

03_GUI_Builder_dan_GitHub

MODUL 3



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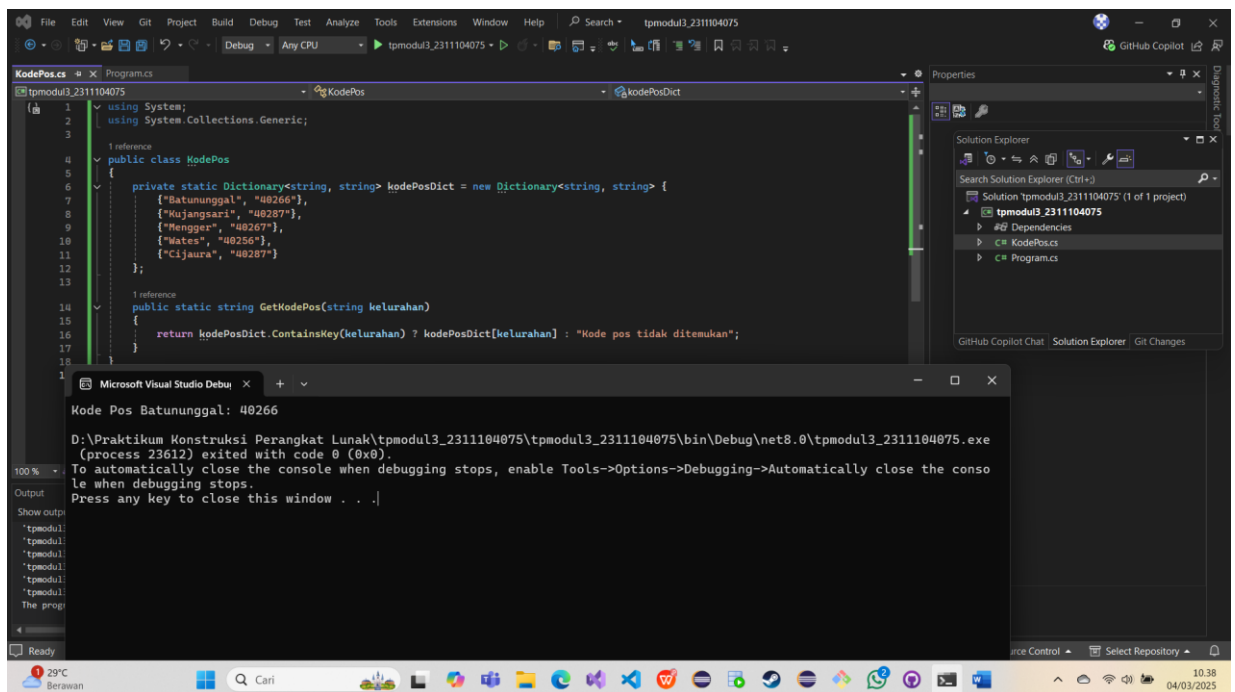
Dosen :
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[https://github.com/GANES2/KPL_GANESGEMIPUTRA_2311104075_SE-07-02.git]

2. Screenshot Hasil Run

A. Table-Driven Implementation



KodePos.cs :

```
using System;
```

```
using System.Collections.Generic;
```

```
public class KodePos
```

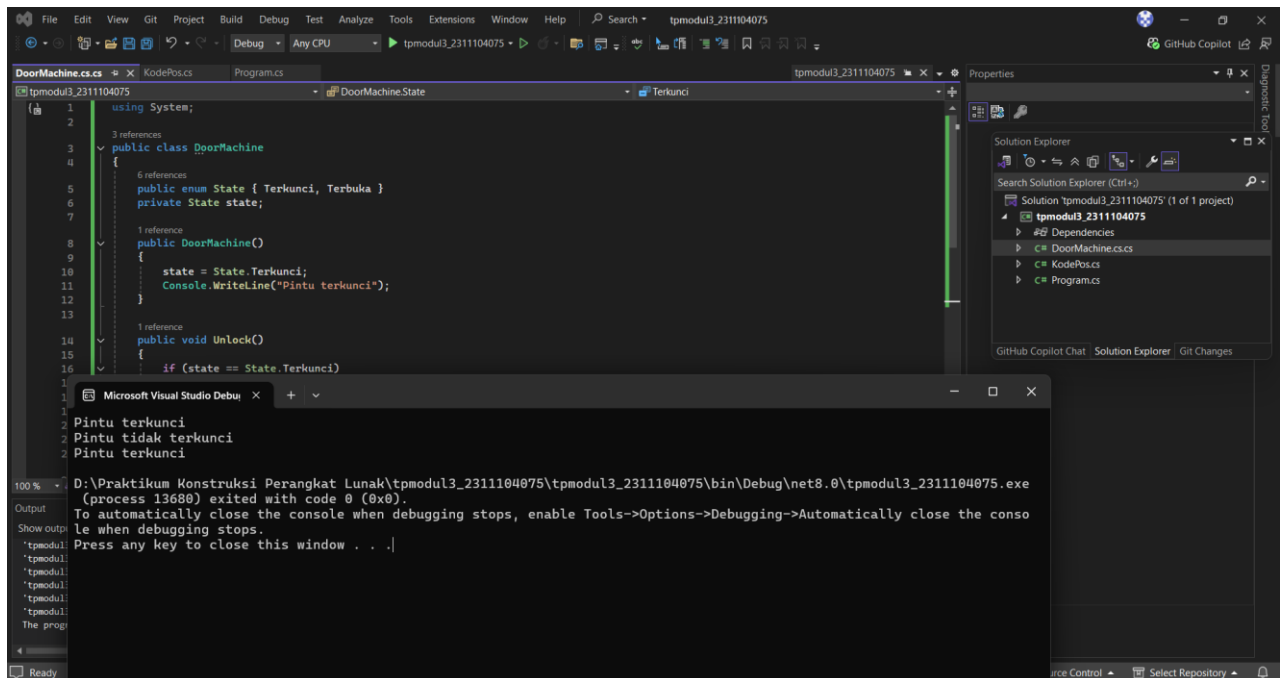
```
{
```

```
private static Dictionary<string, string> kodePosDict = new  
Dictionary<string, string> {  
    {"Batununggal", "40266"},  
    {"Kujangsari", "40287"},  
    {"Mengger", "40267"},  
    {"Wates", "40256"},  
    {"Cijaura", "40287"}  
};  
  
public static string GetKodePos(string kelurahan)  
{  
    return kodePosDict.ContainsKey(kelurahan) ?  
    kodePosDict[kelurahan] : "Kode pos tidak ditemukan";  
}  
}
```

Program.cs :

```
// See https://aka.ms/new-console-template for more information  
  
class Program  
  
{  
  
    static void Main()  
  
    {  
  
        Console.WriteLine("Kode Pos Batununggal: " +  
  
        KodePos.GetKodePos("Batununggal"));  
  
    }  
  
}
```

B. State-Based Construction



DoorMachine.cs :

```
using System;
```

```
public class DoorMachine
```

```
{
```

```
    public enum State { Terkunci, Terbuka }
```

```
    private State state;
```

```
    public DoorMachine()
```

```
{
```

```
        state = State.Terkunci;

        Console.WriteLine("Pintu terkunci");
    }

    public void Unlock()
    {
        if (state == State.Terkunci)
        {
            state = State.Terbuka;

            Console.WriteLine("Pintu tidak terkunci");
        }
    }

    public void Lock()
    {
        if (state == State.Terbuka)
        {
            state = State.Terkunci;

            Console.WriteLine("Pintu terkunci");
        }
    }
}
```

```
}
```

Program.cs :

```
// See https://aka.ms/new-console-template for more information
```

```
class Program
```

```
{
```

```
    static void Main()
```

```
    {
```

```
        DoorMachine pintu = new DoorMachine();
```

```
        pintu.Unlock();
```

```
        pintu.Lock();
```

```
    }
```

```
}
```