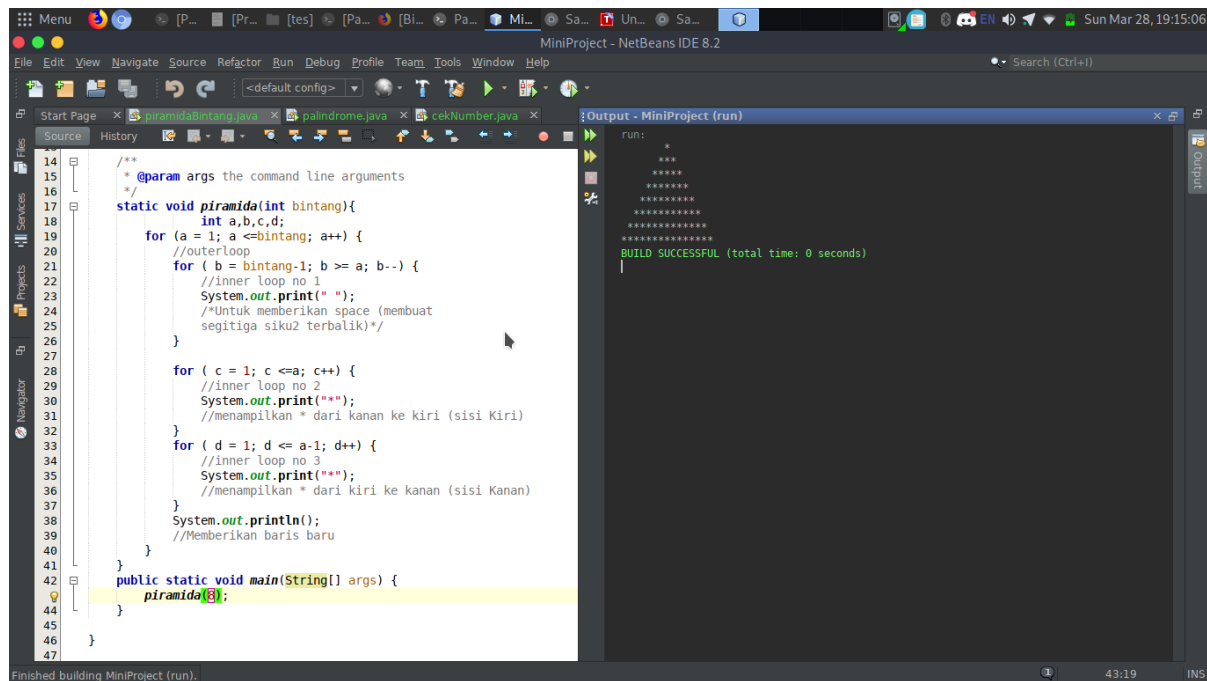


## Screenshot Source Code & Output Soal Piramida Bintang

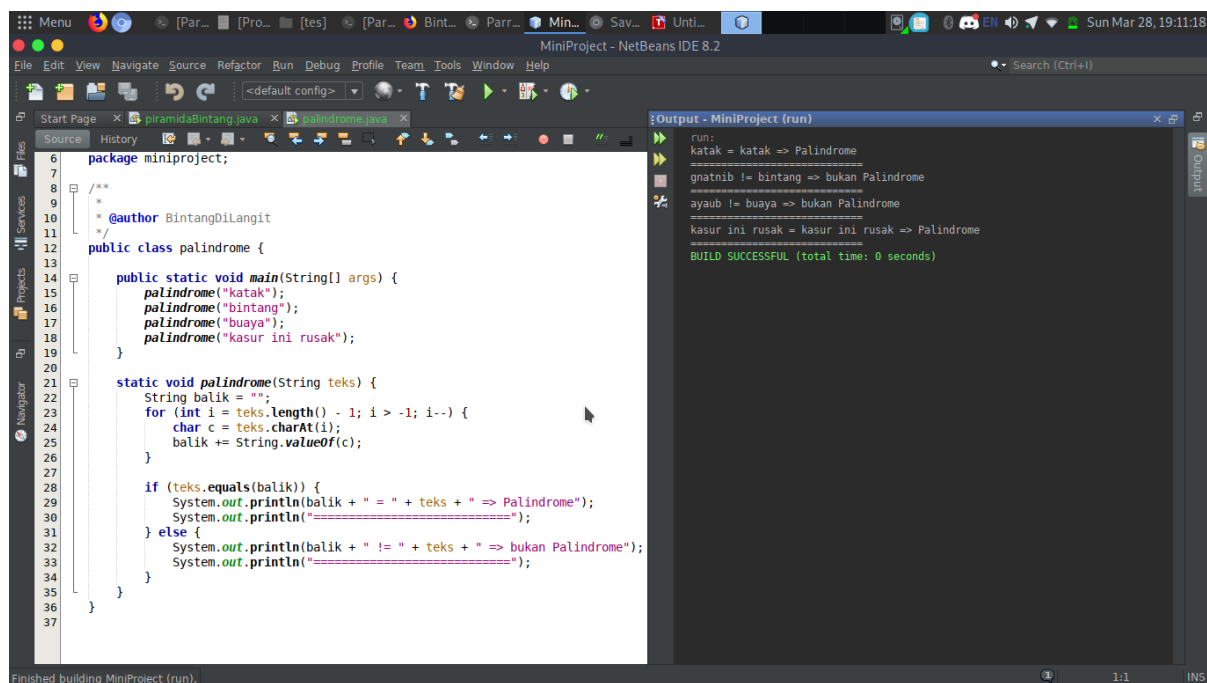


```
14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47
```

```
/**  
 * @param args the command line arguments  
 */  
static void piramida(int bintang){  
    int a,b,c,d;  
    for (a = 1; a <=bintang; a++) {  
        //outerloop  
        for ( b = bintang-1; b >= a; b--) {  
            //inner loop no 1  
            System.out.print(" ");  
            /*Untuk memberikan space (membuat  
            segitiga siku2 terbalik)*/  
        }  
        for ( c = 1; c <=a; c++) {  
            //inner loop no 2  
            System.out.print("*");  
            //menampilkan * dari kanan ke kiri (sisi Kiri)  
        }  
        for ( d = 1; d <= a-1; d++) {  
            //inner loop no 3  
            System.out.print("*");  
            //menampilkan * dari kiri ke kanan (sisi Kanan)  
        }  
        System.out.println();  
        //Memberikan baris baru  
    }  
}  
public static void main(String[] args) {  
    piramida(5);  
}
```

```
run:  
*  
**  
***  
****  
*****  
*****  
*****  
BUILD SUCCESSFUL (total time: 0 seconds)
```

## Screenshot Source Code & Output Soal Palindrome

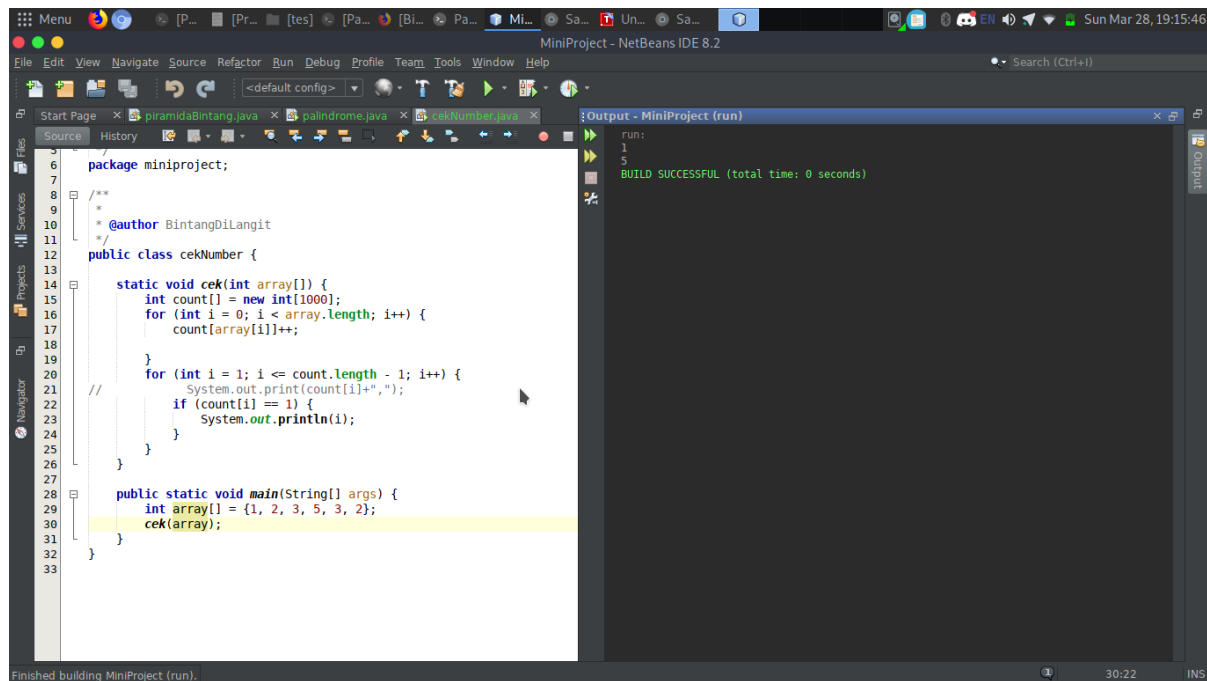


```
6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37
```

```
package miniproject;  
  
/**  
 * @author BintangDilangit  
 */  
public class palindrome {  
    public static void main(String[] args) {  
        palindrome("katak");  
        palindrome("bintang");  
        palindrome("buaya");  
        palindrome("kasur ini rusak");  
    }  
  
    static void palindrome(String teks) {  
        String balik = "";  
        for (int i = teks.length() - 1; i > -1; i--) {  
            char c = teks.charAt(i);  
            balik += String.valueOf(c);  
        }  
  
        if (teks.equals(balik)) {  
            System.out.println(balik + " = " + teks + " => Palindrome");  
            System.out.println("=====");  
        } else {  
            System.out.println(balik + " != " + teks + " => bukan Palindrome");  
            System.out.println("=====");  
        }  
    }  
}
```

```
run:  
katak = katak => Palindrome  
=====  
gnatib != bintang => bukan Palindrome  
=====  
ayaub != buaya => bukan Palindrome  
=====  
kasur ini rusak = kasur ini rusak => Palindrome  
=====  
BUILD SUCCESSFUL (total time: 0 seconds)
```

## Screenshot Source Code & Output Soal Cek Number



## Screenshot Source Code & Output Soal Kelipatan

