

LAPORAN PRAKTIKUM

“Kuis2”



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D4 TEKNIK INFORMATIKA

TEKNOLOGI INFORMASI

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LAPORAN

A. KODE PROGRAM

Class Barang

```
public class Barang {  
    String nama, kode;  
    int stok,harga;  
    void TampilBarang1(){  
        Barang[] blArray= new Barang [5];  
  
        blArray[0] = new Barang();  
        blArray[0].kode = "K01";  
        blArray[0].nama = "Sabun";  
        blArray[0].harga = 1000;  
        blArray[0].stok = 5;  
  
        blArray[1] = new Barang();  
        blArray[1].kode = "K02";  
        blArray[1].nama = "Pasta Gigi";  
        blArray[1].harga = 2000;  
        blArray[1].stok = 10;  
  
        blArray[2] = new Barang();  
        blArray[2].kode = "K03";  
        blArray[2].nama = "Biore";  
        blArray[2].harga = 3000;  
        blArray[2].stok = 23;  
  
        blArray[3] = new Barang();  
        blArray[3].kode = "K04";  
        blArray[3].nama = "Shampoo";  
        blArray[3].harga = 4000;  
        blArray[3].stok = 55;  
  
        blArray[4] = new Barang();
```

```

        blArray[4].kode = "K05";
        blArray[4].nama = "Sikat Gigi";
        blArray[4].harga = 6000;
        blArray[4].stok = 65;

        System.out.println("Kode      Nama
Harga      Stok");
        System.out.println(blArray[0].kode+"
" +blArray[0].nama+"      "+blArray[0].harga+ "
"+blArray[0].stok);
        System.out.println(blArray[1].kode+"
" +blArray[1].nama+"      "+blArray[1].harga+ "
"+blArray[1].stok);
        System.out.println(blArray[2].kode+"
" +blArray[2].nama+"      "+blArray[2].harga+ "
"+blArray[2].stok);
        System.out.println(blArray[3].kode+"
" +blArray[3].nama+"      "+blArray[3].harga+ "
"+blArray[3].stok);
        System.out.println(blArray[4].kode+"
" +blArray[4].nama+"      "+blArray[4].harga+ "
"+blArray[4].stok);
    }
}

```

Class Transaksi Barang

```

public class TransaksiBarang {
    String Barangs;

    void beli(){
        Scanner sc = new Scanner(System.in);

        System.out.println("masukkan banyak kode yang
dimasukkan = ");
        int code = sc.nextInt();
    }
}

```

```

Barang[] sgArray = new Barang[code];
for (int i = 0; i<sgArray.length; i++) {
    sgArray[i] = new Barang();
    System.out.println("PILIH KODE DIBAWAH");
    System.out.println("1. K01");
    System.out.println("2. K02");
    System.out.println("3. K03");
    System.out.println("4. K04");
    System.out.println("5. K05");
    System.out.println("pilih = ");
    int pilih = sc.nextInt();
    if(code == 1){
        System.out.println("");
    }
    else if(code == 2){
        System.out.println("");
    }
    else if(code == 3){
        System.out.println("");
    }
    else if(code == 4){
        System.out.println("");
    }
    else if(code == 5){
        System.out.println("");
    }
    else{
        System.out.println("Kode yang anda
masukkan tidak tersedia");
    }
    System.out.println("-----
-----");
}

```

```
}
```

```
}
```

Class TampilBarang

```
public class TampilBarang {  
    void TampilBarang2() {  
        Barang[] blArray= new Barang [5];  
        blArray[0] = new Barang();  
        blArray[0].kode = "K01";  
        blArray[0].nama = "Sabun";  
        blArray[0].harga = 1000;  
        blArray[0].stok = 5;  
  
        blArray[1] = new Barang();  
        blArray[1].kode = "K02";  
        blArray[1].nama = "Pasta Gigi";  
        blArray[1].harga = 2000;  
        blArray[1].stok = 10;  
  
        blArray[2] = new Barang();  
        blArray[2].kode = "K03";  
        blArray[2].nama = "Biore";  
        blArray[2].harga = 3000;  
        blArray[2].stok = 23;  
  
        blArray[3] = new Barang();  
        blArray[3].kode = "K04";  
        blArray[3].nama = "Shampoo";  
        blArray[3].harga = 4000;  
        blArray[3].stok = 55;  
  
        blArray[4] = new Barang();
```

```

        blArray[4].kode = "K05";
        blArray[4].nama = "Sikat Gigi";
        blArray[4].harga = 6000;
        blArray[4].stok = 65;

        System.out.println("Kode      Nama
Harga      Stok");
        System.out.println(blArray[2].kode+"
" +blArray[2].nama+"          "+blArray[2].harga+ "
"+blArray[2].stok);
        System.out.println(blArray[3].kode+"
" +blArray[3].nama+"          "+blArray[3].harga+ "
"+blArray[3].stok);

    }
}

```

MainClass

```

public class BarangMain {

    /**
     * @param args the command line arguments
     */
    static Scanner input = new Scanner(System.in);
    public static void main(String[] args) {
        char back;
        byte menu;
        do{
            System.out.print("=====");
            System.out.print("\nToko Maju Mundur Cantik");
            System.out.print("\n=====");
            System.out.print("\n 1. Tampilkan Barang");
            System.out.print("\n 2. Beli          ");
            System.out.print("\n 3. tampilkan Pembelian");
            System.out.print("\n 4. Keluar");

```

```

        System.out.print("\n Masukkan menu pilihan anda:
");
        menu = input.nextByte();
        switch (menu){
            case 1:tampil();
            break;
            case 2:beli();
            break;
            case 3:tampilkanPembelian();
            break;
            case 4: System.out.println("Anda telah Keluar
");;

            break;
            default:beriTeguran();
        }

        if(menu == 4){
            back = 'T';
        } else{
            System.out.print("\n\nKembali ke Menu
Utama ? [Y/T] : ");
            back = input.next().charAt(0);
            System.out.println("-----
---><-----");
        }
    }

    while(back != 'T');
    // TODO code application logic here
}

public static void tampil(){
//        Barang[] blArray= new Barang [5];
//        blArray[0] = new Barang();
//        blArray[0].kode = "K01";
//        blArray[0].nama = "Sabun";
//        blArray[0].harga = 1000;

```

```

//          blArray[0].stok = 5;
//
//          blArray[1] = new Barang();
//          blArray[1].kode = "K02";
//          blArray[1].nama = "Pasta Gigi";
//          blArray[1].harga = 2000;
//          blArray[1].stok = 10;
//
//          blArray[2] = new Barang();
//          blArray[2].kode = "K03";
//          blArray[2].nama = "Biore";
//          blArray[2].harga = 3000;
//          blArray[2].stok = 23;
//
//          blArray[3] = new Barang();
//          blArray[3].kode = "K04";
//          blArray[3].nama = "Shampoo";
//          blArray[3].harga = 4000;
//          blArray[3].stok = 55;
//
//          blArray[4] = new Barang();
//          blArray[4].kode = "K05";
//          blArray[4].nama = "Sikat Gigi";
//          blArray[4].harga = 6000;
//          blArray[4].stok = 65;
//
//          System.out.println("Kode      Nama
Harga      Stok");
//          System.out.println(blArray[0].kode+"
" +blArray[0].nama+"      "+blArray[0].harga+ "
"+blArray[0].stok);
//          System.out.println(blArray[1].kode+"
" +blArray[1].nama+"      "+blArray[1].harga+ "
"+blArray[1].stok);

```



```

//          System.out.println(blArray[2].kode+"
" +blArray[2].nama+"          "+blArray[2].harga+ "
"+blArray[2].stok);
//          System.out.println(blArray[3].kode+"
" +blArray[3].nama+"          "+blArray[3].harga+ "
"+blArray[3].stok);
//          System.out.println(blArray[4].kode+"
" +blArray[4].nama+"          "+blArray[4].harga+ "
"+blArray[4].stok);
//          TampilBarang bl = new TampilBarang();
//          bl.TampilBarang1();
          Barang b2 = new Barang();
          b2.TampilBarang1();
    }
    public static void beli(){
        Barang b2 = new Barang();
        b2.TampilBarang1();
        TransaksiBarang b3 = new TransaksiBarang();
        b3.beli();
    }
    public static void tampilkanPembelian(){
        TampilBarang b4 = new TampilBarang();
        b4.TampilBarang2();
    }
    public static void beriTeguran(){
        System.out.println("Mohon maaf ");
    }
}

```

B. OUTPUT PROGRAM

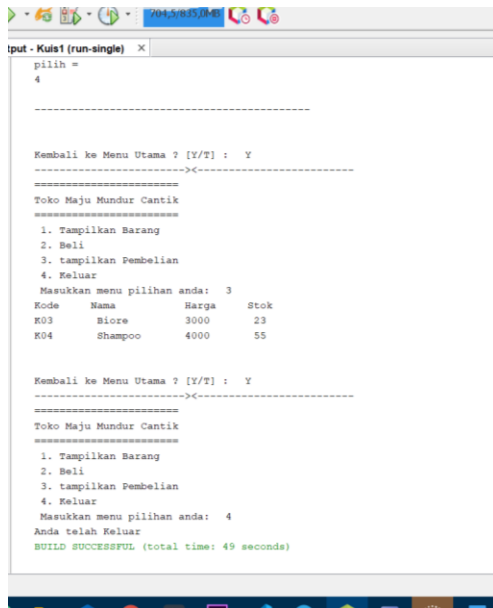
```
Is Window Help

[ant -f C:\Users\ASUS\Desktop\Kuis1 -Ddb.internal.action.name=run.single
Main.java -Drun.class=minggu4.BarangMain run-single
init:
Deleting: C:\Users\ASUS\Desktop\Kuis1\build\build-jar.properties
deps-jar:
Updating property file: C:\Users\ASUS\Desktop\Kuis1\build\build-jar.properti
Compiling 1 source file to C:\Users\ASUS\Desktop\Kuis1\build\classes
compile-single:
run-single:
=====
Toko Maju Mundur Cantik
=====
1. Tampilkan Barang
2. Beli
3. tampilkan Pembelian
4. Keluar
Masukkan menu pilihan anda: 1
Kode   Nama      Harga   Stok
K01    Sabun      1000    5
K02    Pasta Gigi  2000    10
K03    Biore       3000    23
K04    Shampoo    4000    55
K05    Sikat Gigi  6000    65

Kembali ke Menu Utama ? [Y/T] : Y
-----><-----
=====
Toko Maju Mundur Cantik
=====
1. Tampilkan Barang
2. Beli
3. tampilkan Pembelian
4. Keluar
```

```
Tools Window Help

[ant -f C:\Users\ASUS\Desktop\Kuis1 -Ddb.internal.action.name=run.single
Main.java -Drun.class=minggu4.BarangMain run-single
init:
Deleting: C:\Users\ASUS\Desktop\Kuis1\build\build-jar.properties
deps-jar:
Updating property file: C:\Users\ASUS\Desktop\Kuis1\build\build-jar.properti
Compiling 1 source file to C:\Users\ASUS\Desktop\Kuis1\build\classes
compile-single:
run-single:
=====
Toko Maju Mundur Cantik
=====
1. Tampilkan Barang
2. Beli
3. tampilkan Pembelian
4. Keluar
Masukkan menu pilihan anda: 2
Kode   Nama      Harga   Stok
K01    Sabun      1000    5
K02    Pasta Gigi  2000    10
K03    Biore       3000    23
K04    Shampoo    4000    55
K05    Sikat Gigi  6000    65
masukkan banyak kode yang dimasukkan =
2
PILIH KODE DIBAWAH
1. K01
2. K02
3. K03
4. K04
5. K05
pilih =
3
-----
PILIH KODE DIBAWAH
1. K01
2. K02
3. K03
4. K04
5. K05
pilih =
4
```



```
iput - Kuis1 (run-single) X
pilih =
4

-----

Kembali ke Menu Utama ? [Y/T] : Y
-----><-----

Toko Maju Mundur Cantik
=====
1. Tampilkan Barang
2. Beli
3. tampilkan Pembelian
4. Keluar
Masukkan menu pilihan anda: 3
Kode    Nama      Harga   Stok
K03     Biore      3000    23
K04     Shampoo    4000    55

Kembali ke Menu Utama ? [Y/T] : Y
-----><-----

Toko Maju Mundur Cantik
=====
1. Tampilkan Barang
2. Beli
3. tampilkan Pembelian
4. Keluar
Masukkan menu pilihan anda: 4
Anda telah Keluar
BUILD SUCCESSFUL (total time: 49 seconds)
```

C. PENJELASAN

Dari script diatas menggunakan 3 class yang berbeda yaitu class Barang untuk mendeklarasikan atribut String nama, kode dan int harga, dan stok barang. Dalam class TransaksiBarang digunakan untuk menginput atau mengisi tentang data menu dari 1 – 3, dan terakhir class main digunakan untuk memunculkan dari class lain yang satu package

D. KESIMPULAN

Saya lebih mengerti tentang computational thinking