

**Laporan Praktikum ke 3**  
**Percabangan Kondisi IF,ELSE Dan SWITCH**

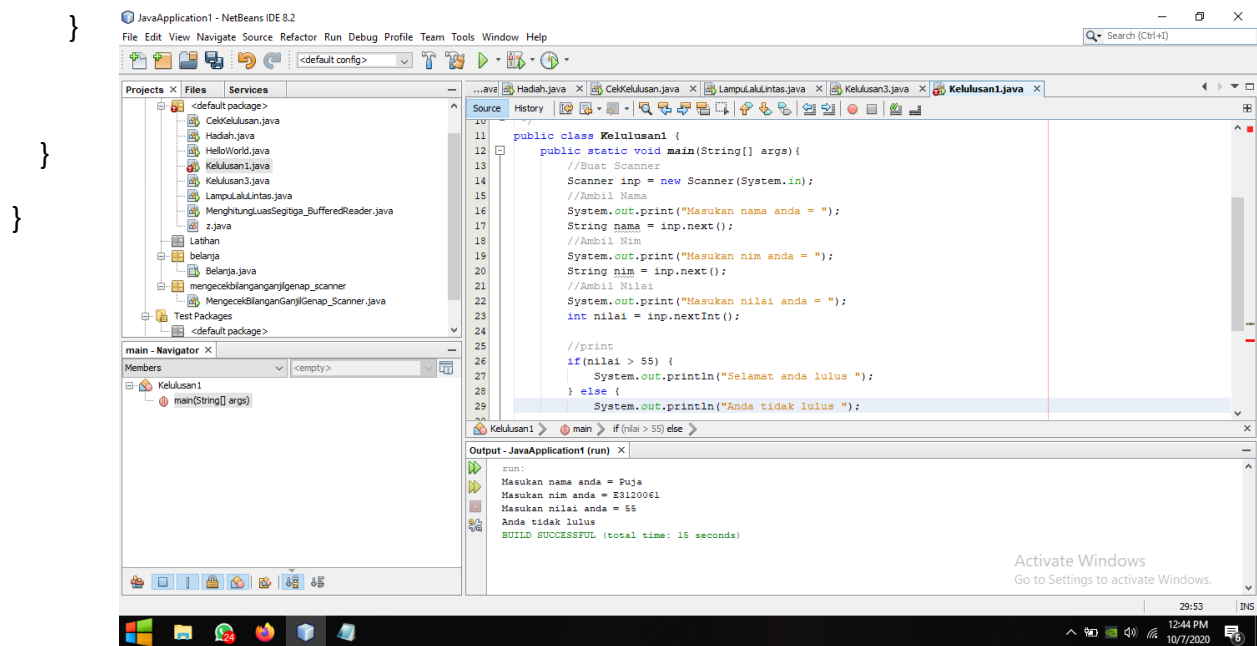


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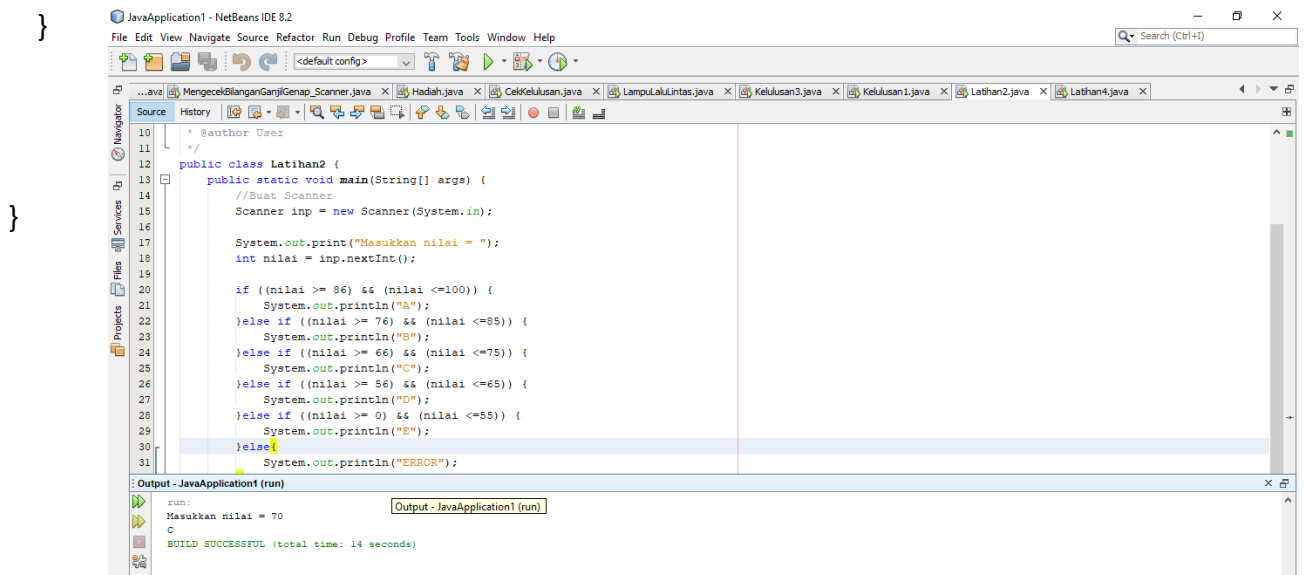
## Latihan1 Kelulusan 1(Nilai)

```
public class Kelulusan1 {  
  
    public static void main(String[] args){  
  
        //Buat Scanner  
  
        Scanner inp = new Scanner(System.in);  
  
        //Ambil Nama  
  
        System.out.print("Masukan nama anda = ");  
  
        String nama = inp.next();  
  
        //Ambil Nim  
  
        System.out.print("Masukan nim anda = ");  
  
        String nim = inp.next();  
  
        //Ambil Nilai  
  
        System.out.print("Masukan nilai anda = ");  
  
        int nilai = inp.nextInt();  
  
  
        //print  
  
        if(nilai > 55) {  
            System.out.println("Selamat anda lulus");  
        } else {  
            System.out.println("Anda tidak lulus");  
        }  
    }  
}
```



## Latihan 2 Nilai Huruf

```
public class Latihan2 {  
  
    public static void main(String[] args) {  
  
        //Buat Scanner  
  
        Scanner inp = new Scanner(System.in);  
  
        System.out.print("Masukkan nilai = ");  
  
        int nilai = inp.nextInt();  
  
        if ((nilai >= 86) && (nilai <=100)) {  
            System.out.println("A");  
        }else if ((nilai >= 76) && (nilai <=85)) {  
            System.out.println("B");  
        }else if ((nilai >= 66) && (nilai <=75)) {  
            System.out.println("C");  
        }else if ((nilai >= 56) && (nilai <=65)) {  
            System.out.println("D");  
        }else if ((nilai >= 0) && (nilai <=55)) {  
            System.out.println("E");  
        }else{  
            System.out.println("ERROR");  
        }  
    }  
}
```



Latihan 3 Kelulusan 2 (Tinggi badan dan Jenis kelamin)

```
public class Kelulusan3 {  
    public static void main(String[] args){  
        int z = 1, a1 = 0;  
        while (z<=5){  
            System.out.println("=====");  
            System.out.println("\nLATIHAN 3.KELULUSAN 3");  
            Scanner inp = new Scanner (System.in);  
            System.out.print ("MASUKAN NAMA = ");  
            String nama = inp.nextLine ();  
            System.out.println ("PILIH GENDER ANDA");  
            System.out.println ("1. LAKI-LAKI");  
            System.out.println ("2. PEREMPUAN");  
            System.out.print ("MASUKAN GENDER = ");  
            int jenis_kelamin = inp.nextInt ();  
            System.out.print ("MASUKAN TINGGI = ");  
            int tinggi_badan = inp.nextInt ();  
            if (jenis_kelamin==1)  
            {  
                if (tinggi_badan >= 0 && tinggi_badan <= 170)  
                {  
                    System.out.println ("ANDA GAGAL");  
                }  
                else if (tinggi_badan >= 171 && tinggi_badan <= 230)  
                {  
                    System.out.println ("SELAMAT ANDA LULUS");  
                }  
            }  
            else{
```

The screenshot displays the NetBeans IDE 8.2 interface. The top menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, and Help. The toolbar contains various icons for file operations and development actions. The Projects window on the left shows the project structure for 'JavaApplication1', with 'MenghitungLuasSegitiga\_BufferedReader.java' selected. The Editor window shows the source code of this file, which is a Java program that prompts the user for a name, gender, and height, and then calculates the area of a triangle. The Output window at the bottom shows the execution results, indicating that the program ran successfully.

```

13  int z = 1, al = 0;
14  while (z <= 5) {
15      System.out.println("=====");
16      System.out.println("\nLATIHAN 3.KELULUSAN 3");
17      Scanner inp = new Scanner (System.in);
18      System.out.print ("MASUKAN NAMA = ");
19      String nama = inp.nextLine ();
20      System.out.println ("PILIH GENDER ANDA");
21      System.out.println ("1. LAKI-LAKI");
22      System.out.println ("2. PEREMPUAN");
23      System.out.print ("MASUKAN GENDER = ");
24      int jenis_kelamin = inp.nextInt ();
25      System.out.print ("MASUKAN TINGGI = ");
26      int tinggi_badan = inp.nextInt ();
27      if (jenis_kelamin==1)
28      {
29          if (tinggi_badan >= 0 && tinggi_badan <= 170)
30          {
31              System.out.println ("ANDA GAGAL");
32          }
33      }

```

Output - JavaApplication1 (run) X

```

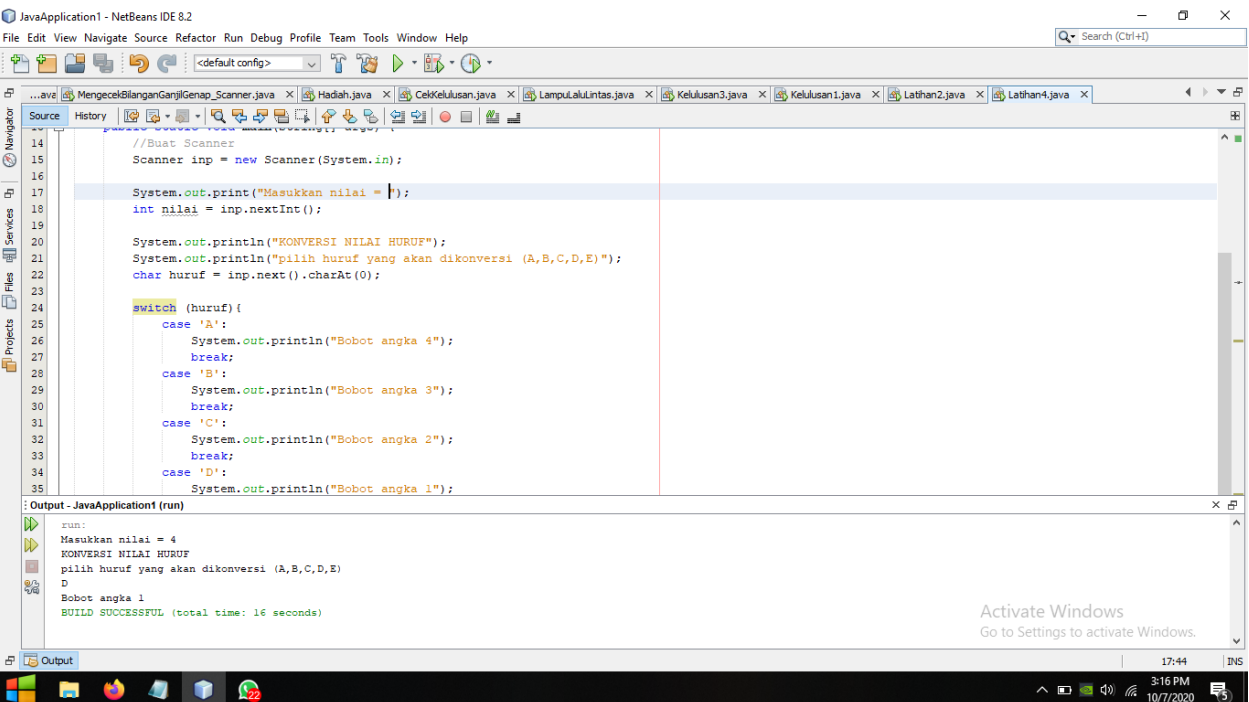
MASUKAN NAMA = BAGUS
PILIH GENDER ANDA
1. LAKI-LAKI
2. PEREMPUAN
MASUKAN GENDER = 1
MASUKAN TINGGI = 220
SELAMAT ANDA LULUS
LOOP COUNT = 5
=====BUILD SUCCESSFUL (total time: 2 minutes 33 seconds)

```

#### Latihan 4 Bobot Nilai Huruf

```
public class Latihan4 {  
    public static void main(String[] args) {  
        //Buat Scanner  
        Scanner inp = new Scanner(System.in);  
  
        System.out.print("Masukkan nilai = ");  
        int nilai = inp.nextInt();  
  
        System.out.println("KONVERSI NILAI HURUF");  
        System.out.println("pilih huruf yang akan dikonversi (A,B,C,D,E)");  
        char huruf = inp.next().charAt(0);  
  
        switch (huruf){  
            case 'A':  
                System.out.println("Bobot angka 4");  
                break;  
            case 'B':  
                System.out.println("Bobot angka 3");  
                break;  
            case 'C':  
                System.out.println("Bobot angka 2");  
                break;  
            case 'D':  
                System.out.println("Bobot angka 1");  
                break;  
            case 'E':
```

```
System.out.println("Bobot angka 0");  
  
break;
```



The screenshot shows the NetBeans IDE 8.2 interface. The main editor window displays a Java program with a switch statement. The code is as follows:

```
//Buat Scanner  
Scanner inp = new Scanner(System.in);  
  
System.out.print("Masukkan nilai = ");  
int nilai = inp.nextInt();  
  
System.out.println("KONVERSI NILAI HURUF");  
System.out.println("pilih huruf yang akan dikonversi (A,B,C,D,E)");  
char huruf = inp.next().charAt(0);  
  
switch (huruf) {  
    case 'A':  
        System.out.println("Bobot angka 4");  
        break;  
    case 'B':  
        System.out.println("Bobot angka 3");  
        break;  
    case 'C':  
        System.out.println("Bobot angka 2");  
        break;  
    case 'D':  
        System.out.println("Bobot angka 1");  
}
```

The output window at the bottom shows the following text:

```
run:  
Masukkan nilai = 4  
KONVERSI NILAI HURUF  
pilih huruf yang akan dikonversi (A,B,C,D,E)  
D  
Bobot angka 1  
BUILD SUCCESSFUL (total time: 16 seconds)
```

## Sumber

<http://jti.polije.ac.id/elearning/mod/resource/view.php?id=3992>

<https://www.mahasiswaunusa.com/2018/12/contoh-kode-program-perulangan-pada-java.html>

## Kesimpulan

Setelah Saya melakukan Praktikum ini saya dapat belajar .Penggunaan percabangan IF , ELSE, Switch

## Link Github

<https://github.com/E31200061/Laporan-3-Praktikum-Kondisi-IF-ELSE-Dan-SWITCH.git>

