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A Java GUI for the Design of an Impeller

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Abstract

Graphical User Interface (GUI) elements are treated as objects. They encapsulate data and method in a simple window. The GUI developed in this paper is to assisting designing and manufacturing an impeller pump. The software is developed in JAVA. Programming in JAVA takes advantages of its flexibilities. Results are presented in 2 D graphics and animation. Cubic Bezier curves algorithm is used to generate the impeller curve. The software is suitable for small industries and educational purposes.

Keywords: Graphical User Interface, JAVA software, impeller and Bezier curve.

Abstrak

Elemen-elemen Graphical User Interface (GUI) diperlakukan sebagai objek. GUI menyajikan data dan metode dalam jendela yang sederhana. GUI dikembangkan dalam paper ini untuk membantu mendesain dan membuat sebuah impeller pompa. Software yang dikembangkan dalam JAVA Programming dalam JAVA memanfaatkan kelebihan dalam fleksibilitasnya. Hasilnya disajikan dalam grafis dan animasi 2D. Algoritma kurva Cubic Bezier digunakan untuk menghasilkan kurva impeller. Software ini cocok untuk industri kecil dan aktivitas pendidikan.

Kata kunci: Graphical User Interface, perangkat lunak JAVA,sudu, Kurva Bezier

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