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(1)

Kode :

```
public class TestMonster {
    public static void main(String[] args) {
        //create instances of three monsters (m1,m2,m3) and initialize their
fields
        Monster m1 = new Monster();
        m1.name = "Golem";
        m1.hp = 1000;
        m1.mp = 300;
        m1.item = "Diamond";

        Monster m2 = new Monster();
        m2.name = "Slime";
        m2.hp = 300;
        m2.mp = 200;
        m2.item = "Slime Condensate";

        Monster m3 = new Monster();
        m3.name = "Dark Knight";
        m3.hp = 2000;
        m3.mp = 1000;
        m3.item = "Sword of Darkness";

        //declare an array monsters with type Monster and size = 3
        Monster[] monsters = new Monster[3];

        //initialize the array with m1,m2,m3
        monsters[0] = m1;
        monsters[1] = m2;
        monsters[2] = m3;

        //print all monsters in the array
        for(int i = 0; i < monsters.length; i++) {
            System.out.println("A monster has appeared! " + monsters[i].name + "
HP:" + monsters[i].hp + " MP:" + monsters[i].mp);
        }
    }
}
```

Hasil:

```
PS D:\Kuliah\Semester 2\Praktikum ASD\Activity\meet2\point> javac *.java
PS D:\Kuliah\Semester 2\Praktikum ASD\Activity\meet2\point> java TestMonster
A monster has appeared! Golem HP:1000 MP:300
A monster has appeared! Slime HP:300 MP:200
A monster has appeared! Dark Knight HP:2000 MP:1000
PS D:\Kuliah\Semester 2\Praktikum ASD\Activity\meet2\point> |
```

(2)

Kode :

```
public class TestMonster {
    public static void main(String[] args) {
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        m3.name = "Dark Knight";
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        //declare an array monsters with type Monster and size = 3
        Monster[] monsters = new Monster[3];

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        monsters[0] = m1;
        monsters[1] = m2;
        // monsters[2] = m3;

        //print all monsters in the array
        for(int i = 0; i < monsters.length; i++) {
```

```
        System.out.println("A monster has appeared! " + monsters[i].name + "
HP:" + monsters[i].hp + " MP:" + monsters[i].mp);
    }
}
}
```

Hasil:

```
PS D:\Kuliah\Semester 2\Praktikum ASD\Activity\meet2\point> javac *.java
PS D:\Kuliah\Semester 2\Praktikum ASD\Activity\meet2\point> java TestMonster
A monster has appeared! Golem HP:1000 MP:300
A monster has appeared! Slime HP:300 MP:200
Exception in thread "main" java.lang.NullPointerException: Cannot read field "name" because "<local4>[<local5>]" is null
    at TestMonster.main(TestMonster.java:32)
PS D:\Kuliah\Semester 2\Praktikum ASD\Activity\meet2\point>
```