SE07-02

1. Hasil Run

```
Please insert the amount of money to transfer:
2000000
Transfer fee = 6500
Total amount = 2006500
Select transfer method:
1. RTO (real-time)
2. SKN
3. RTGS
4. BI FAST
4
Please type "yes" to confirm the transaction:
yes
The transfer is completed
```

2. BankTransferConfig.cs

```
using System.Text.Json;
public class BankTransferConfig
  public string lang { get; set; }
  public Transfer transfer { get; set; }
  public string[] methods { get; set; }
  public Confirmation confirmation { get; set; }
  public static BankTransferConfig Load(string filePath)
    if (!File.Exists(filePath))
       return new BankTransferConfig
         lang = "en",
          transfer = new Transfer
            threshold = 25000000,
            low fee = 6500,
            high fee = 15000
          methods = new[] { "RTO (real-time)", "SKN", "RTGS", "BI FAST" },
          confirmation = new Confirmation
            en = "yes",
            id = "ya"
```

```
};
}
string json = File.ReadAllText(filePath);
return JsonSerializer.Deserialize<BankTransferConfig>(json);
}

public class Transfer
{
    public int threshold { get; set; }
    public int low_fee { get; set; }
    public int high_fee { get; set; }
}

public class Confirmation
{
    public string en { get; set; }
    public string id { get; set; }
}
```

Penjelasan

- Class ini bertanggung jawab untuk membaca file bank_transfer_config.json.
- Jika file tidak ada, akan dibuat default konfigurasi secara langsung.

3. Program.cs

```
Console.OutputEncoding = System.Text.Encoding.UTF8;

string configPath = "bank_transfer_config.json";

var config = BankTransferConfig.Load(configPath);

// 1. Input transfer amount

Console.WriteLine(config.lang == "id"
? "Masukkan jumlah uang yang akan di-transfer:"
: "Please insert the amount of money to transfer:");

int amount = int.Parse(Console.ReadLine());

// 2. Calculate fee
int fee = amount <= config.transfer.threshold
? config.transfer.low_fee
: config.transfer.high_fee;

int total = amount + fee;

// 3. Output fee
if (config.lang == "id")
```

```
Console.WriteLine($"Biaya transfer = {fee}");
  Console.WriteLine($"Total biaya = {total}");
else
  Console.WriteLine($"Transfer fee = {fee}");
  Console.WriteLine($"Total amount = {total}");
// 4. Transfer methods
Console.WriteLine(config.lang == "id"
  ? "Pilih metode transfer:"
  : "Select transfer method:");
for (int i = 0; i < config.methods.Length; <math>i++)
  Console.WriteLine(\{i+1\}. {config.methods[i]}");
Console.ReadLine(); // Method selection (not used further)
// 5. Confirmation input
string confirmText = config.lang == "id" ? config.confirmation.id : config.confirmation.en;
Console.WriteLine(config.lang == "id"
  ? $"Ketik \"{confirmText}\" untuk mengkonfirmasi transaksi:"
  : $"Please type \"{confirmText}\" to confirm the transaction:");
string userConfirm = Console.ReadLine();
// 6. Final response
if (userConfirm == confirmText)
  Console.WriteLine(config.lang == "id"
     ? "Proses transfer berhasil"
     : "The transfer is completed");
else
  Console.WriteLine(config.lang == "id"
     ? "Transfer dibatalkan"
     : "Transfer is cancelled");
```

Penjelasan:

• Berfungsi sebagai entry point utama.

- Menampilkan teks dan menerima input berdasarkan bahasa yang dipilih (en atau id).
- Menghitung biaya transfer berdasarkan threshold.