PROJECT



Personal Skills

JAVA SKILL SET

Creating a simple calculator using Java.

PS C:\Users\DHIMAS\Documents\BELAJAR\JAVA\2. Latihan 2>

```
Kalkulatorif.java 1 X
src > Percabangan > 🔬 Kalkulatorif.java > ધ Kalkulatorif > 😚 main(String[])
      package Percabangan;
      import java.util.Scanner;
      public class Kalkulatorif {
          public static void main(String[] args) {
              int a, b, total;
              char operasi;
              Scanner input = new Scanner(System.in);
              System.out.print(s:"A = ");
              a = input.nextInt();
              System.out.print(s:"operator = ");
14
              operasi = input.next().charAt(index:0);
              System.out.print(s:"B = ");
              b = input.nextInt();
              System.out.println(a + " " + operasi + " " + b);
              if (operasi == '+') {
                  total = a + b;
                  System.out.println("hasil dari penjumlahan : "+total);
              }else if (operasi == '-') {
                  total = a - b;
                  System.out.println("hasil dari pengurangan : "+total);
              }else if (operasi == '/') {
                  if (b == 0) {
                      System.out.println(x:"hasil dari pembagian tak hingga");
                      total = a / b;
```

```
Kalkulatorif.java 1 X
src > Percabangan > 🔬 Kalkulatorif.java > ધ Kalkulatorif > 😭 main(String[])
              System.out.println(a + " " + operasi + " " + b);
              if (operasi == '+') {
                  total = a + b;
                   System.out.println("hasil dari penjumlahan : "+total);
               }else if (operasi == '-') {
                  total = a - b;
                   System.out.println("hasil dari pengurangan : "+total);
              }else if (operasi == '/') {
                   if (b == 0) {
                       System.out.println(x:"hasil dari pembagian tak hingga");
                   }else {
                       total = a / b;
                       System.out.println("hasil dari penjumlahan : "+total);
               }else if (operasi == '*') {
                  total = a * b;
                   System.out.println("hasil dari perkalian : "+total);
               }else{
                   System.out.println(x:"tdak ada solusi");
 40
```

```
Windows PowerShell
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Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

PS C:\Users\DHIMAS\Documents\BELAJAR\JAVA\2. Latihan 2> & 'C:\Program Files\Java\jdk-21\bin\java.exe' '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'C:\Users\DHIMAS\Documents\BELAJAR\JAVA\
2. Latihan 2\bin' 'Percabangan.Kalkulatorif'
A = 20
operator = *
B = 300
20 * 300
hasil dari perkalian : 6000
```

JAVA SKILL SET

Handling square image cases and calculating the area and perimeter.

```
LatihanFvMPersegi.java 1 X
src > FungsiatauMethod > 🔬 LatihanFvMPersegi.java > ધ LatihanFvMPersegi > 😚 main(String[])
      package FungsiatauMethod;
       import java.util.Scanner;
      public class LatihanFvMPersegi {
          public static void main(String[] args) {
              Scanner input = new Scanner(System.in);
               System.out.print(s:"panjang = ");
               int inputpanjang = input.nextInt();
              System.out.print(s:"lebar = ");
               int inputlebar = input.nextInt();
               gambar(inputpanjang, inputlebar);
              System.out.println("luas = " + luas(inputpanjang, inputlebar));
17
              System.out.println("keliling = " + keliling(inputpanjang, inputlebar));
          private static int keliling(int panjang, int lebar){
               int hasil = (panjang+lebar)*2;
               return hasil;
          private static int luas(int panjang, int Lebar){
               int hasil = panjang*lebar;
               return hasil;
```

OOPS JAVA SKILL SET

```
BelajarOOP > src > BelajarOOP7 > 🏖 OOP7_Encapsulasi.java > 😘 Player > 😭 Play
       package Belajar00P7;
       class Player{
           private String name;
           private int baseHealth;
           private int baseAttack;
           private Armor armor;
           private Weapon weapon;
           private int level;
           private int incrementHealth;
           private int incrementAttack;
           public Player(String name){
               this.name = name;
               this.baseHealth = 100;
               this.baseAttack = 100;
               this.level = 1;
               this.incrementHealth = 20;
               this.incrementAttack = 20;
           public void setArmor(Armor armor){
               this.armor = armor;
           public void setWeapon(Weapon weapon){
               this.weapon = weapon;
           public void display(){
               System.out.println("Player : " + this.name);
```

```
BelajarOOP > src > BelajarOOP7 > 🔬 OOP7_Encapsulasi.java > 😭 Player > 🕎 Player(String)
          public void display(){
              System.out.println("Player : " + this.name);
              System.out.println("level : " + this.level);
              System.out.println("MaxHealth : " + this.getMaxHeatlh());
              System.out.println("attack : " + getAttackPower());
          public void setLevelUp(){
              this.level ++;
          public int getMaxHeatlh(){
              return this.baseHealth + this.level*this.incrementHealth + this.armor.getAddHealth();
          public int getAttackPower(){
              return this.baseAttack + this.level*this.incrementAttack + this.weapon.getAddAttack();
      class Weapon{
          private String name;
          private int attack;
          public Weapon(String name, int attack){
              this.name = name;
              this.attack = attack;
          public int getAddAttack(){
```

Creating a simple game with 2 players who have baseHealth and baseAttack, attacking each other using weapons, and having armor with level conditions.



Personal Skills

OOPS JAVA SKILL SET

```
BelajarOOP > src > BelajarOOP7 > 🔬 OOP7_Encapsulasi.java > 😭 Player > 😚 Player(String)
           public int getAddAttack(){
               return this.attack;
      class Armor{
           private String name;
           private int Strength;
           private int health;
           public Armor(String name, int Strength, int health){
               this.name = name;
               this.Strength = Strength;
               this.health = health;
           public int getAddHealth(){
               return this.Strength*10 + this.health;
      public class OOP7_Encapsulasi {
           public static void main(String[] args) {
               Player player1 = new Player(name:"ucup");
               Armor armor1 = new Armor(name: "baja", Strength:5, health:100);
               Weapon weapon1 = new Weapon(name:"pedang", attack:10);
               player1.setWeapon(weapon1);
               player1.setArmor(armor1);
               player1.display();
```

```
BelajarOOP > src > BelajarOOP7 > 🔬 OOP7_Encapsulasi.java > 😭 Player > 😚 Player(String)
           public int getAddHealth(){
                return this.Strength*10 + this.health;
      public class OOP7 Encapsulasi {
           public static void main(String[] args) {
                Player player1 = new Player(name:"ucup");
                Armor armor1 = new Armor(name: "baja", Strength:5, health:100);
                Weapon weapon1 = new Weapon(name: "pedang", attack:10);
                player1.setWeapon(weapon1);
                player1.setArmor(armor1);
                player1.display();
                player1.setLevelUp();
                player1.display();
PROBLEMS 29 OUTPUT DEBUG CONSOLE TERMINAL PORTS
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.
Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows
PS C:\Users\DHIMAS\Documents\BELAJAR\JAVA\3. Belajar OOP> & 'C:\Program Files\Java\jdk-21\bin\java.exe' '--enable-preview' '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'C:\Users\DHIMAS\Ap
pData\Roaming\Code\User\workspaceStorage\b8201d829f775918bd686fe7e278dba5\redhat.java\jdt_ws\3. Belajar OOP_16e23d22\bin' 'BelajarOOP7.00P7_Encapsulasi'
Player : ucup
level: 1
MaxHealth: 270
attack: 130
Player : ucup
 level : 2
MaxHealth: 290
attack: 150
PS C:\Users\DHIMAS\Documents\BELAJAR\JAVA\3. Belajar OOP>
```

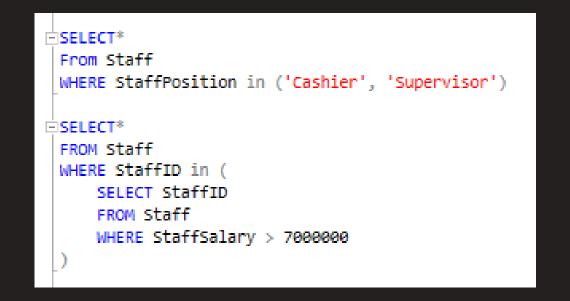
SQL SKILL SET

This data is e-commerce data, using SQL to display data using functions like WHERE, GROUP BY, subqueries, and so on.

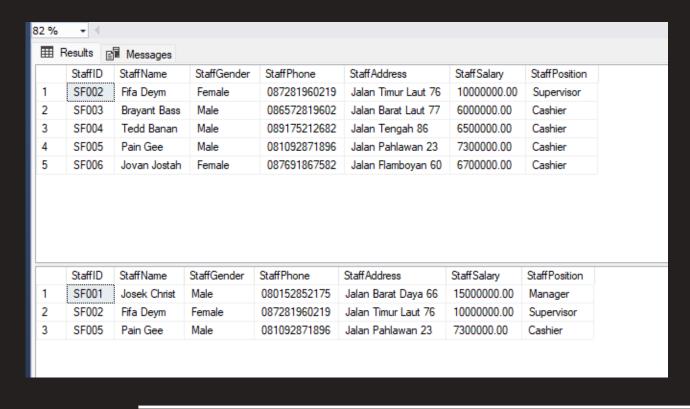
```
SELECT TransactionID, [quantity/transaction] = SUM(Quantity)
FROM DetailSellTransaction dst, Item im
WHERE dst.ItemID = im.ItemID
GROUP BY TransactionID
```



82 % +				
Results Mes			sages	
	TransactionID		quantity/transaction	
1	TR001		27	
2	TR002		66	
3	TR003		61	
4	TR004		137	
5	TR005		12	
6	TR006		115	
7	TR007		36	
8	TR008		109	
9	TR00	9	107	









PYTHON SKILL SET

Here are two uses of the Python break, which functions to stop the displayed data, and the use of a class that serves to display the desired class.

```
2 for i in range(3, 50, 3):
3     if i == 24:
4          break
5     print(i)
6
```



```
PS C:\Users\DHIMAS\Documents\BELAJAR\PYTHON\8. Class> c:; cd 'c:\Users\DHIMAS\Documents\BELAJAR\PYTHON\5. Loop'; & 'C:\Users\DHIMAS\AppData\Local\Programs\Python\Python\Python\11\python.exe' 'c:\Users\DHIMAS\.vscod e\extensions\ms-python.python-2023.8.0\pythonFiles\lib\python\debugpy\adapter/../..\debugpy\launcher' '54821' '--' 'c:\Users\DHIMAS\Documents\BELAJAR\PYTHON\5. Loop\Break.py'

6

9

12

15

18

21

PS C:\Users\DHIMAS\Documents\BELAJAR\PYTHON\5. Loop>
```

```
class number:
   jumlah = 10

a = number()
print(a.jumlah)
b = number()
print(b.jumlah)
```

```
PS C:\Users\DHIMAS\Documents\BELAJAR\PYTHON\5. Loop> c:; cd 'c:\Users\DHIMAS\Documents\BELAJAR\PYTHON\8. Class'; & 'C:\Users\DHIMAS\AppData\Local\Programs\Python\Python\Python311\python.exe' 'c:\Users\DHIMAS\.vscod e\extensions\ms-python.python-2023.8.0\pythonFiles\lib\python\debugpy\adapter/../..\debugpy\launcher' '54746' '--' 'c:\Users\DHIMAS\Documents\BELAJAR\PYTHON\8. Class\class.py'

<class '__main__.person'>
Bundi

10
```

PS C:\Users\DHIMAS\Documents\BELAJAR\PYTHON\8. Class>



THANK YOU

That's my personal skills so far.

