Tugas Program

Silahkan Kerjakan tugas berikut:

1. Kode Program

```
1. Kode Program
public class Asgdll {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		/* Kamus */
		float f= 20.0f;
		double fll;

		/* Algoritma */
		fll=10.0f;
		System.out.println ("f  : "+f  +
					"\nf11: "+fll);

	}

}
```

```
2. Kode Program
public class Asign {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		/* Kamus */
			int i;
		/* Program */
			System.out.print ("hello\n"); i = 5;
			System.out.println ("Ini nilai i :" + i);
	}

}
```

```
3. Kode Program
/* Deskripsi :                  */
/* Program ini berisi contoh sederhana untuk mendefinisikan */
/* variabel-variabel bilangan bulat (short int, int, long int),   */
/* karakter, bilangan riil,   */

public class ASIGNi {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		/* KAMUS */
		short ks = 1;
```

```
            int ki = 1;
            long kl = 10000;
            char c = 65;            /* inisialisasi karakter dengan
integer */
            char c1 = 'Z';    /* inisialisasi karakter dengan karakter */
            double x = 50.2f;
            float y = 50.2f;
            /* Algoritma */

            /* penulisan karakter sebagai karakter */
            System.out.println  ("Karakter = "+ c);
            System.out.println  ("Karakter = "+ c1);

            /* penulisan karakter sebagai integer */
            System.out.println  ("Karakter = "+ c);
            System.out.println  ("Karakter = "+ c1);


            System.out.println      ("Bilangan integer (short) = "+ ks);
            System.out.println  ("\t(int) = "+ ki);
            System.out.println  ("\t(long)= "+ kl);
            System.out.println  ("Bilangan Real x = "+ x);
            System.out.println  ("Bilangan Real y = "+ y);


      }

}
```

4. Kode Program

```
import java.util.Scanner;

/* contoh membaca integer menggunakan Class Scanner*/
public class BacaData {

      /**
       * @param args
       */
      public static void main(String[] args) {
            // TODO Auto-generated method stub
            /* Kamus */
            int a;
            Scanner masukan;
            /* Program */
            System.out.print ("Contoh membaca dan menulis, ketik nilai
integer: \n");
            masukan = new Scanner(System.in);
            a = masukan.nextInt(); /* coba ketik : masukan.nextInt(); ;
Apa akibatnya ?*/
            System.out.print ("Nilai yang dibaca : "+ a);

      }

}
```

5. Kode Program

```
import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;


//import javax.swing.*;

public class Bacakar {

	/**
	 * @param args
	 * @throws IOException
	 */
	public static void main(String[] args) throws IOException {
		// TODO Auto-generated method stub
		/* Kamus */
		char cc;
		int bil;
		InputStreamReader isr = new InputStreamReader(System.in);
		BufferedReader dataIn = new BufferedReader(isr);
		// atau
		BufferedReader datAIn = new BufferedReader(new
InputStreamReader(System.in));
		/* Algoritma */
		System.out.print ("hello\n");

		System.out.print("baca 1 karakter : ");
		//perintah baca karakter cc
		cc =dataIn.readLine().charAt(0);
		System.out.print("baca 1 bilangan : ");
		//perintah baca bil
		bil =Integer.parseInt(datAIn.readLine());
		/*String kar = JOptionPane.showInputDialog("Karakter 1 : ");

		System.out.println(kar);*/
		//JOptionPane.showMessageDialog(null, "hello");
		System.out.print (cc +"\n" +bil+"\n");
		System.out.print ("bye \n");
	}

}
```

6. Kode Program

```
/*Casting menggunakan tipe data primitif*/
public class Casting1 {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		int a=5,b=6;
		float d=2.f,e=3.2f;
		char g='5';
		double k=3.14;

		System.out.println((float)a);  // int   <-- float
```

```
            System.out.println((double)b); // int   <-- double
            System.out.println((int)d);    // float <-- int
            System.out.println((double)e); // float <-- double
            System.out.println((int)g);    // char  <-- int      (ASCII)
            System.out.println((float)g);  // char  <-- float    (ASCII)
            System.out.println((double)g); // char  <-- double   (ASCII)
            System.out.println((int)k);    // double   <-- int
            System.out.println((float)k);  // double   <-- float
      }

}
```

7. Kode Program

```
/*Casting menggunakan tipe data Class*/
public class Casting2 {

      /**
       * @param args
       */
      public static void main(String[] args) {
            // TODO Auto-generated method stub
            int a=8,b=9;
            float d=2.f,e=3.2f;
            char g='5';
            double k=3.14;
            String n="67",m="45", l="100";

            a = Integer.parseInt(n);     /*Konversi String ke Integer*/
            k = Double.parseDouble(m);   /*Konversi String ke Double*/
            d = Float.parseFloat(l);     /*Konversi String ke Float*/
            System.out.println("a : "+a+"\nk : "+k+"\nd : "+d);

            n = String.valueOf(b);         /*Konversi Integer ke String*/
            m = String.valueOf(g);         /*Konversi Karakter ke String*/
            l = String.valueOf(e);         /*Konversi Float ke String*/
            System.out.println("n : "+n+"\nm : "+m+"\nl : "+l);

            k = Double.valueOf(a).intValue(); /*Konversi Integer ke
Double*/
            double c = Integer.valueOf(b).doubleValue();

            System.out.println("k : "+k+"\nc : "+c+"\nl : "+l);

      }

}
```

8. Kode Program

```
/*    pemakaian  operator kondisional */
public class Ekspresi {

      /**
       * @param args
       */
      public static void main(String[] args) {
```

```
            // TODO Auto-generated method stub
            /* KAMUS */
            int x = 1;
            int y = 2;
            /* ALGORITMA */
            System.out.print("x = "+ x + "\n");
            System.out.print("y = "+ y + "\n");
            System.out.print("hasil ekspresi  = (x<y)?x:y = "+ ((x < y) ?
x : y)); /*Gunakan dalam kurung "(statemen dan kondisi)" untuk menyatakan
satu kesatuan pernyataan*/

      }

}
```

9. Kode Program

```
/*    pembagian integer, casting */
public class Ekspresi1 {

      /**
       * @param args
       */
      public static void main(String[] args) {
            // TODO Auto-generated method stub
            /* KAMUS */
            int x = 1; int y = 2; float fx; float fy;

            /* ALGORITMA */

            System.out.print ("x/y (format integer) = "+ x/y);
            System.out.print ("\nx/y (format float) = "+ x/y);
            /* supaya hasilnya tidak nol */
            fx=x;
            fy=y;

            System.out.print ("\nx/y (format integer) = "+ fx/fy);
            System.out.print ("\nx/y (format float)   = "+ fx/fy);
            /* casting */

            System.out.print ("\nfloat(x)/float(y) (format integer) = "+
(float)x/(float)y);
            System.out.print ("\nfloat(x)/float(y) (format float)   = "+
(float)x/(float)y);

            x = 10; y = 3;

            System.out.print ("\nx/y (format integer) = "+ x/y);
            System.out.print ("\nx/y (format float)   = "+ x/y);
      }

}
```

10. Kode Program

```
public class Hello {
```

```
	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		/* menuliskan hello ke layar */
		System.out.print("Hello");
		/* menuliskan hello dan ganti baris*/
		System.out.print("\nHello ");

		/* menuliskan hello dan ganti baris*/
		System.out.println("World");

		System.out.println("Welcome");
	}

}
```

11. Kode Program

```
/* Effek dari operator ++ */
public class Incr {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		/* Kamus */
		int i, j;

		/* Program */
		i = 3;
		j = i++;

		System.out.println ("Nilai i : " + (++i) +
					"\nNilai j : " + j);
	}

}
```

12. KOde Program

```
/*	pemakaian beberapa operator terhadap bit */
public class Oper1 {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		/* KAMUS */

		int n = 10; /* 1010 */

		int x = 1;  /* 1 */

		int y = 2;  /* 10 */
```

```
            /* ALGORITMA */

            System.out.println ("n = "+ n);

            System.out.println ("x = "+ x);

            System.out.println ("y = "+ y);

            System.out.println ("n & 8 = "+ (n & 8)); /* 1010 AND 1000 */

            System.out.println ("x & ~ 8 = "+ (x & ~8));    /* 1  AND
0111 */

            System.out.println ("y << 2   = "+ (y << 2));   /* 10 ==>
1000 = 8 */

            System.out.println ("y >> 3   = "+ (y >>3));    /* 10 ==>
0000 = 0 */

      }

}
```

13. Kode Program

```
/*    pemakaian beberapa operator terhadap RELATIONAL DAN bit */
public class Oper2 {

      /**
       * @param args
       */
      public static void main(String[] args) {
            // TODO Auto-generated method stub
            /* KAMUS */
            char i, j;

      /* ALGORITMA */
            i = 3;            /* 00000011 dalam biner */
            j = 4;            /* 00000100 dalam biner */

            System.out.println("i = "+ (int) i);
            System.out.println("j = "+ j);
            System.out.println("i & j = "+ (i & j)); /* 0: 00000000 dalam
biner */
            System.out.println("i | j = "+ (i | j)); /*     7:
      00000111    biner */
            System.out.println("i ^ j = "+ (i ^ j)); /*   7:
      00000111    biner Ingat!!! operator "^" pada bahasa java bukan
sebagai pangkat*/
            System.out.println(Math.pow(i, j));       /* Class Math
memiliki method pow(a,b) untuk pemangkatan*/
            System.out.println("  ~i  = "+ ~i);      /* -4: 11111100
biner */
      }

}
```

14. KOde Program

```
public class Oper3 {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub

		/* Algoritma */
		if (true && true){ System.out.println(true && true);  }
	/* true = true and true */
		if (true & true) { System.out.println(true & false); }   /*
true & true */
		if (true)          { System.out.println(true); }      /* true
*/
		if (true || true){ System.out.println(true);    }     /* true
= true or true */
		if (true|false)  { System.out.println(true|false); }  /*
true|false */

	}

}
```

15. Kode Program

```
/*    Operator terner */
public class Oper4 {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		/* KAMUS */

		int i = 0; /* perhatikan int i,j=0 bukan seperti ini */
		int j = 0;

		char c = 8; char d = 10;
		int e = (((int)c > (int)d) ? c: d);
		int k = ((i>j) ? i: j);
		/* ALGORITMA */

		System.out.print  ("Nilai e = "+ e);
		System.out.print  ("\nNilai k = "+ k);
		i = 2;
		j = 3;

		k = ((i++>j++) ? i: j) ;

		System.out.print  ("\nNilai k = "+ k);
	}
```

```
}
```

16. Kode Program

```
/* Contoh pengoperasian variabel bertype dasar */
public class Oprator {

	/**
	 * @param args
	 */
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		/* Kamus */

			boolean Bool1, Bool2, TF ; int i,j, hsl ;
			float x,y,res;
		/* algoritma */
			System.out.println  ("Silahkan baca teksnya dan
tambahkan perintah untuk menampilkan output");

				Bool1 = true; Bool2 = false;
				TF = Bool1 && Bool2 ;   /* Boolean AND */
				TF = Bool1 || Bool2 ;   /* Boolean OR */
				TF = ! Bool1 ;          /* NOT */
				TF = Bool1  ^Bool2;           /* XOR */
			/*  operasi numerik   */
				i = 5; j = 2 ;
				hsl = i+j; hsl = i - j; hsl = i / j; hsl = i * j;
				hsl = i /j ;  /* pembagian bulat */
				hsl = i%j ; /* sisa. modulo */
			/*  operasi numerik   */
				x = 5 ; y = 5 ;
				res = x + y; res = x - y; res = x / y; res = x *
y;
			/*  operasi relasional numerik */
				TF = (i==j); TF = (i!=j);
				TF = (i < j); TF = (i > j); TF = (i <= j); TF =
(i >= j);
			/*  operasi relasional numerik */
				TF = (x != y);
				TF = (x < y); TF = (x > y); TF = (x <= y); TF =
(x >= y);

	}

}
```