Jurnal Modul 3

Konstruksi Perangkat Lunak

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A. Source Code

```
namespace mod3_1302202095
{
    internal static class Program
    {
        [STAThread]
        static void Main(string[] args)
        {
            KodeBuah table_Kodebuah = new KodeBuah();
            Console.WriteLine("Cari Kode Buah");
            table_Kodebuah.getKodebuah("Kelapa");
            Console.WriteLine("");
            Console.WriteLine("List Buah beserta kodenya");
            Console.WriteLine("Nama Buah           Kode Buah");
            Console.WriteLine("");
            table_Kodebuah.getAllkodebuah();

            Console.WriteLine("");
            Console.WriteLine("                    Posisi Karakter Game
");
            Console.WriteLine("");
            PosisiKarakterGame game = new PosisiKarakterGame();
            game.kunci();
        }
    }
}
class KodeBuah
{

    Dictionary<string, string> dic = new Dictionary<string, string>() {
            {"Apel","    \t A00"},
            {"Aprikot","B00" },
            {"Alpukat"  ,"C00" },
            {"Pisang"    ,"    \t D00" },
            {"Paprika"   ,"E00"},
            {"BlackBerry" ,"F00" },
            {"Ceri","    \t H00"},
            {"Kelapa" ,"    \t I00" },
            {"Jagung","    \t J00"},
            {"Kurma"    ,"    \t K00"},
            {"Durian"   ,"    \t L00"},
            {"Anggur","    \t M00"},
            {"Melon"    ,"    \t N00"},
            {"Semangka"   ,"O00"}};
    public void getKodebuah(string kel)
```

```csharp
        {
            if (dic.ContainsKey(kel))
            {
                Console.WriteLine(kel + " : " + dic[kel]);
            }
            else
            {
                Console.WriteLine(kel + " tidak ditemukan");
            }
        }

        public void getAllkodebuah()
        {
            foreach (KeyValuePair<string, string> ele1 in dic)
            {
                Console.WriteLine("{0} \t\t {1}", ele1.Key, ele1.Value);
            }
        }
    }

    class PosisiKarakterGame
    {
        public void kunci()
        {
            Console.Write("Enter Command (W/S): ");
            String command = Console.ReadLine();

            if(command == "W")
            {
                Console.WriteLine("tombol arah atas ditekan");
            } else if(command == "S")
            {
                Console.WriteLine("tombol arah bawah ditekan");
            }
        }
    }
}
```

B. File docx/pdf yang berisi :

I. Link github repository :

https://github.com/ComicalBanana/modul3_1302202095

II. Screenshot hasil run (baik dari table-driven maupun state-based)

```csharp
                    ["Apel",    "\t A00" },
                    ["Aprikot", "B00" },
                    ["Alpukat" ,"C00" },
                    ["Pisang" ,   "\t D00" },
                    ["Paprika" ,"E00"},
                    ["BlackBerry", "F00" },
                    ["Ceri",     "\t H00"},
                    ["Kelapa" ,  "\t I00" },
                    ["Jagung",   "\t J00"},
                    ["Kurma" ,  "\t K00"},
                    ["Durian" ,   "\t L00"},
                    ["Anggur",   "\t M00"},
                    ["Melon" ,    "\t N00"},
                    ["Semangka"  ,"O00"}};
        public void getKodebuah(string kel)
        {
            if (dic.ContainsKey(kel))
            {
                Console.WriteLine(kel + " : " + dic[kel]);
            }
            else
            {
                Console.WriteLine(kel + " tidak ditemukan");
            }
        }

        public void getAllkodebuah()
        {
            foreach (KeyValuePair<string, string> ele1 in dic)
            {
```

```csharp
            foreach (KeyValuePair<string, string> ele1 in dic)
            {
                Console.WriteLine("{0} \t\t {1}", ele1.Key, ele1.Value);
            }
        }
    }

    class PosisiKarakterGame
    {
        public void kunci()
        {
            Console.Write("Enter Command (W/S): ");
            String command = Console.ReadLine();

            if(command == "W")
            {
                Console.WriteLine("tombol arah atas ditekan");
            } else if(command == "S")
            {
                Console.WriteLine("tombol arah bawah ditekan");
            }
        }
    }
```

```
C:\Users\angel\source\repos\modul3_1302202095\modul3_1302202095\bin\Debug\net6.0\modul3_1302202095.exe
Cari Kode Buah
Kelapa :        I00

List Buah beserta kodenya
Nama Buah           Kode Buah

Apel                    A00
Aprikot                 B00
Alpukat                 C00
Pisang                  D00
Paprika                 E00
BlackBerry              F00
Ceri                    H00
Kelapa                  I00
Jagung                  J00
Kurma                   K00
Durian                  L00
Anggur                  M00
Melon                   N00
Semangka                O00

            Posisi Karakter Game

Enter Command : W
```