

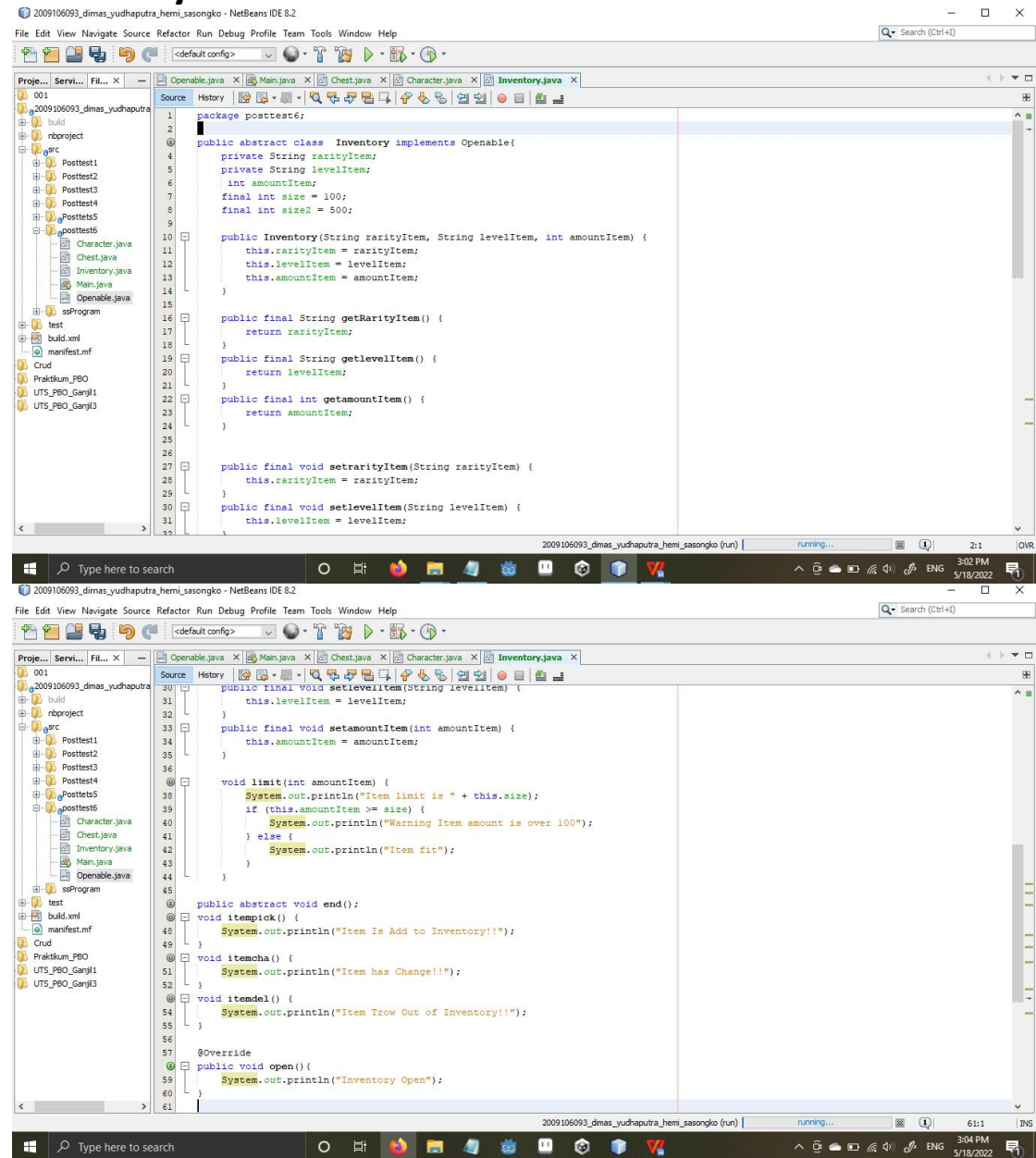
Dimas yudhaputra hemi sasongko

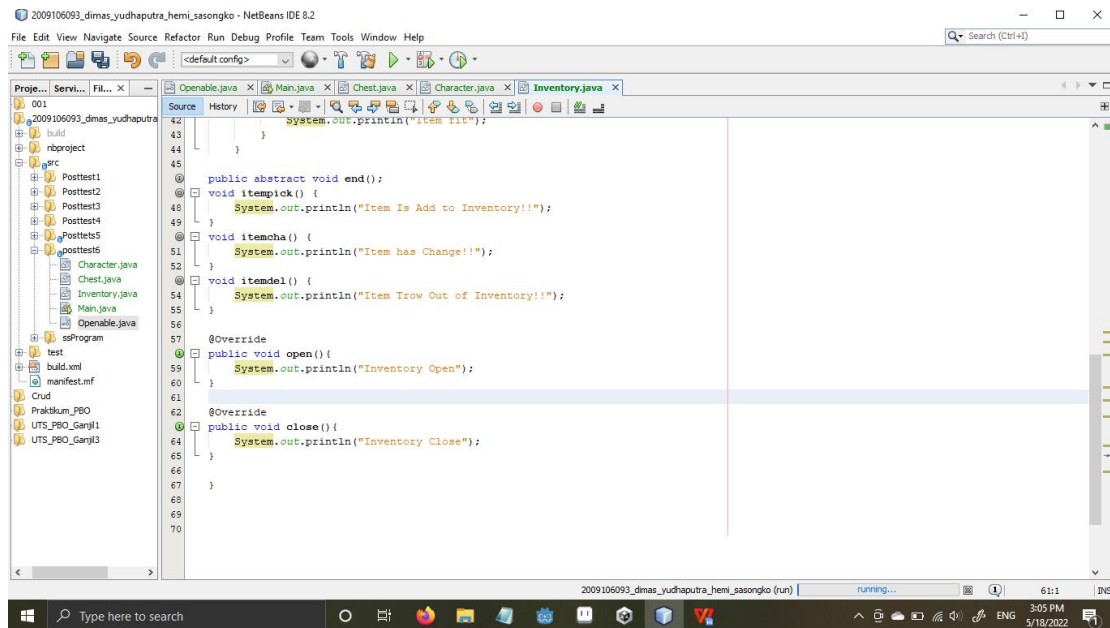
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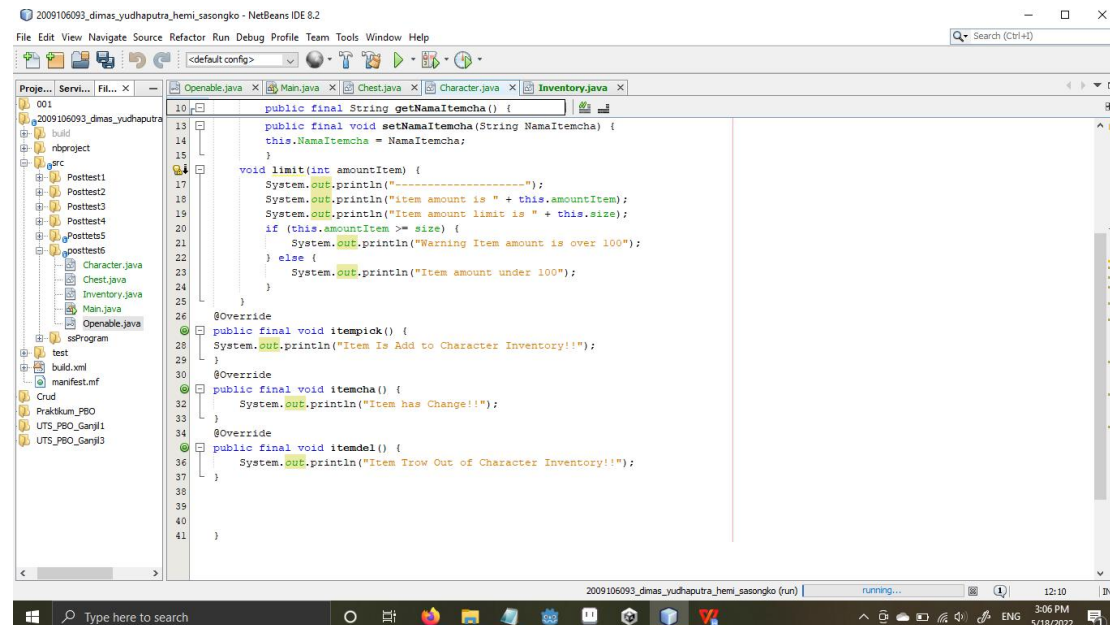
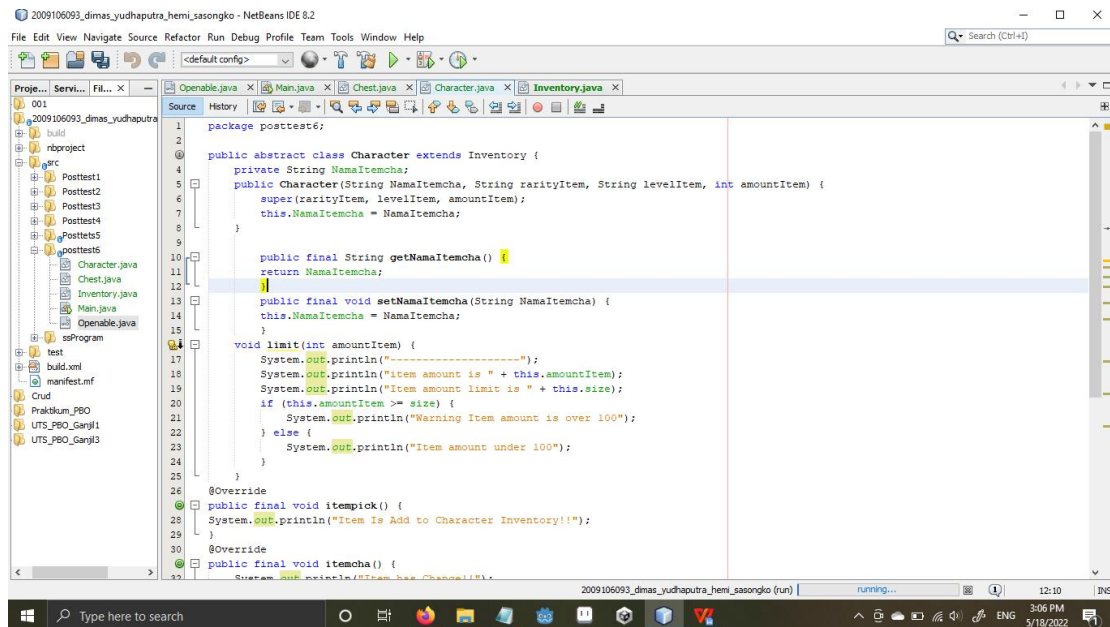
## ssProgram Posttest 6 Inventory

### Inventory

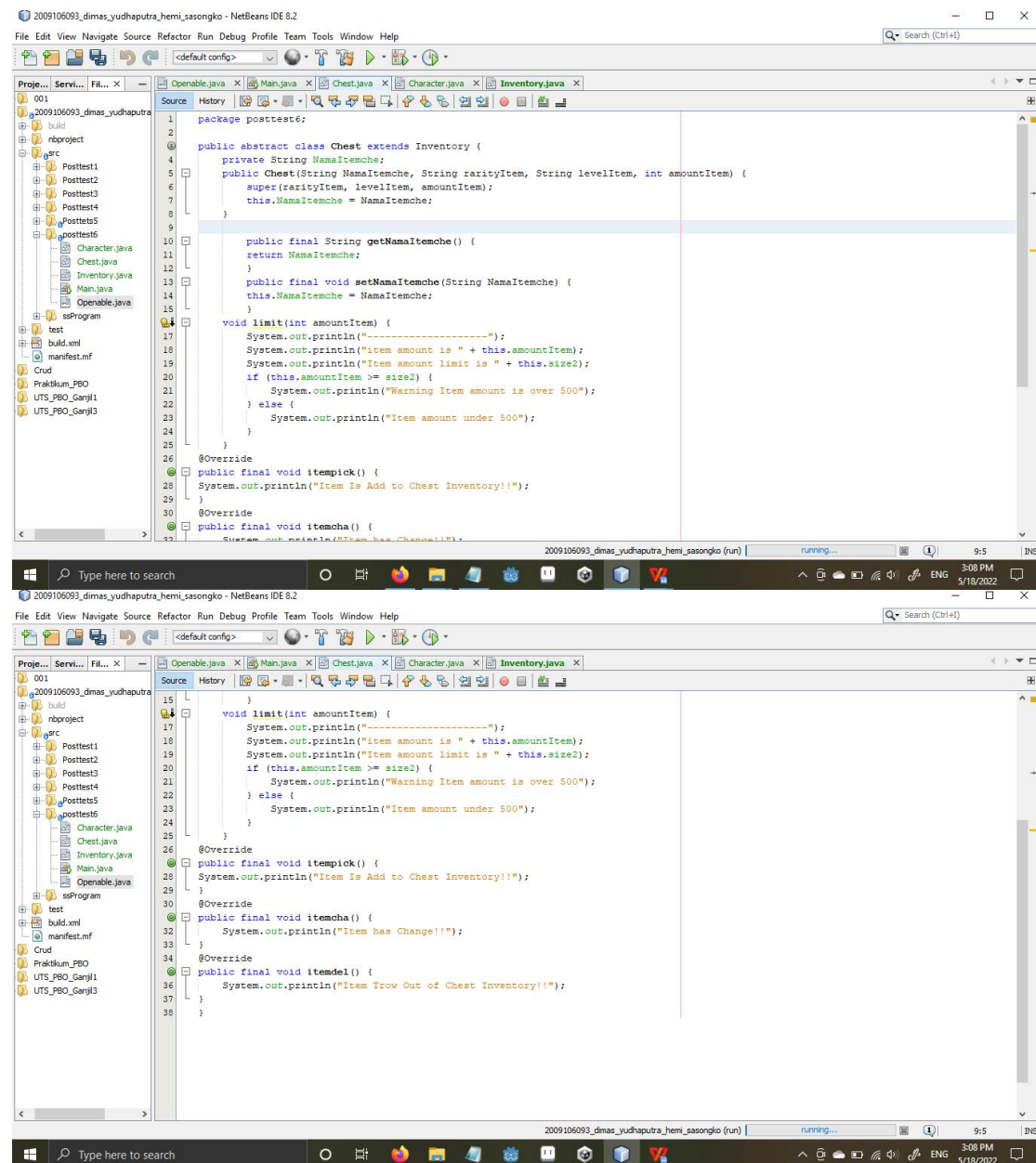




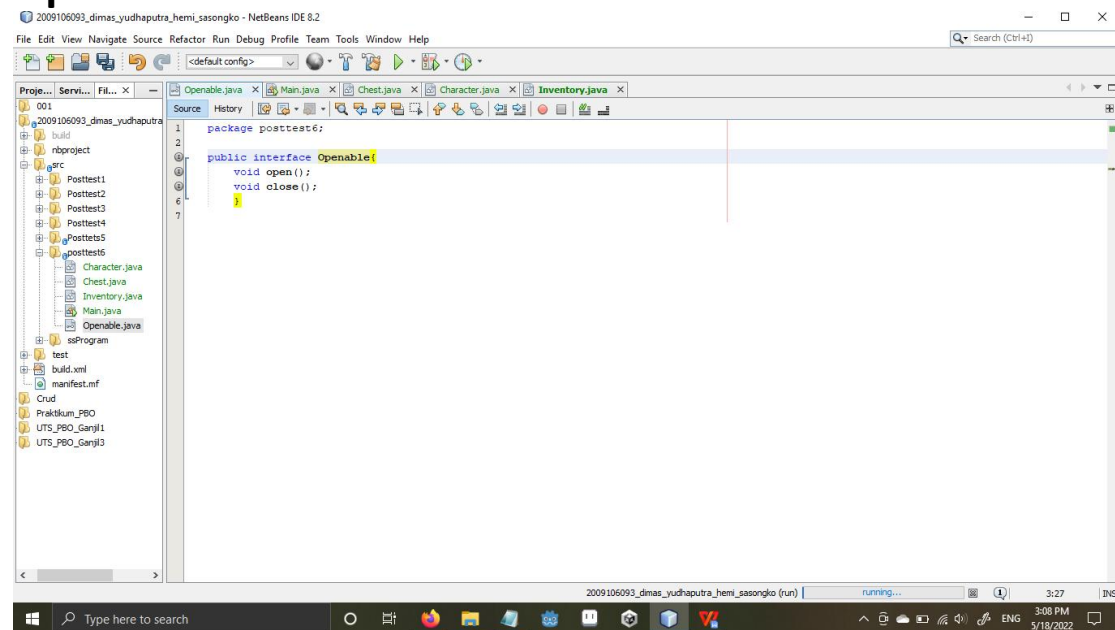
# Character



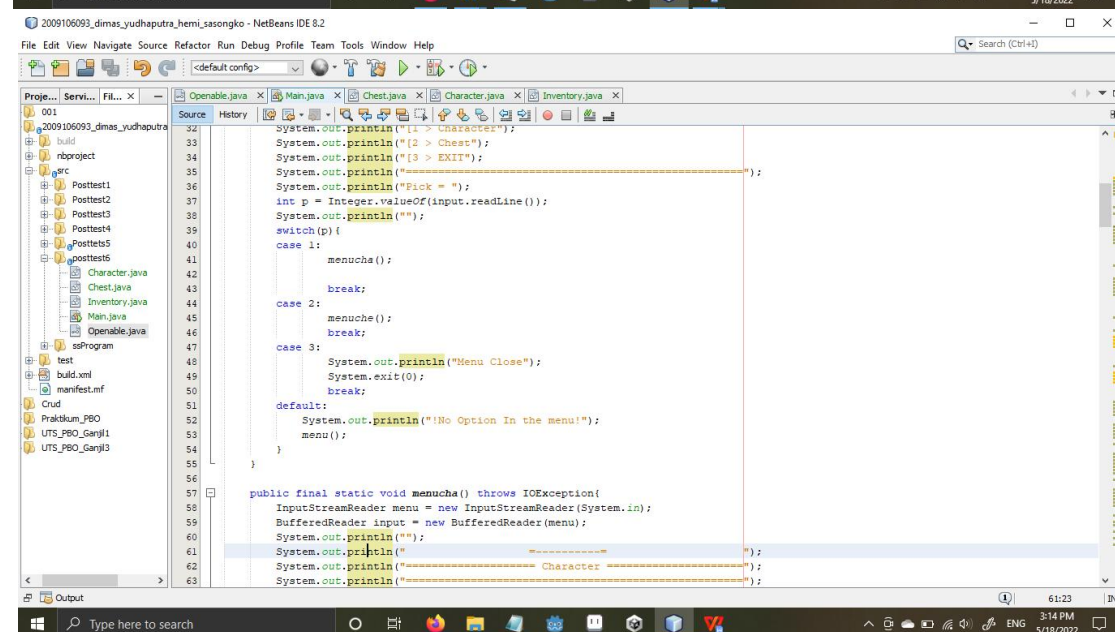
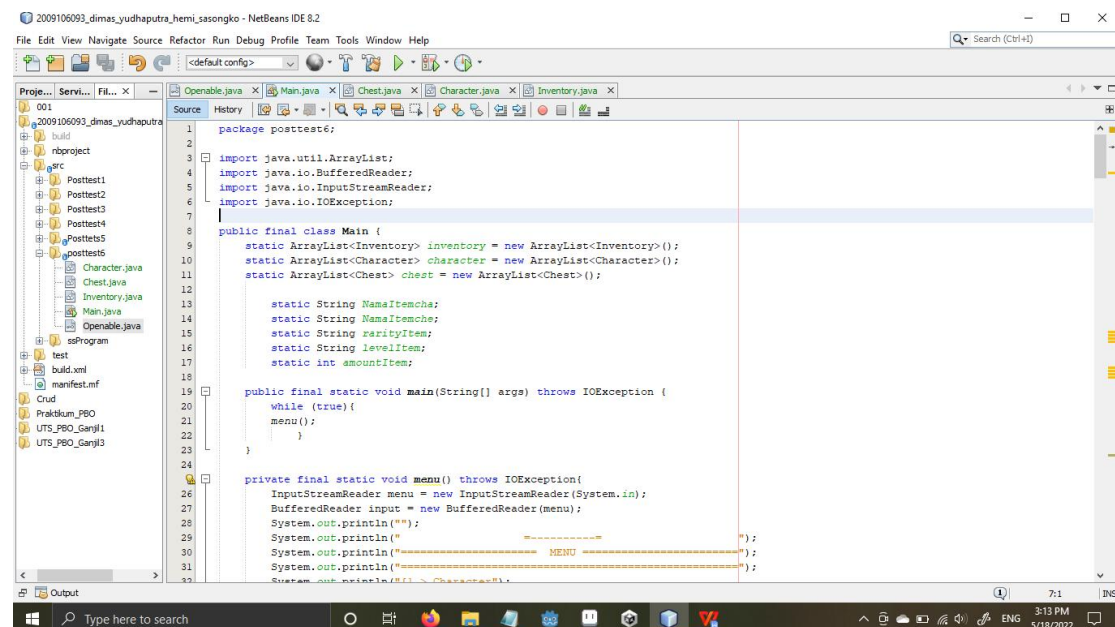
# Chest



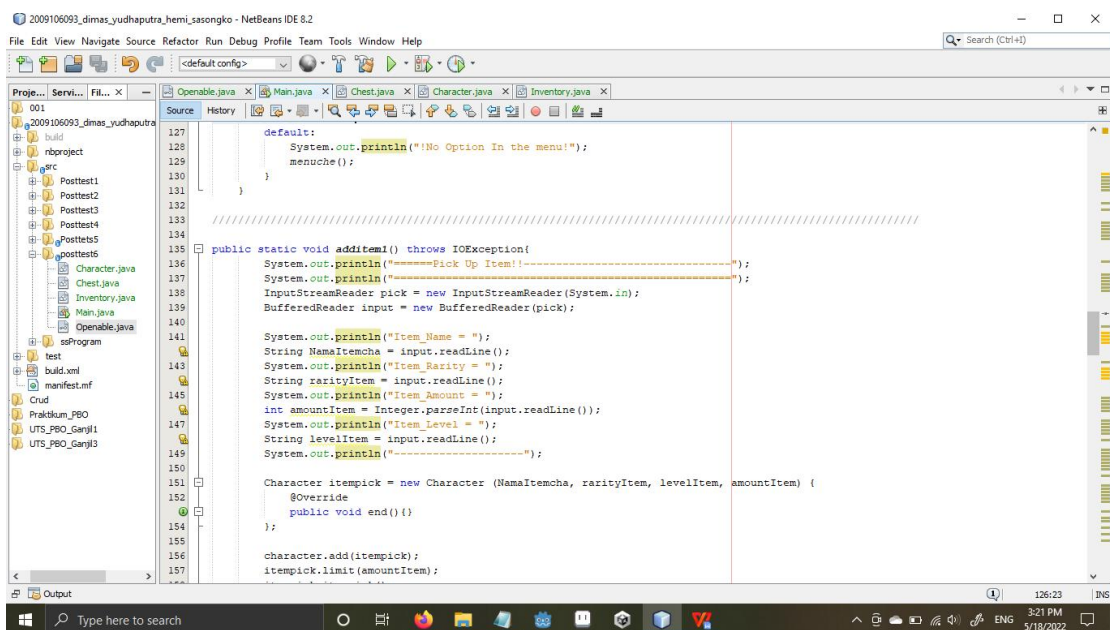
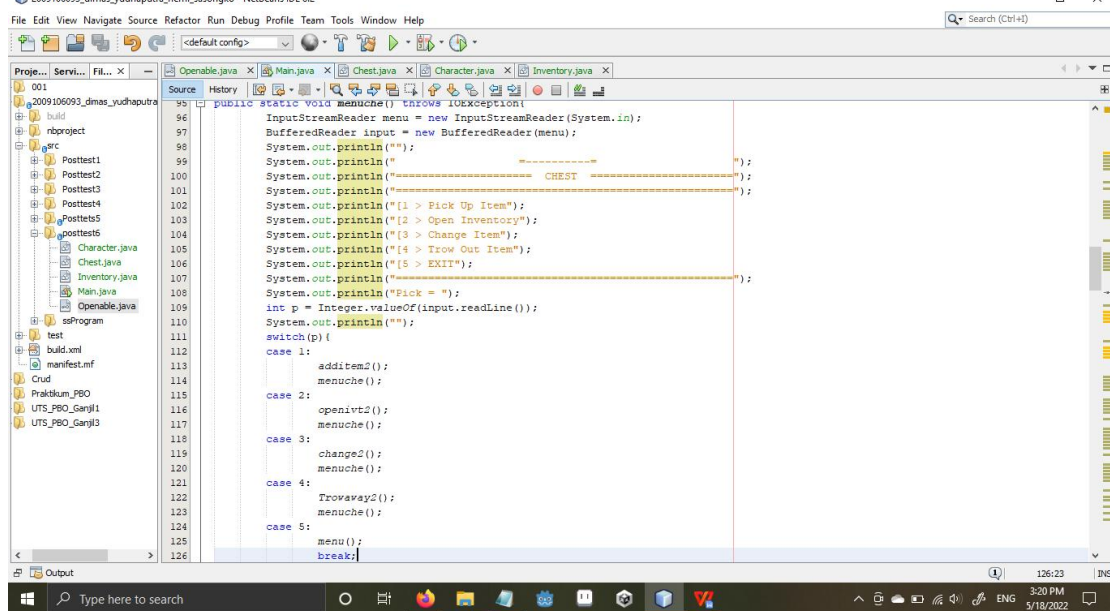
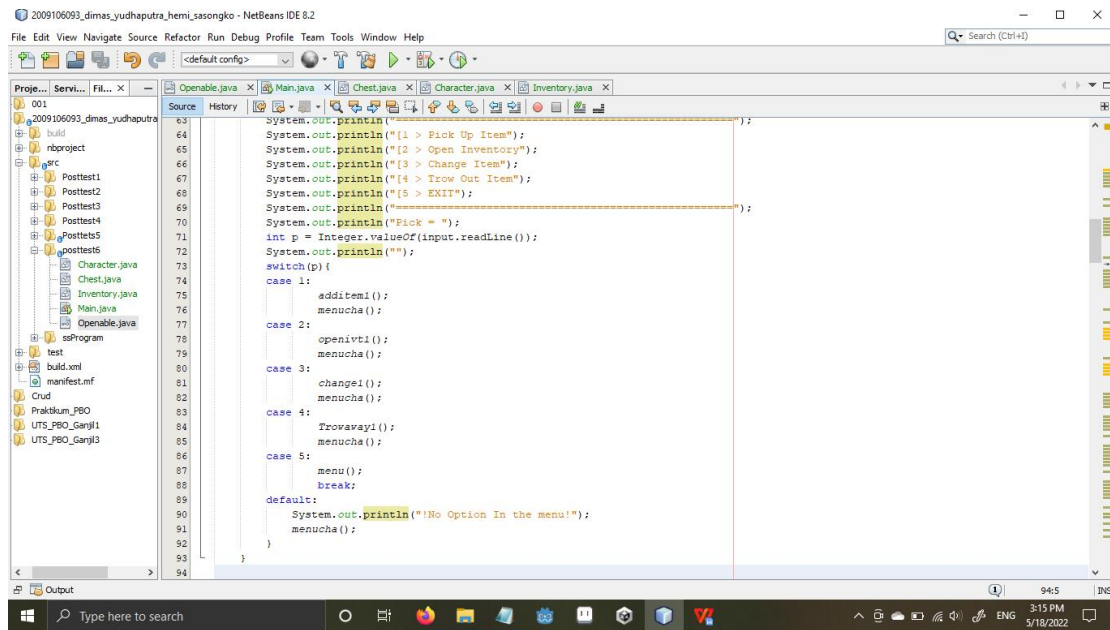
# Openable



# Main







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Project: 001 2009106093\_dimas\_yudhaputra

Source: Openable.java

```
157 itempick.limit(amountItem);
158 itempick.itempick();
159 }
160 public static void addItem2() throws IOException{
161     System.out.println("====Add Item====");
162     System.out.println("====");
163     InputStreamReader pick = new InputStreamReader(System.in);
164     BufferedReader input = new BufferedReader(pick);
165
166     System.out.println("Item Name = ");
167     String>NamaItemche = input.readLine();
168     System.out.println("Item Rarity = ");
169     String rarityItem = input.readLine();
170     System.out.println("Item Amount = ");
171     int amountItem = Integer.parseInt(input.readLine());
172     System.out.println("Item Level = ");
173     String levelItem = input.readLine();
174     System.out.println("====");
175
176     Chest itempick;
177     itempick = new Chest>NamaItemche, rarityItem, levelItem, amountItem) {
178         @Override
179         public void end() {}
180     };
181     chest.add(itempick);
182     itempick.limit(amountItem);
183     itempick.itempick();
184 }
185
186 ///////////////////////////////////////////////////
187 public static void openivt1() throws IOException{
188
```

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Project: 001 2009106093\_dimas\_yudhaputra

Source: Openable.java

```
187 public static void openivt1() throws IOException{
188     character.get(0).open();
189     System.out.println("====Character Inventory====");
190     System.out.println("====");
191     for(int i = 0; i < character.size(); i++){
192         System.out.println("Slot " + (i + 1));
193         System.out.println("====");
194         System.out.println("Item = " + character.get(i).getNamaItemche());
195         System.out.println("Rarity = " + character.get(i).getRarityItem());
196         System.out.println("Amount = " + character.get(i).getamountItem());
197         System.out.println("Level = " + character.get(i).getlevelItem());
198         System.out.println("====");
199     }
200     character.get(0).close();
201 }
202 public static void openivt2() throws IOException{
203     character.get(0).open();
204     System.out.println("==== Chest Inventory ====");
205     System.out.println("====");
206     for(int i = 0; i < chest.size(); i++){
207         System.out.println("Slot " + (i + 1));
208         System.out.println("====");
209         System.out.println("Item = " + chest.get(i).getNamaItemche());
210         System.out.println("Rarity = " + chest.get(i).getRarityItem());
211         System.out.println("Amount = " + chest.get(i).getamountItem());
212         System.out.println("Level = " + chest.get(i).getlevelItem());
213         System.out.println("====");
214     }
215     character.get(0).close();
216 }
217 ///////////////////////////////////////////////////
218 public static void change1() throws IOException{

```

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Project: 001 2009106093\_dimas\_yudhaputra

Source: Openable.java

```
218 public static void change1() throws IOException{
219     System.out.println("====Change Item====");
220     InputStreamReader change = new InputStreamReader(System.in);
221     BufferedReader input = new BufferedReader(change);
222     openivt1();
223
224     int amo;
225     int u;
226     System.out.println("Pick Slot itme To Change = ");
227     System.out.println("Item Slot = ");
228     u = Integer.parseInt(input.readLine());
229     u--;
230     System.out.println("Item Name");
231     character.get(u).setNamaItemche(input.readLine());
232     System.out.println("Item Rarity");
233     character.get(u).setRarityItem(input.readLine());
234     System.out.println("Item Amount");
235     amo = Integer.parseInt(input.readLine());
236     character.get(u).setamountItem(amo);
237     System.out.println("Item Level");
238     character.get(u).setlevelItem(input.readLine());
239     System.out.println("====");
240     character.get(u).itemche();
241 }
242
243 public static void change2() throws IOException{
244     System.out.println("====Change Item====");
245     InputStreamReader change = new InputStreamReader(System.in);
246     BufferedReader input = new BufferedReader(change);
247     openivt2();
248
```

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Project: 001 2009106093\_dimas\_yudhaputra

Source: Openable.java

```
249: int amo;
250:
251: System.out.println("Pick Slot time To Change = ");
252: System.out.println("Item Slot = ");
253: u = Integer.parseInt(input.readLine());
254: u--;
255: System.out.println("Item Name");
256: chest.get(u).setNameItemche(input.readLine());
257: System.out.println("Item Rarity");
258: chest.get(u).setRarityItem(input.readLine());
259: System.out.println("Item Amount");
260: amo = Integer.parseInt(input.readLine());
261: chest.get(u).setAmountItem(amo);
262: System.out.println("Item Level");
263: chest.get(u).setLevelItem(input.readLine());
264: System.out.println("-----");
265: chest.get(u).itemcha();
266:
267: ///////////////////////////////////////////////////
268:
269: public static void Trowaway1() throws IOException{
270:     System.out.println("====Trow Out Item====");
271:     openivt1();
272:     InputStreamReader Delt = new InputStreamReader(System.in);
273:     BufferedReader input = new BufferedReader(Delt);
274:     System.out.println("Trow Out Item Slot = ");
275:     int d;
276:     d = Integer.parseInt(input.readLine());
277:     d--;
278:     System.out.println("-----");
279:     character.get(d).itemdel();
280:     character.remove(d);
281: }
```

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Project: 001 2009106093\_dimas\_yudhaputra

Source: Openable.java

```
270: System.out.println("====Trow Out Item====");
271: openivt1();
272: InputStreamReader Delt = new InputStreamReader(System.in);
273: BufferedReader input = new BufferedReader(Delt);
274: System.out.println("Trow Out Item Slot = ");
275: int d;
276: d = Integer.parseInt(input.readLine());
277: d--;
278: System.out.println("-----");
279: character.get(d).itemdel();
280: character.remove(d);
281:
282: public static void Trowaway2() throws IOException{
283:     System.out.println("====Trow Out Item====");
284:     openivt2();
285:     InputStreamReader Delt = new InputStreamReader(System.in);
286:     BufferedReader input = new BufferedReader(Delt);
287:     System.out.println("Trow Out Item Slot = ");
288:     int d;
289:     d = Integer.parseInt(input.readLine());
290:     d--;
291:     System.out.println("-----");
292:     chest.get(d).itemdel();
293:     chest.remove(d);
294: }
295:
296:
297:
298:
299:
300: }
```



# Output

```
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run:
=====
===== MENU =====
=====
[1 > Character
[2 > Chest
[3 > EXIT
=====
Pick =
1

=====
===== Character =====
=====
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Throw Out Item
[5 > EXIT
=====
Pick =
1

=====Pick Up Item!!=====
=====
Item_Name =
sword of bee
Item_Rarity =
rare
Item_Amount =
12
Item_Level =
2
=====

item amount is 12
item amount limit is 100
item amount under 100
Item Is Add to Character Inventory!!

=====
===== Character =====
=====
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Throw Out Item
[5 > EXIT
=====
Pick =
1

=====Pick Up Item!!=====
=====
Item_Name =
sword of bee
Item_Rarity =
rare
Item_Amount =
12
Item_Level =
2
=====

item amount is 12
item amount limit is 100
item amount under 100
Item Is Add to Character Inventory!!

=====
===== Character =====
=====
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Throw Out Item
[5 > EXIT
=====
Pick =
2

Inventory Open
=====Character Inventory=====
Slot1
[Item = sword of bee
[Rarity = rare
[Amount = 12
[Level = 2
=====
Inventory Close

=====
===== Character =====
=====
[1 > Pick Up Item
[2 > Open Inventory
[3 > Change Item
[4 > Throw Out Item
[5 > EXIT
=====
Pick =
```



