### TP Modul 15

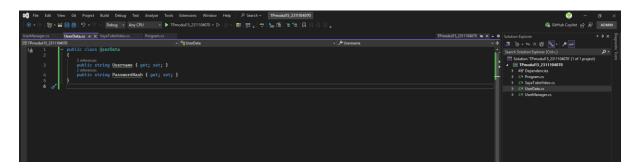
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#### 1. Kelas UserData.cs

Class ini dipakai untuk menyimpan **struktur data pengguna**, yaitu username dan password yang sudah di-hash.



# 2. Kelas UserManager.cs

Kelas UserManager berfungsi untuk mengelola seluruh proses registrasi dan login pengguna secara aman. Di dalamnya terdapat fungsi untuk membaca dan menyimpan data user ke file users.json menggunakan JSON serialization, serta validasi input seperti memastikan username hanya terdiri dari huruf alfabet dan password memiliki panjang 6–20 karakter, mengandung minimal satu karakter unik (!@#\$%^&\*), dan tidak mengandung bagian dari username. Password yang dimasukkan oleh pengguna akan diubah menjadi bentuk hash menggunakan algoritma SHA256 agar tidak disimpan dalam bentuk asli. Saat registrasi, data user disimpan jika lolos validasi dan belum terdaftar sebelumnya. Saat login, sistem mencocokkan hash password input dengan data yang tersimpan. Kelas ini memastikan implementasi secure coding melalui input validation dan password management yang aman.

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# 3. File Program.cs

File Program.cs berisi logika utama program yang menampilkan menu pilihan kepada pengguna melalui antarmuka berbasis console. Program ini menyediakan tiga opsi: registrasi, login, dan keluar. Ketika pengguna memilih registrasi, sistem akan meminta input username dan password, lalu memanggil metode Register() dari kelas UserManager untuk memproses data dan menyimpan jika valid. Jika pengguna memilih login, sistem akan meminta username dan password, kemudian memverifikasi melalui metode Login() yang mencocokkan hash password dengan data yang tersimpan. Program ini menggunakan perulangan agar pengguna dapat melakukan beberapa percobaan tanpa harus menutup aplikasi, serta menampilkan pesan sesuai hasil validasi.

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# Hasil Outputnya:

