

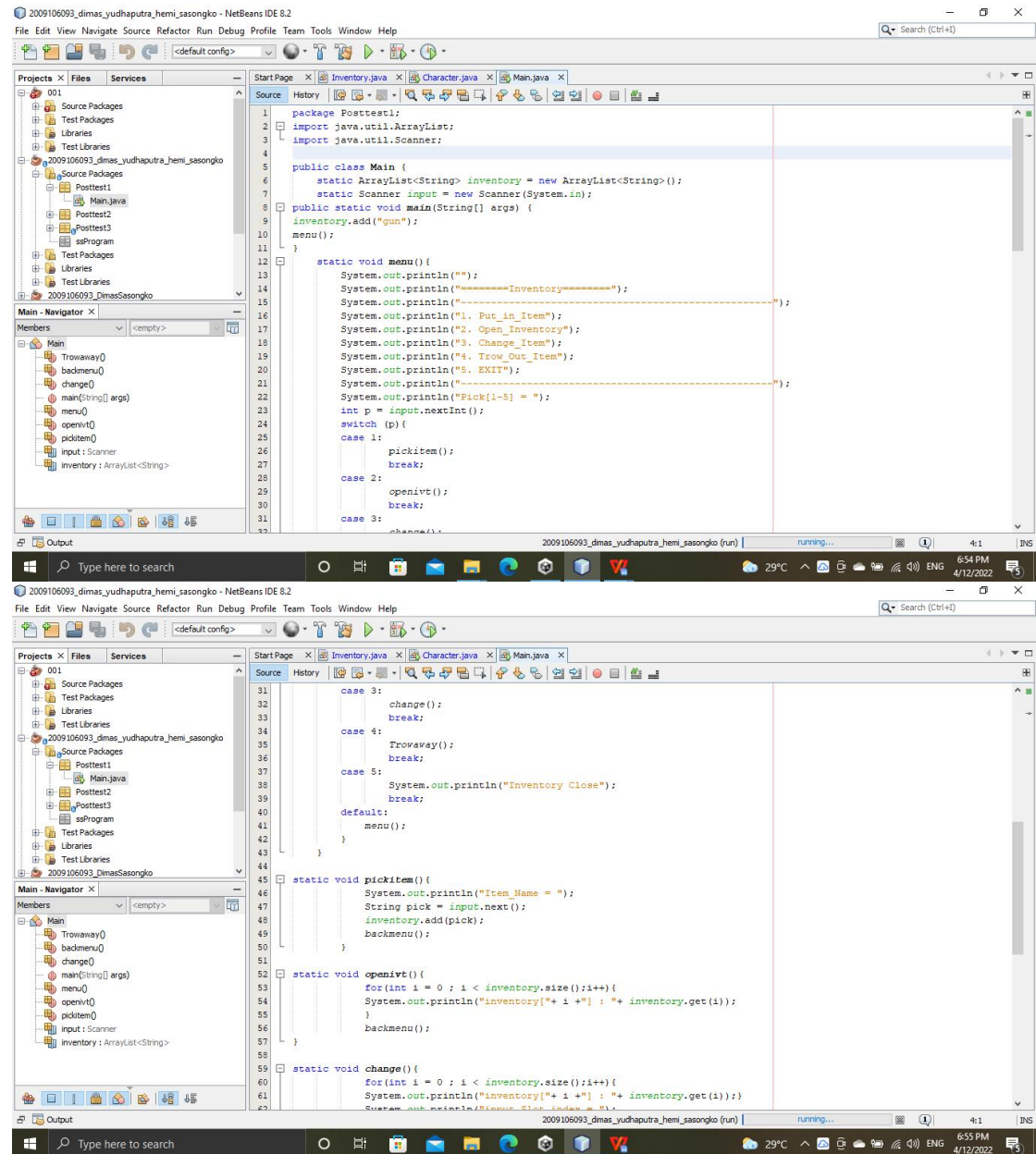
Dimas yudhaputra hemi sasongko

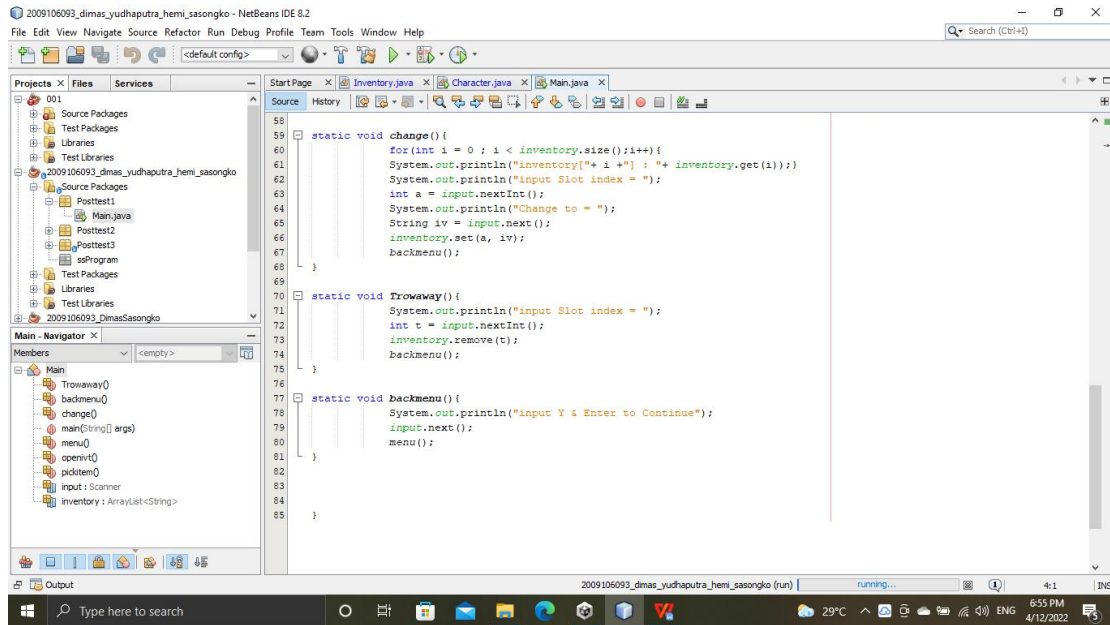
2009106093

PBO\_B2

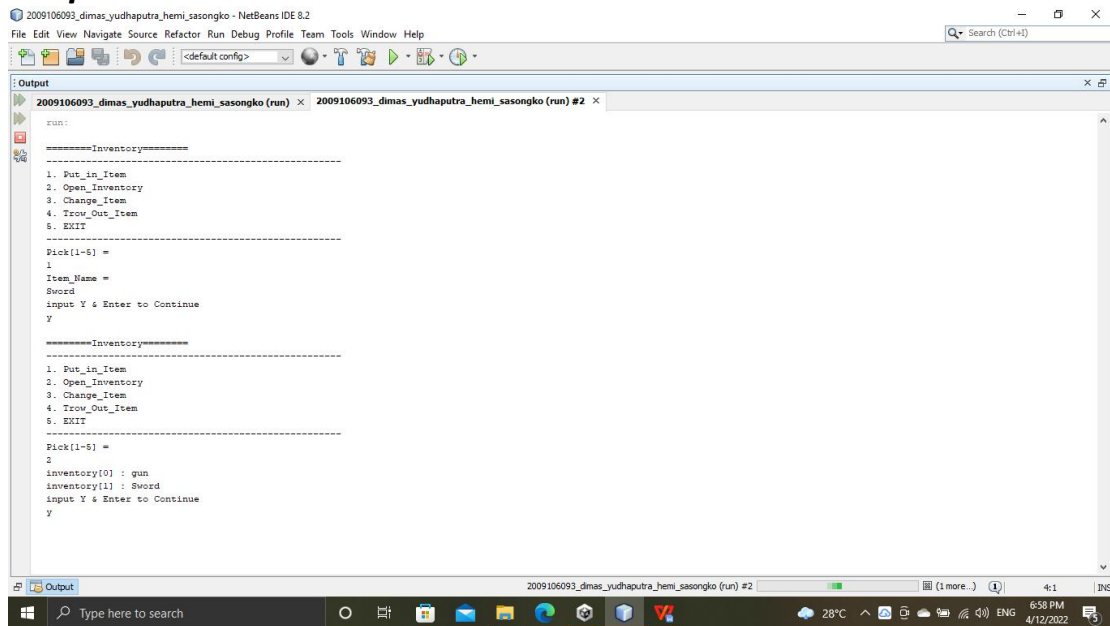
## ssProgram Posttest 1

### **Main.**





## Output



```
2009106093_dimas_yudhaputra_hemi_sasongko - NetBeans IDE 8.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Search (Ctrl+F)

Output
2009106093_dimas_yudhaputra_hemi_sasongko (run) x 2009106093_dimas_yudhaputra_hemi_sasongko (run) #2 x

=====Inventory=====
1. Put_in_Item
2. Open_Inventory
3. Change_Item
4. Throw_Out_Item
5. EXIT
-----
Pick(1-5) =
3
inventory[0] : gun
inventory[1] : Sword
input Slot index =
1
Change to =
Axe
input Y & Enter to Continue
Y

=====Inventory=====
1. Put_in_Item
2. Open_Inventory
3. Change_Item
4. Throw_Out_Item
5. EXIT
-----
Pick(1-5) =
2
inventory[0] : gun
inventory[1] : Axe
input Y & Enter to Continue
Y
```

```
2009106093_dimas_yudhaputra_hemi_sasongko (run) | running... | (1 more...) | 4:1 | INS
Type here to search
2009106093_dimas_yudhaputra_hemi_sasongko - NetBeans IDE 8.2
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Search (Ctrl+F)

Output
2009106093_dimas_yudhaputra_hemi_sasongko (run) x 2009106093_dimas_yudhaputra_hemi_sasongko (run) #2 x

=====Inventory=====
1. Put_in_Item
2. Open_Inventory
3. Change_Item
4. Throw_Out_Item
5. EXIT
-----
Pick(1-5) =
4
input Slot index =
0
input Y & Enter to Continue
2

=====Inventory=====
1. Put_in_Item
2. Open_Inventory
3. Change_Item
4. Throw_Out_Item
5. EXIT
-----
Pick(1-5) =
2
inventory[0] : Axe
input Y & Enter to Continue
Y

=====Inventory=====
1. Put_in_Item
2. Open_Inventory
3. Change_Item
4. Throw_Out_Item
5. EXIT
```

