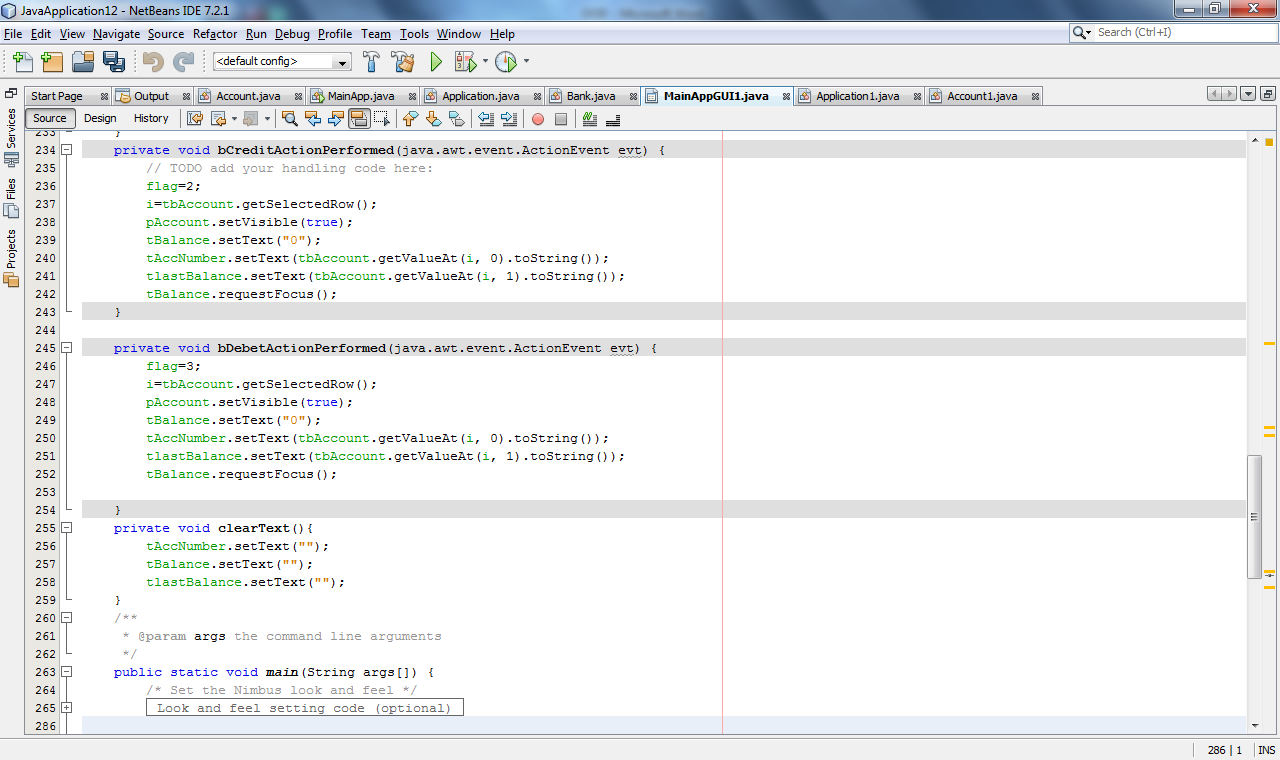
Isi button Credit:



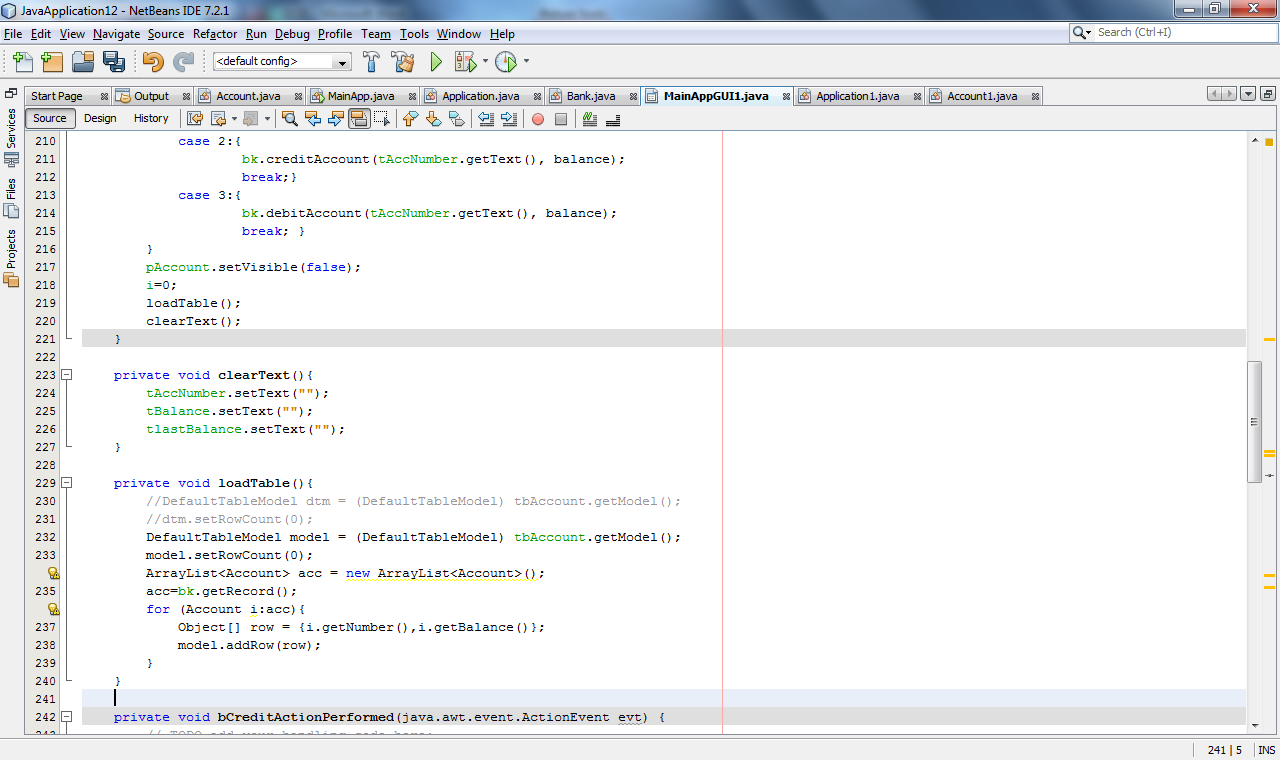


Isi tombol Debet:

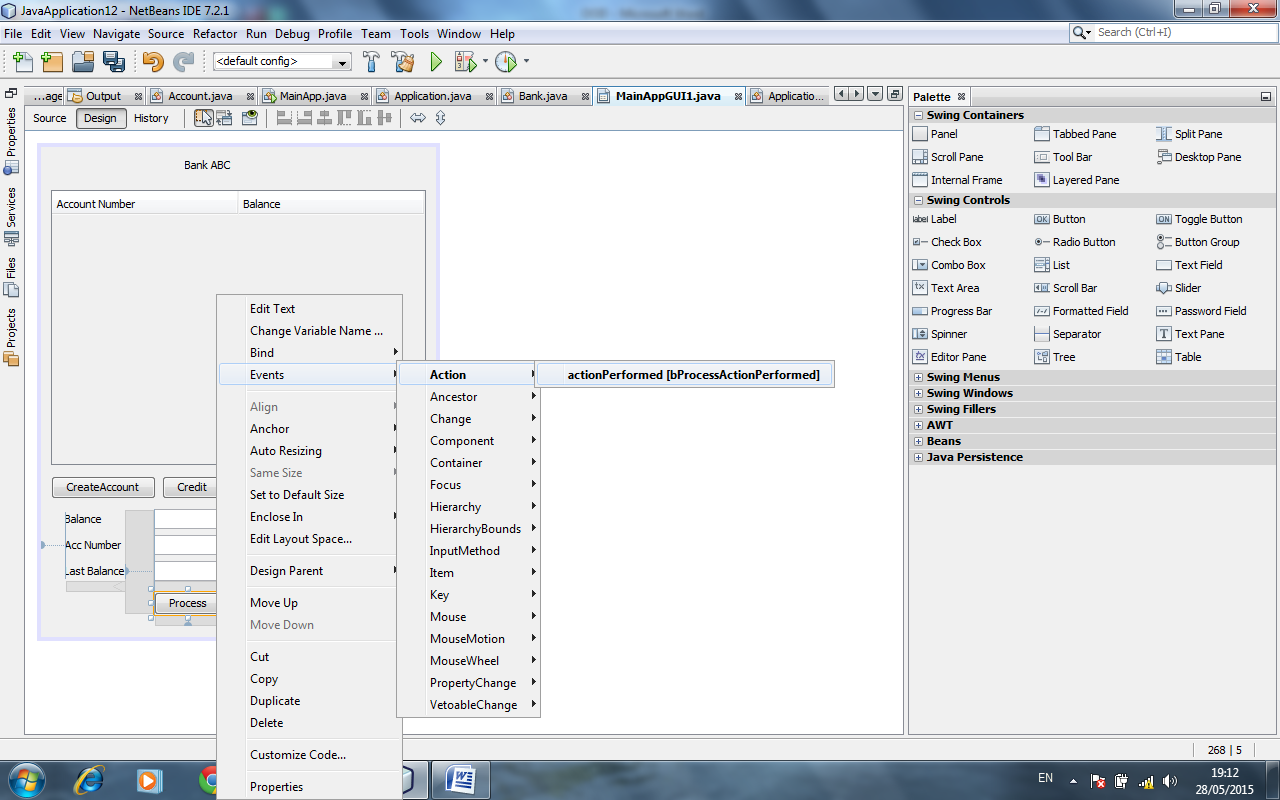


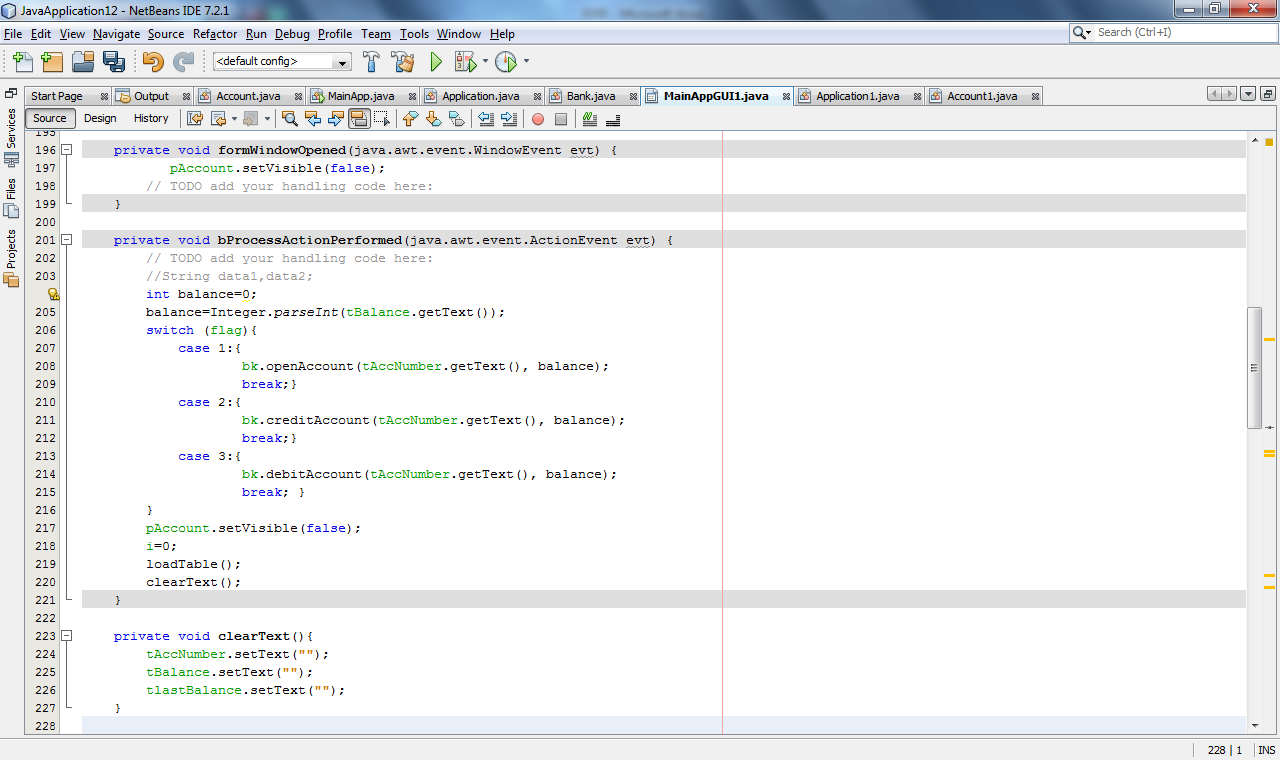


Tambahkan method (cleartext & loadTable )sbb:

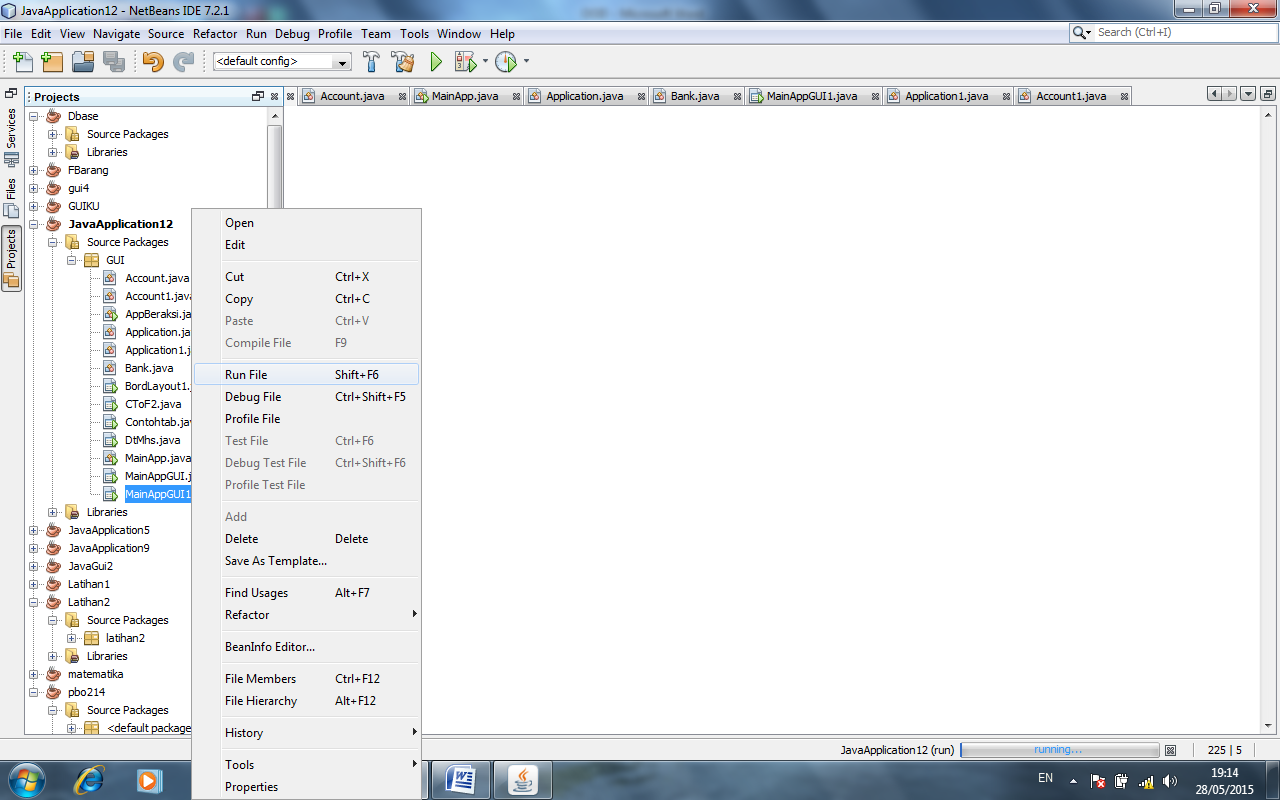


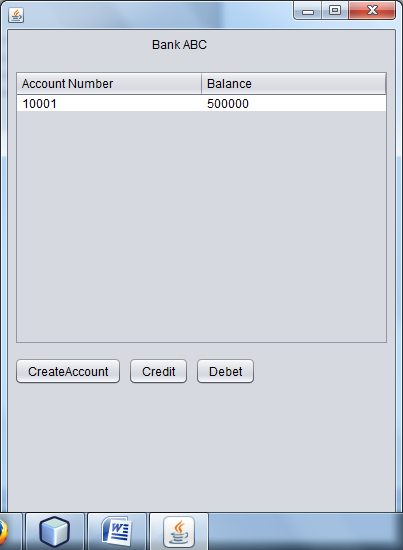
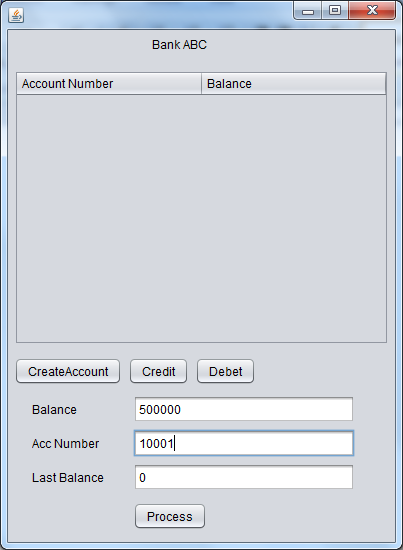
Isi button Process:

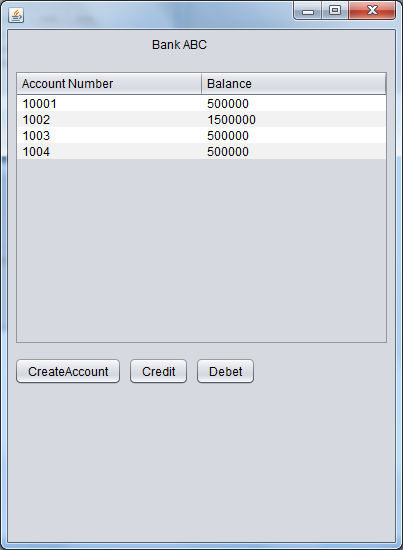
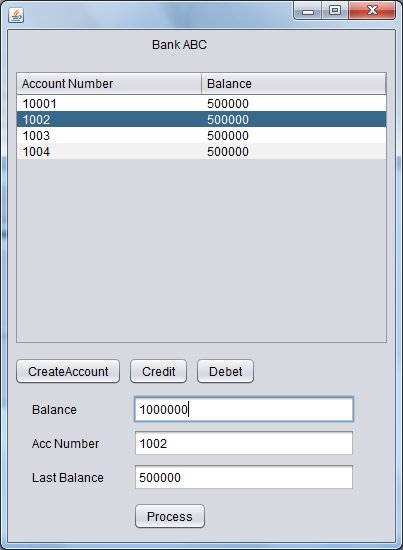
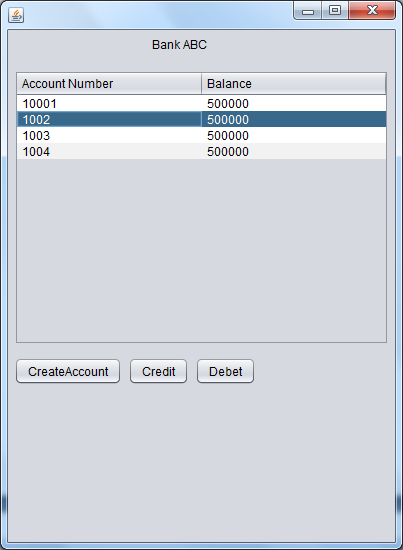




Run Aplikasi:







Sumber:

K. Barclay & J. Savage 2004

Object-Oriented Design with UML and Java

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