

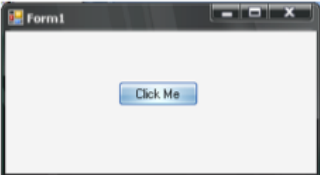
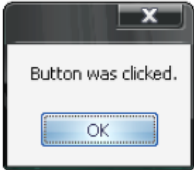
## **Kisi-Kisi UAS Programming II 2013**

Esai 3 soal 60% dengan materi:

- o GUI
- o String
- o Graphics & Multimedia

Kasus 1 soal 40% dengan materi:

- o Rancangan layar
- o Koneksi database
- o Buat aplikasi/modul untuk button

<p><b>GUI Control</b> obyek yang dapat menampilkan informasi pada layar atau memungkinkan pengguna untuk berinteraksi dengan aplikasi melalui mouse, keyboard atau bentuk lain dari input.</p>	<p><b>String</b> Sebuah rangkaian karakter yg ditangani sebagai satu unit. Contohnya: huruf besar, huruf kecil, angka, dan karakter khusus seperti +, -, *, /, \$ dan lain-lain.</p> <p><b>String Indexer</b> → memfasilitasi pengambilan setiap karakter dalam string. <b>String Property Long</b> → mengembalikan panjang string. <b>String Method CopyTo copies</b> → sejumlah karakter tertentu dari string menjadi char array.</p>
<p><b>Graphics &amp; Multimedia</b> Contoh Graphics Context &amp; Graphics Object</p> <pre>private void Form1_Paint(object sender, PaintEventArgs e) {     System.Drawing.Graphics graphicsObj;     graphicsObj = this.CreateGraphics(); }</pre> <p>Contoh membuat pena merah selebar 5 piksel</p> <pre>private void Form1_Paint(object sender, PaintEventArgs e) {     System.Drawing.Graphics graphicsObj;     graphicsObj = this.CreateGraphics();     Pen myPen = new Pen(System.Drawing.Color.Red, 5); }</pre>	
<pre>using System; using System.Collections.Generic; using System.ComponentModel; using System.Data; using System.Drawing; using System.Linq; using System.Text; using System.Windows.Forms;  namespace WindowsFormsApplication1 {     public partial class Form1 : Form     {         //default constructor         public Form1()         {             InitializeComponent();         }         //handles click event of button clickbutton         private void button1_Click(object sender, EventArgs e)         {             MessageBox.Show("Button was clicked.");         }         //end method button1_click     } } //end class Form1 //end namespace WindowsFormsApplication1</pre> <div style="display: flex; justify-content: space-around; align-items: center;">   </div>	

### Contoh koneksi database

```
using System;
using System.Data;
using System.Data.SqlClient;

/// <summary>
/// Demonstrates how to work with SqlConnection objects
/// </summary>
class SqlConnectionDemo
{
    static void Main()
    {
        // 1. Instantiate the connection
        SqlConnection conn = new SqlConnection(
            "Data Source=localhost;Initial Catalog=Northwind;Integrated Security=SSPI");

        SqlDataReader rdr = null;

        try
        {
            // 2. Open the connection
            conn.Open();

            // 3. Pass the connection to a command object
            SqlCommand cmd = new SqlCommand("select * from Customers", conn);

            //
            // 4. Use the connection
            //

```

```
        rdr = cmd.ExecuteReader();

        // print the CustomerID of each record
        while (rdr.Read())
        {
            Console.WriteLine(rdr[0]);
        }
        finally
        {
            // close the reader
            if (rdr != null)
            {
                rdr.Close();
            }

            // 5. Close the connection
            if (conn != null)
            {
                conn.Close();
            }
        }
    }
}
```

### Rancangan Layar

The screenshot shows a Windows application window titled "Form 05PAX". The form contains the following elements:

- Name :** A text box containing "Arthur Gultom".
- Birthday :** Three dropdown menus for day (6), month (8), and year (1997).
- Gender :** Radio buttons for "Male" (selected) and "Female".
- Address :** A text area containing "JL. Tebet Barat IA".
- Position :** A dropdown menu with "Manager" selected.
- Salary :** A text box containing "30000000 IDR".
- Number Staff :** A text box containing "15".
- Process :** A button at the bottom right of the form.