

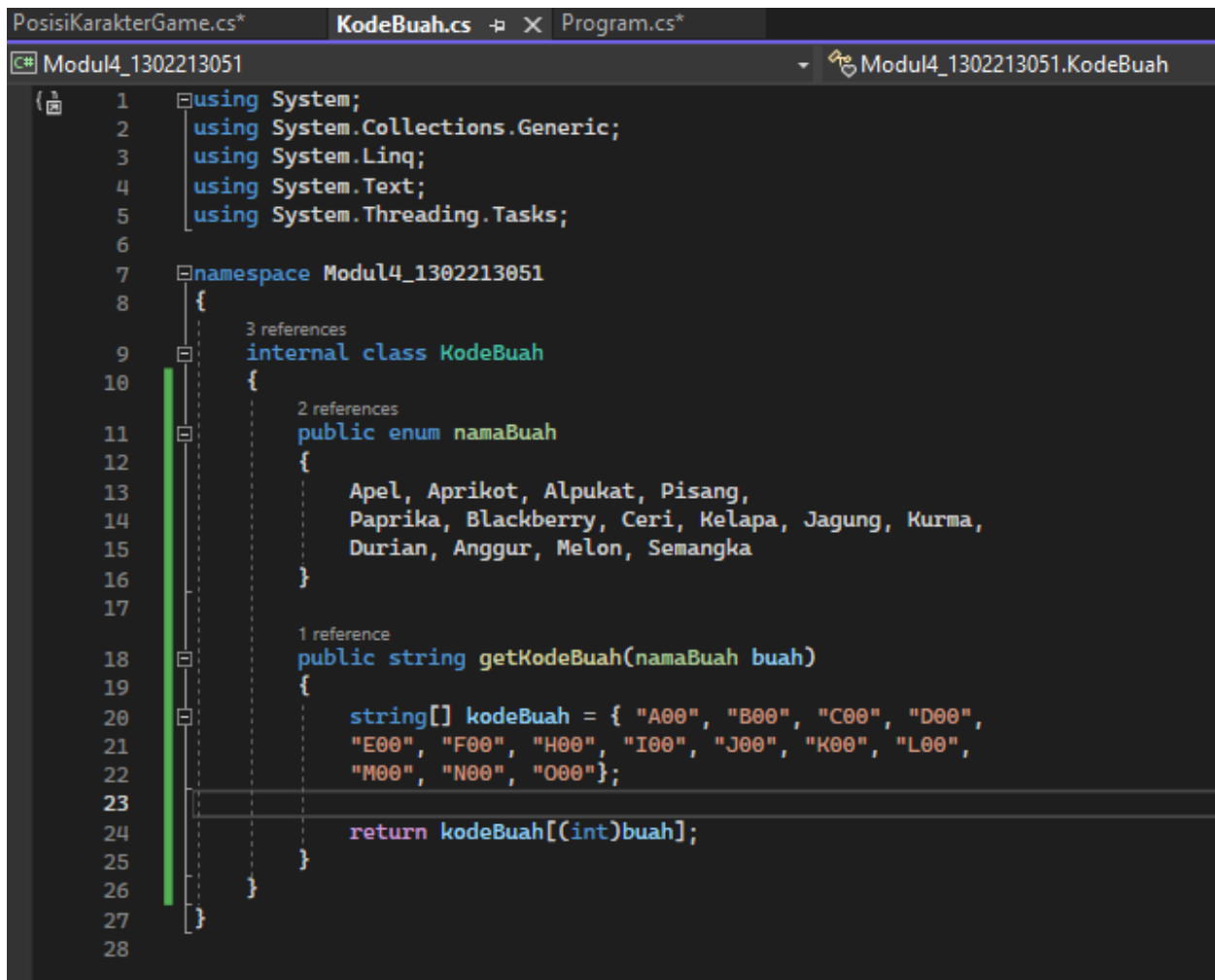
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Link Github : <https://github.com/Jannatin12/automata-and-tableDrivenConstruction.git>

Class KodeBuah



```
PosisiKarakterGame.cs* KodeBuah.cs Program.cs*
Modul4_1302213051 Modul4_1302213051.KodeBuah

1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Modul4_1302213051
8 {
9     3 references
10    internal class KodeBuah
11    {
12        2 references
13        public enum namaBuah
14        {
15            Apel, Aprikot, Alpukat, Pisang,
16            Paprika, Blackberry, Ceri, Kelapa, Jagung, Kurma,
17            Durian, Anggur, Melon, Semangka
18        }
19
20        1 reference
21        public string getCodeBuah(namaBuah buah)
22        {
23            string[] kodeBuah = { "A00", "B00", "C00", "D00",
24                                  "E00", "F00", "H00", "I00", "J00", "K00", "L00",
25                                  "M00", "N00", "O00"};
26
27            return kodeBuah[(int)buah];
28        }
29    }
30 }
```

Class PosisiGame

```
PosisiKarakterGame.cs*  KodeBuah.cs  Program.cs*
Modul4_1302213051  Modul4_1302213051

1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Text;
5  using System.Threading.Tasks;
6
7  namespace Modul4_1302213051
8  {
9      2 references
      internal class PosisiKarakterGame
10     {
11         private StatePosisi state;
12
13         19 references
14         public enum StatePosisi
15         {
16             Jongkok, Tengkurap, Terbang, Berdiri
17         }
18
19         9 references
20         public enum Tombol
21         {
22             TombolW, TombolS, TombolX
```

```
PosisiKarakterGame.cs* KodeBuah.cs Program.cs*
Modul4_1302213051 Modul4_1302213051.PosisiKarakterGame.ubahPosisi

17
18 public enum Tombol
19 {
20     TombolW, TombolS, TombolX
21 }
22
23 class ubahPosisi
24 {
25     public StatePosisi prevState;
26     public StatePosisi nextState;
27     public Tombol trigger;
28
29     public ubahPosisi(StatePosisi prevState, StatePosisi nextState, Tombol trigger)
30     {
31         this.prevState = prevState;
32         this.nextState = nextState;
33         this.trigger = trigger;
34     }
35
36     public ubahPosisi[] posisi =
37     {
38         new ubahPosisi(StatePosisi.Jongkok, StatePosisi.Tengkurap, Tombol.TombolS),
39         new ubahPosisi(StatePosisi.Tengkurap, StatePosisi.Jongkok, Tombol.TombolW),
40         new ubahPosisi(StatePosisi.Terbang, StatePosisi.Jongkok, Tombol.TombolX),
41         new ubahPosisi(StatePosisi.Jongkok, StatePosisi.Berdiri, Tombol.TombolW),
42         new ubahPosisi(StatePosisi.Berdiri, StatePosisi.Jongkok, Tombol.TombolS),
43         new ubahPosisi(StatePosisi.Berdiri, StatePosisi.Terbang, Tombol.TombolW),
44         new ubahPosisi(StatePosisi.Terbang, StatePosisi.Berdiri, Tombol.TombolS),
45     };
46 }
47
48
49
```

Main

```
PosisiKarakterGame.cs* KodeBuah.cs Program.cs*
Modul4_1302213051 Program

1 using Modul4_1302213051;
2 using System;
3
4 class Program
5 {
6     static void Main(string[] args)
7     {
8         KodeBuah kodeBuah = new KodeBuah();
9         string buah = kodeBuah.getKodeBuah(KodeBuah.namaBuah.Semangka);
10        Console.WriteLine(buah);
11
12        PosisiKarakterGame game = new PosisiKarakterGame();
13
14    }
15
16 }
```

```
Microsoft Visual Studio Debug Console
000
E:\Modul4_1302213051\Modul4_1302213051\bin\Debug\net6.0\Modul4_1302213051.exe (process 4848) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```