

PROJECT



JAVA SKILL SET

Creating a simple calculator using Java.

```
Kalkulatorif.java 1 X
src > Percabangan > Kalkulatorif.java > Kalkulatorif > main(String[])
1  package Percabangan;
2
3  import java.util.Scanner;
4
5  public class Kalkulatorif {
6      public static void main(String[] args) {
7          int a, b, total;
8          char operasi;
9          Scanner input = new Scanner(System.in);
10
11          System.out.print(s:"A = ");
12          a = input.nextInt();
13          System.out.print(s:"operator = ");
14          operasi = input.next().charAt(index:0);
15          System.out.print(s:"B = ");
16          b = input.nextInt();
17
18          System.out.println(a + " " + operasi + " " + b);
19
20          if (operasi == '+') {
21              total = a + b;
22              System.out.println("hasil dari penjumlahan : "+total);
23          }else if (operasi == '-') {
24              total = a - b;
25              System.out.println("hasil dari pengurangan : "+total);
26          }else if (operasi == '/') {
27              if (b == 0) {
28                  System.out.println(x:"hasil dari pembagian tak hingga");
29              }else {
30                  total = a / b;
```

```
Kalkulatorif.java 1 X
src > Percabangan > Kalkulatorif.java > Kalkulatorif > main(String[])
18      System.out.println(a + " " + operasi + " " + b);
19
20      if (operasi == '+') {
21          total = a + b;
22          System.out.println("hasil dari penjumlahan : "+total);
23      }else if (operasi == '-') {
24          total = a - b;
25          System.out.println("hasil dari pengurangan : "+total);
26      }else if (operasi == '/') {
27          if (b == 0) {
28              System.out.println(x:"hasil dari pembagian tak hingga");
29          }else {
30              total = a / b;
31              System.out.println("hasil dari penjumlahan : "+total);
32          }
33      }else if (operasi == '*') {
34          total = a * b;
35          System.out.println("hasil dari perkalian : "+total);
36      }else{
37          System.out.println(x:"tdak ada solusi");
38      }
39  }
40  }
41
```

PROBLEMS 40 OUTPUT DEBUG CONSOLE TERMINAL PORTS

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

JAVA SKILL SET

Handling square image cases and calculating the area and perimeter.

```
LatihanFvMPersegi.java 1 X
src > FungsiatauMethod > LatihanFvMPersegi.java > LatihanFvMPersegi > main(String[])
1  package FungsiatauMethod;
2
3  import java.util.Scanner;
4
5  public class LatihanFvMPersegi {
6      public static void main(String[] args) {
7
8          Scanner input = new Scanner(System.in);
9          System.out.print(s:"panjang = ");
10         int inputpanjang = input.nextInt();
11         System.out.print(s:"lebar = ");
12         int inputlebar = input.nextInt();
13
14         gambar(inputpanjang, inputlebar);
15
16         System.out.println("luas = " + luas(inputpanjang, inputlebar));
17
18         System.out.println("keliling = " + keliling(inputpanjang, inputlebar));
19
20     }
21
22     private static int keliling(int panjang, int lebar){
23         int hasil = (panjang+lebar)*2;
24         return hasil;
25     }
26
27     private static int luas(int panjang, int lebar){
28         int hasil = panjang*lebar;
29         return hasil;
30     }
31 }
```

```
LatihanFvMPersegi.java 1 X
src > FungsiatauMethod > LatihanFvMPersegi.java > LatihanFvMPersegi > main(String[])
21
22     private static int keliling(int panjang, int lebar){
23         int hasil = (panjang+lebar)*2;
24         return hasil;
25     }
26
27     private static int luas(int panjang, int lebar){
28         int hasil = panjang*lebar;
29         return hasil;
30     }
31
32     private static void gambar(int panjang, int lebar){
33         for(int i = 0; i <= lebar; i++){
34             for(int j = 0; j <= panjang; j++){
35                 System.out.print(s:"* ");
36             }
37             System.out.println(x:" ");
38         }
39     }
40 }
41 }
```

```
PROBLEMS 48 OUTPUT DEBUG CONSOLE TERMINAL PORTS
PS C:\Users\DHIMAS\Documents\BELAJAR\JAVA\2. Latihan 2> c:; cd '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' 'FungsiatauMethod.LatihanFvMPersegi'
panjang = 5
lebar = 4
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
luas = 20
keliling = 18
PS C:\Users\DHIMAS\Documents\BELAJAR\JAVA\2. Latihan 2> |
```

OOPS JAVA SKILL SET

```
Main_interface.java Hero.java ...\BelajarOOP15 IAttack.java
BelajarOOP > src > BelajarOOP7 > OOP7_Encapsulasi.java > Player > Play
1 package BelajarOOP7;
2
3 class Player{
4     private String name;
5     private int baseHealth;
6     private int baseAttack;
7     private Armor armor;
8     private Weapon weapon;
9     private int level;
10    private int incrementHealth;
11    private int incrementAttack;
12
13    public Player(String name){
14        this.name = name;
15        this.baseHealth = 100;
16        this.baseAttack = 100;
17        this.level = 1;
18        this.incrementHealth = 20;
19        this.incrementAttack = 20;
20    }
21
22    public void setArmor(Armor armor){
23        this.armor = armor;
24    }
25
26    public void setWeapon(Weapon weapon){
27        this.weapon = weapon;
28    }
29
30    public void display(){
31        System.out.println("Player : " + this.name);
```

```
Main_interface.java Hero.java ...\BelajarOOP15 IAttack.java Hero.java ...\BelajarOOP11 HeroStrength
BelajarOOP > src > BelajarOOP7 > OOP7_Encapsulasi.java > Player > Player(String)
29
30    public void display(){
31        System.out.println("Player : " + this.name);
32        System.out.println("level : " + this.level);
33        System.out.println("MaxHealth : " + this.getMaxHealth());
34        System.out.println("attack : " + getAttackPower());
35    }
36
37    public void setLevelUp(){
38        this.level ++;
39    }
40
41    public int getMaxHealth(){
42        return this.baseHealth + this.level*this.incrementHealth + this.armor.getAddHealth();
43    }
44
45    public int getAttackPower(){
46        return this.baseAttack + this.level*this.incrementAttack + this.weapon.getAddAttack();
47    }
48 }
49
50 class Weapon{
51     private String name;
52     private int attack;
53
54     public Weapon(String name, int attack){
55         this.name = name;
56         this.attack = attack;
57     }
58
59     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.

OOPS JAVA SKILL SET

```
Main_interface.java Hero.java ...\BelajarOOP15 X IAttack.java Hero.java ...\B
BelajarOOP > src > BelajarOOP7 > OOP7_Encapsulasi.java > Player > Player(String)
59     public int getAddAttack(){
60         return this.attack;
61     }
62 }
63
64 class Armor{
65     private String name;
66     private int Strength;
67     private int health;
68
69     public Armor(String name, int Strength, int health){
70         this.name = name;
71         this.Strength = Strength;
72         this.health = health;
73     }
74
75     public int getAddHealth(){
76         return this.Strength*10 + this.health;
77     }
78 }
79
80 public class OOP7_Encapsulasi {
81     Run | Debug
82     public static void main(String[] args) {
83         Player player1 = new Player(name:"ucup");
84         Armor armor1 = new Armor(name:"baja", Strength:5, health:100);
85         Weapon weapon1 = new Weapon(name:"pedang", attack:10);
86         player1.setWeapon(weapon1);
87         player1.setArmor(armor1);
88         player1.display();
89
90         player1.setLevelUp();
91         player1.display();
92     }
93 }
```

```
Main_interface.java Hero.java ...\BelajarOOP15 IAttack.java Hero.java ...\Bela
BelajarOOP > src > BelajarOOP7 > OOP7_Encapsulasi.java > Player > Player(String)
74
75     public int getAddHealth(){
76         return this.Strength*10 + this.health;
77     }
78 }
79
80 public class OOP7_Encapsulasi {
81     Run | Debug
82     public static void main(String[] args) {
83         Player player1 = new Player(name:"ucup");
84         Armor armor1 = new Armor(name:"baja", Strength:5, health:100);
85         Weapon weapon1 = new Weapon(name:"pedang", attack:10);
86         player1.setWeapon(weapon1);
87         player1.setArmor(armor1);
88         player1.display();
89
90         player1.setLevelUp();
91         player1.display();
92     }
93 }
```

PROBLEMS 29 OUTPUT DEBUG CONSOLE TERMINAL PORTS

Windows PowerShell
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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\AppData\Roaming\Code\User\workspaceStorage\b8201d829f775918bd686fe7e278dba5\redhat.java\jdt_ws\3. Belajar OOP_16e23d22\bin' 'BelajarOOP7.OOP7_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 %

	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	TR009	107

```
SELECT*
From Staff
WHERE StaffPosition in ('Cashier', 'Supervisor')

SELECT*
FROM Staff
WHERE StaffID in (
    SELECT StaffID
    FROM Staff
    WHERE StaffSalary > 7000000
)
```



82 %

	StaffID	StaffName	StaffGender	StaffPhone	StaffAddress	StaffSalary	StaffPosition
1	SF002	Fifa Deym	Female	087281960219	Jalan Timur Laut 76	10000000.00	Supervisor
2	SF003	Brayant Bass	Male	086572819602	Jalan Barat Laut 77	6000000.00	Cashier
3	SF004	Tedd Banan	Male	089175212682	Jalan Tengah 86	6500000.00	Cashier
4	SF005	Pain Gee	Male	081092871896	Jalan Pahlawan 23	7300000.00	Cashier
5	SF006	Jovan Jostah	Female	087691867582	Jalan Flamboyan 60	6700000.00	Cashier

	StaffID	StaffName	StaffGender	StaffPhone	StaffAddress	StaffSalary	StaffPosition
1	SF001	Josek Christ	Male	080152852175	Jalan Barat Daya 66	15000000.00	Manager
2	SF002	Fifa Deym	Female	087281960219	Jalan Timur Laut 76	10000000.00	Supervisor
3	SF005	Pain Gee	Male	081092871896	Jalan Pahlawan 23	7300000.00	Cashier

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\Python311\python.exe' 'c:\Users\DHIMAS\.vscode\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'
3
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\Python311\python.exe' 'c:\Users\DHIMAS\.vscode\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
10
PS C:\Users\DHIMAS\Documents\BELAJAR\PYTHON\8. Class>
```

THANK YOU

That's my personal skills so far.

