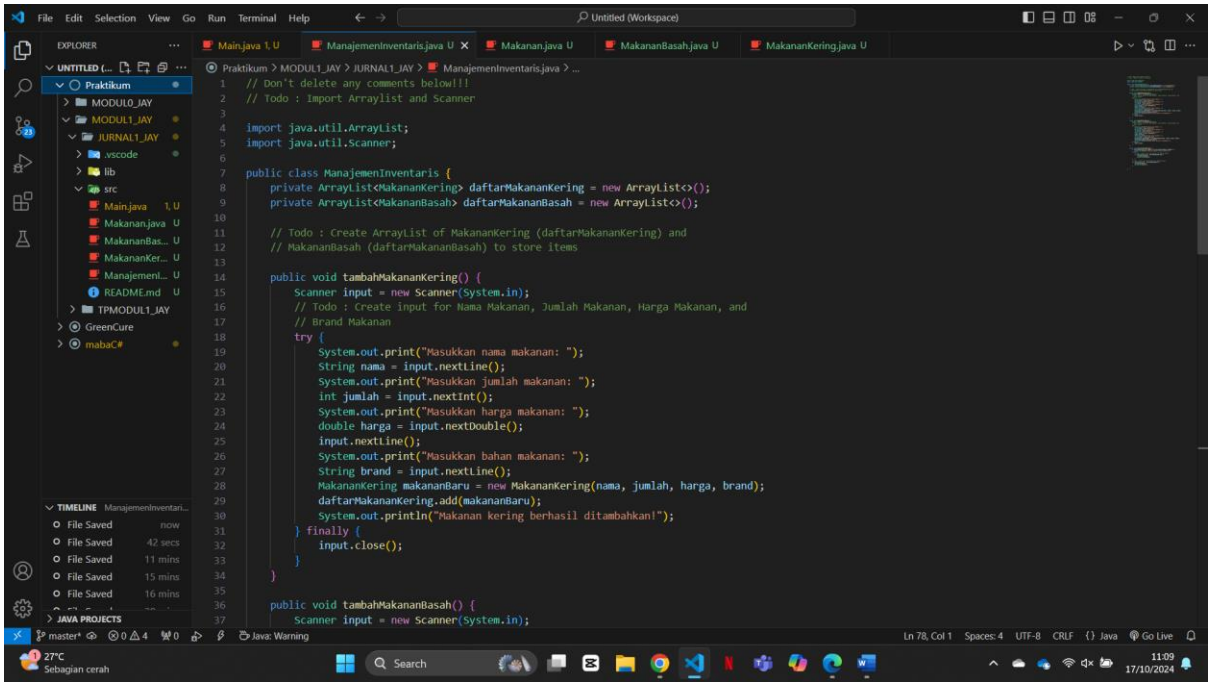
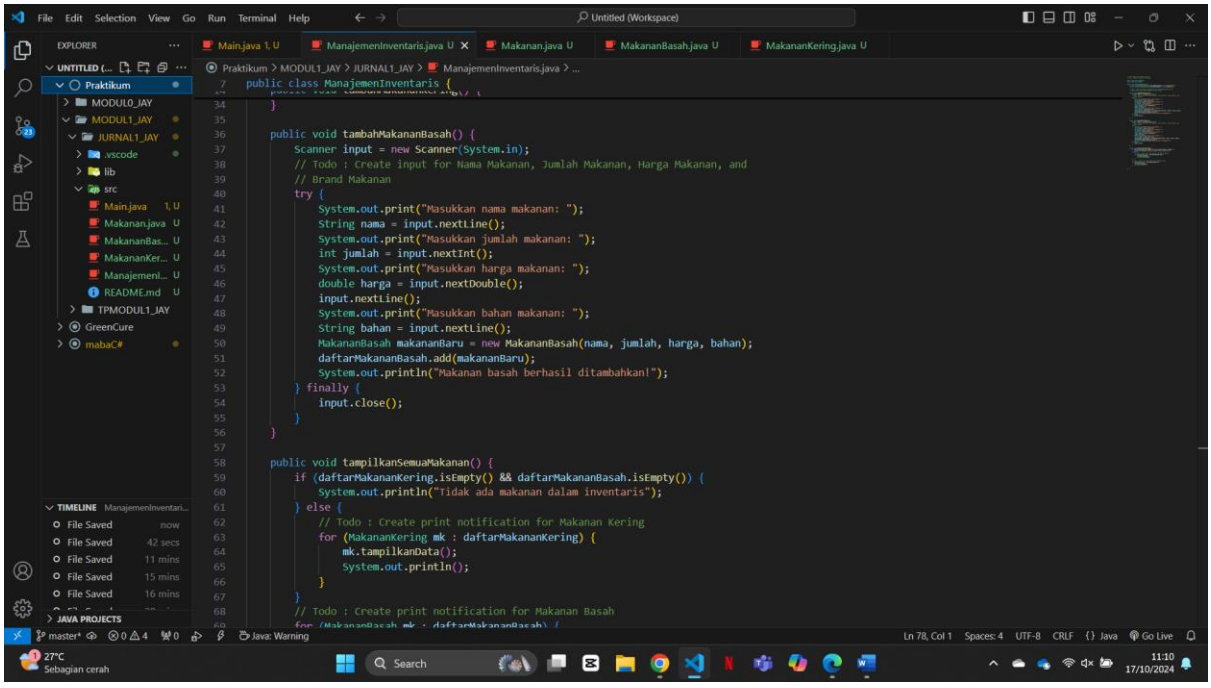
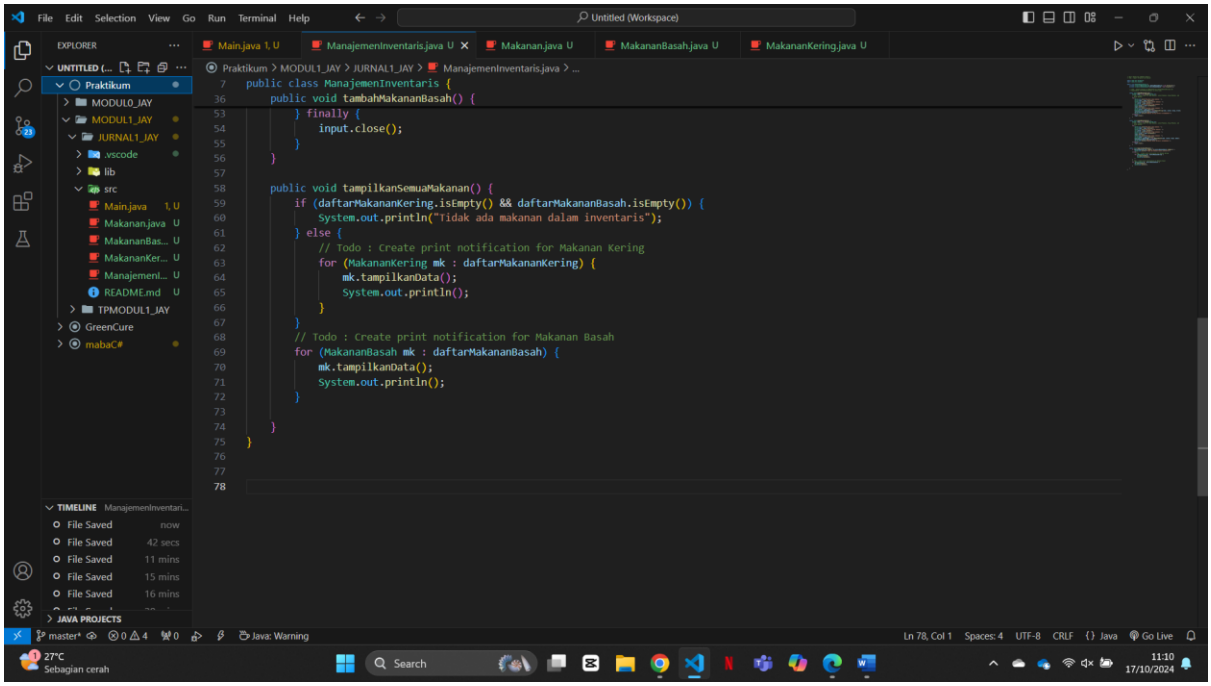
ManajemenInventaris.java



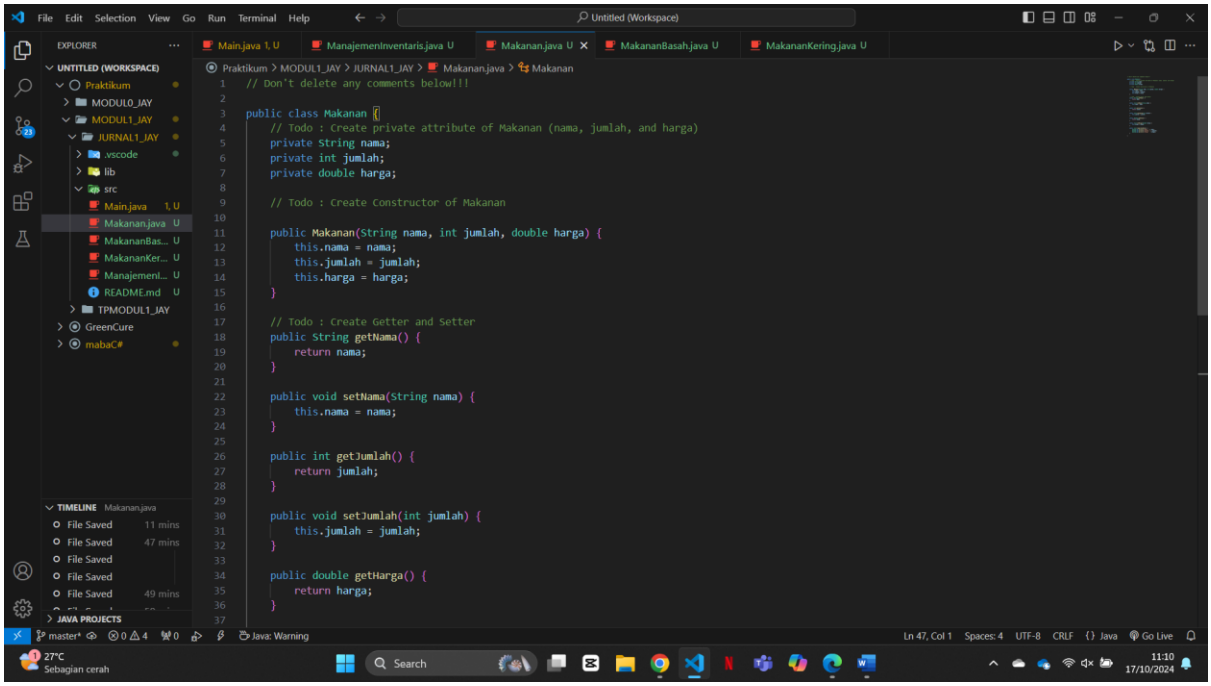
```java
// Don't delete any comments below!!!
// Todo : Import Arraylist and Scanner

import java.util.ArrayList;
import java.util.Scanner;

public class ManajemenInventaris {
    private ArrayList<MakananKering> daftarMakananKering = new ArrayList<>();
    private ArrayList<MakananBasah> daftarMakananBasah = new ArrayList<>();

    // Todo : Create ArrayList of MakananKering (daftarMakananKering) and
    // MakananBasah (daftarMakananBasah) to store items

    public void tambahMakananKering() {
        Scanner input = new Scanner(System.in);
        // Todo : Create input for Nama Makanan, Jumlah Makanan, Harga Makanan, and
        // Brand Makanan
        try {
            System.out.print("Masukkan nama makanan: ");
            String nama = input.nextLine();
            System.out.print("Masukkan jumlah makanan: ");
            int jumlah = input.nextInt();
            System.out.print("Masukkan harga makanan: ");
            double harga = input.nextDouble();
            input.nextLine();
            System.out.print("Masukkan bahan makanan: ");
            String brand = input.nextLine();
            MakananKering makananBaru = new MakananKering(nama, jumlah, harga, brand);
            daftarMakananKering.add(makananBaru);
            System.out.println("Makanan kering berhasil ditambahkan!");
        } finally {
            input.close();
        }
    }

    public void tambahMakananBasah() {
        Scanner input = new Scanner(System.in);
```

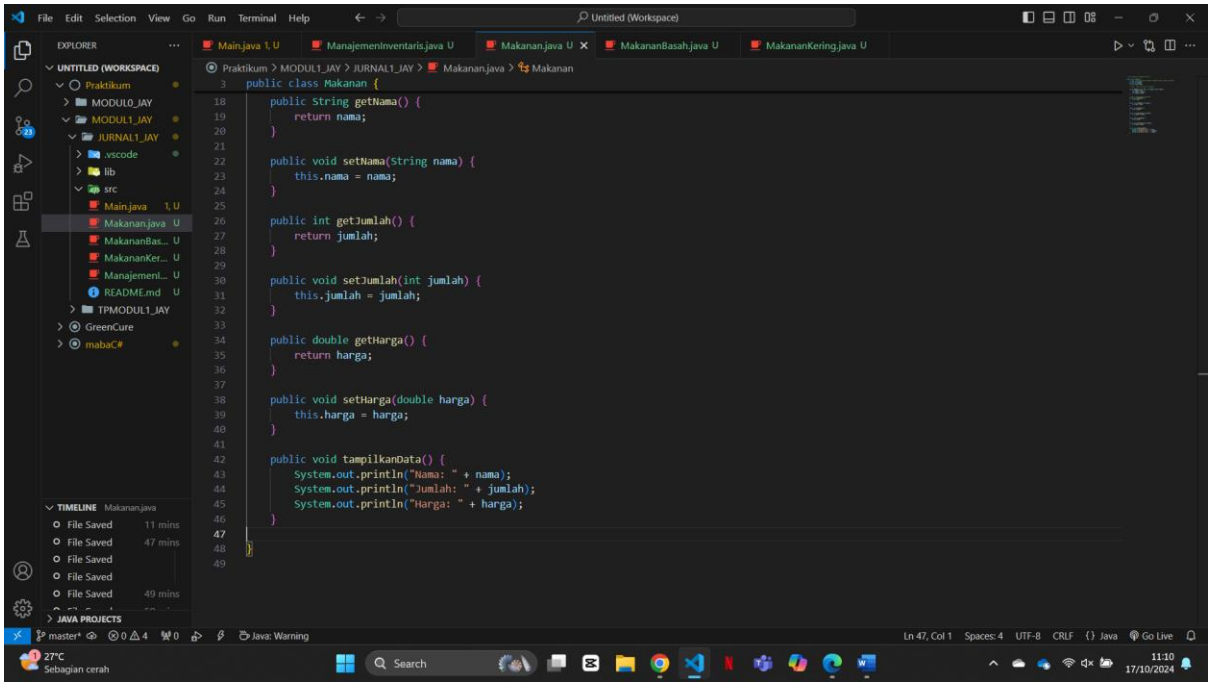


```java
    }

    public void tambahMakananBasah() {
        Scanner input = new Scanner(System.in);
        // Todo : Create input for Nama Makanan, Jumlah Makanan, Harga Makanan, and
        // Brand Makanan
        try {
            System.out.print("Masukkan nama makanan: ");
            String nama = input.nextLine();
            System.out.print("Masukkan jumlah makanan: ");
            int jumlah = input.nextInt();
            System.out.print("Masukkan harga makanan: ");
            double harga = input.nextDouble();
            input.nextLine();
            System.out.print("Masukkan bahan makanan: ");
            String bahan = input.nextLine();
            MakananBasah makananBaru = new MakananBasah(nama, jumlah, harga, bahan);
            daftarMakananBasah.add(makananBaru);
            System.out.println("Makanan basah berhasil ditambahkan!");
        } finally {
            input.close();
        }
    }

    public void tampilkanSemuaMakanan() {
        if (daftarMakananKering.isEmpty() && daftarMakananBasah.isEmpty()) {
            System.out.println("Tidak ada makanan dalam inventaris");
        } else {
            // Todo : Create print notification for Makanan Kering
            for (MakananKering mk : daftarMakananKering) {
                mk.tampilkanData();
                System.out.println();
            }
        }
        // Todo : Create print notification for Makanan Basah
```

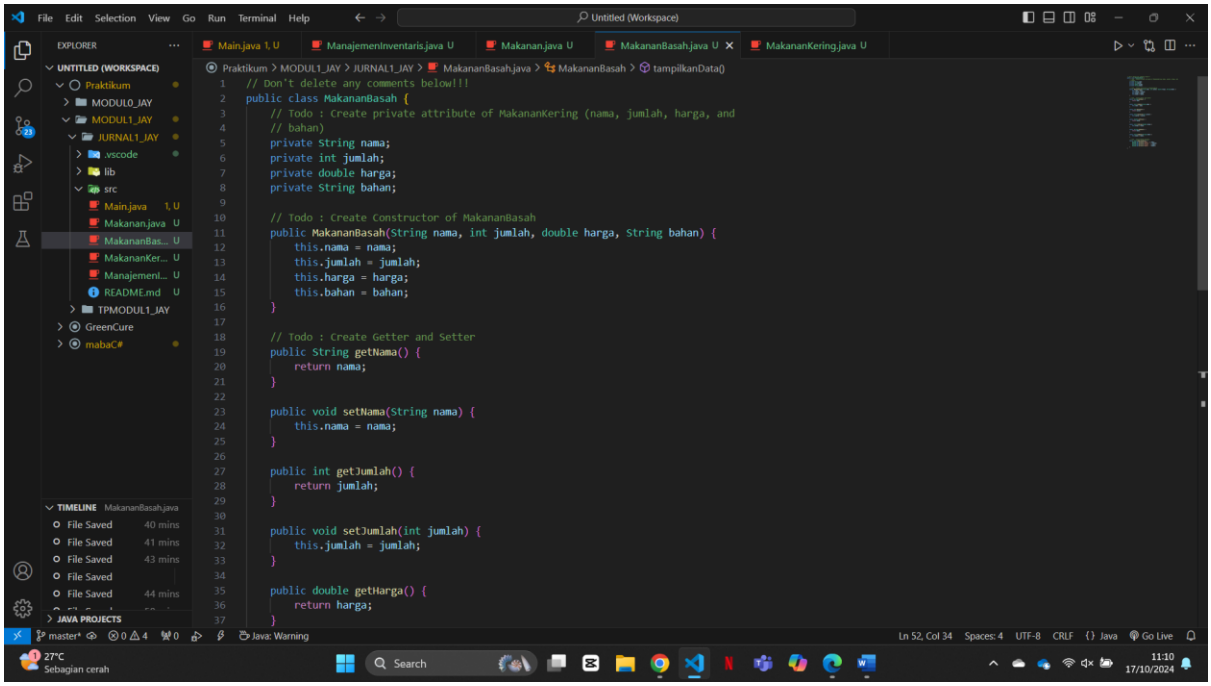


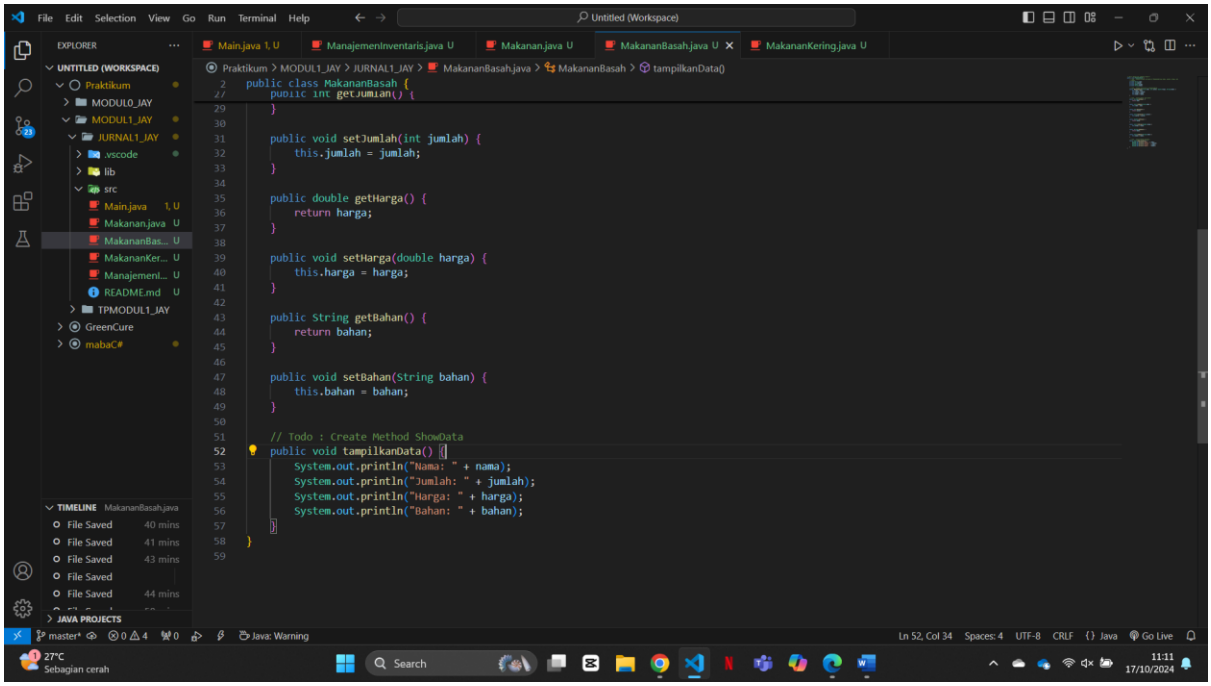
Makanan.java





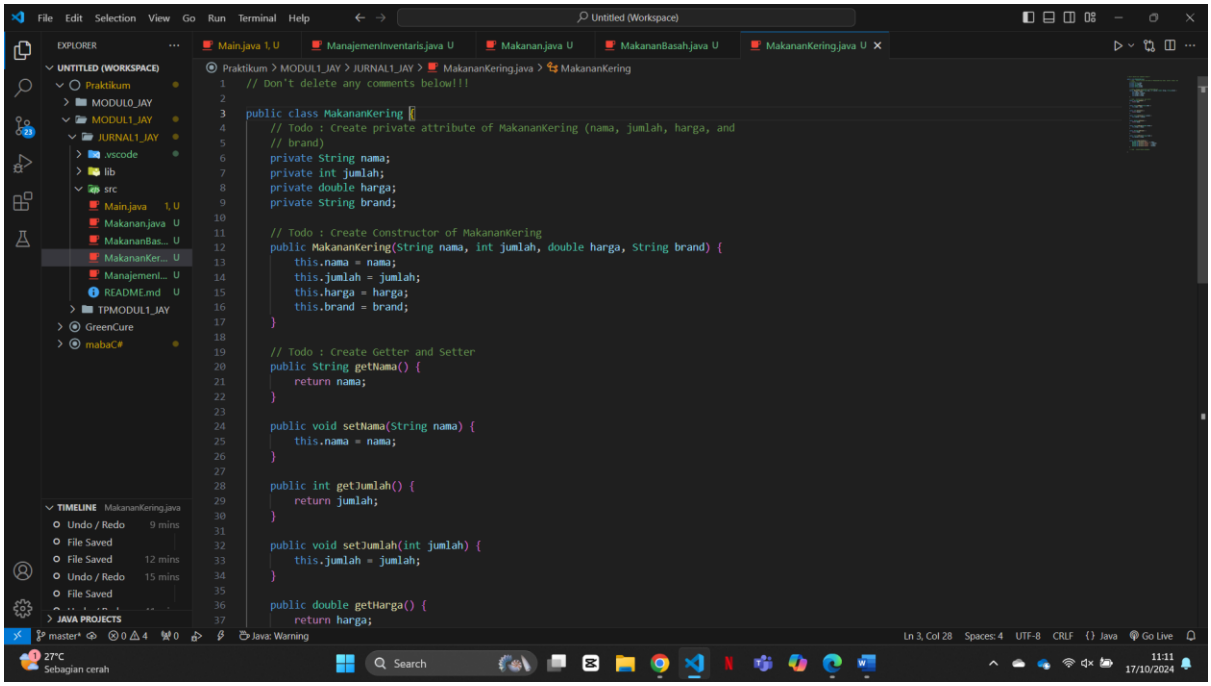
MakananBasah.java



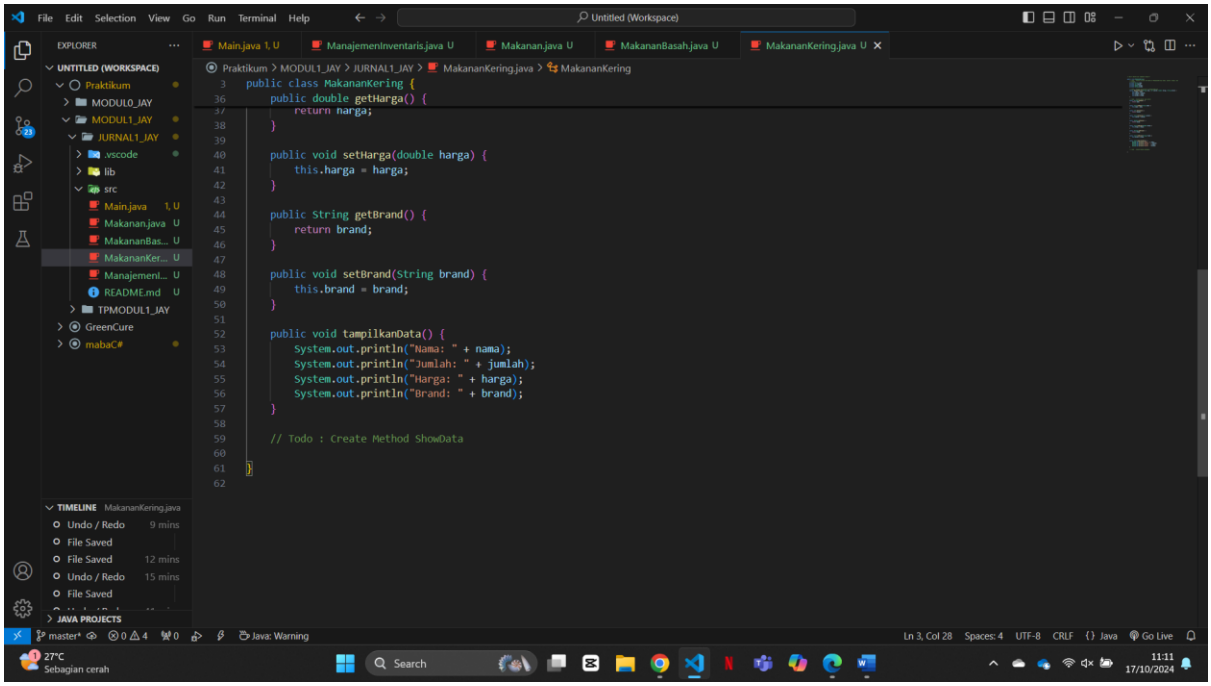


```java
public class MakananBasah {
    public int getJumlah() {
    }

    public void setJumlah(int jumlah) {
        this.jumlah = jumlah;
    }

    public double getHarga() {
        return harga;
    }

    public void setHarga(double harga) {
        this.harga = harga;
    }

    public String getBahan() {
        return bahan;
    }

    public void setBahan(String bahan) {
        this.bahan = bahan;
    }

    // Todo : Create Method ShowData
    public void tampilkanData() {
        System.out.println("Nama: " + nama);
        System.out.println("Jumlah: " + jumlah);
        System.out.println("Harga: " + harga);
        System.out.println("Bahan: " + bahan);
    }
}
```

MakananKering.java



```java
// Don't delete any comments below!!!

public class MakananKering {
    // Todo : Create private attribute of MakananKering (nama, jumlah, harga, and
    // brand)
    private String nama;
    private int jumlah;
    private double harga;
    private String brand;

    // Todo : Create Constructor of MakananKering
    public MakananKering(String nama, int jumlah, double harga, String brand) {
        this.nama = nama;
        this.jumlah = jumlah;
        this.harga = harga;
        this.brand = brand;
    }

    // Todo : Create Getter and Setter
    public String getNama() {
        return nama;
    }

    public void setNama(String nama) {
        this.nama = nama;
    }

    public int getJumlah() {
        return jumlah;
    }

    public void setJumlah(int jumlah) {
        this.jumlah = jumlah;
    }

    public double getHarga() {
        return harga;
```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MakananBasah.java U
MakananKering.java U
Praktikum > MODUL1_JAY > JURNAL1_JAY > MakananKering.java > MakananKering
3 public class MakananKering {
36 public double getHarga() {
37 return harga;
38 }
39
40 public void setHarga(double harga) {
41 this.harga = harga;
42 }
43
44 public String getBrand() {
45 return brand;
46 }
47
48 public void setBrand(String brand) {
49 this.brand = brand;
50 }
51
52 public void tampilkanData() {
53 System.out.println("Nama: " + nama);
54 System.out.println("Jumlah: " + jumlah);
55 System.out.println("Harga: " + harga);
56 System.out.println("Brand: " + brand);
57 }
58
59 // Todo : Create Method ShowData
60
61 }
62
TIMELINE MakananKering.java
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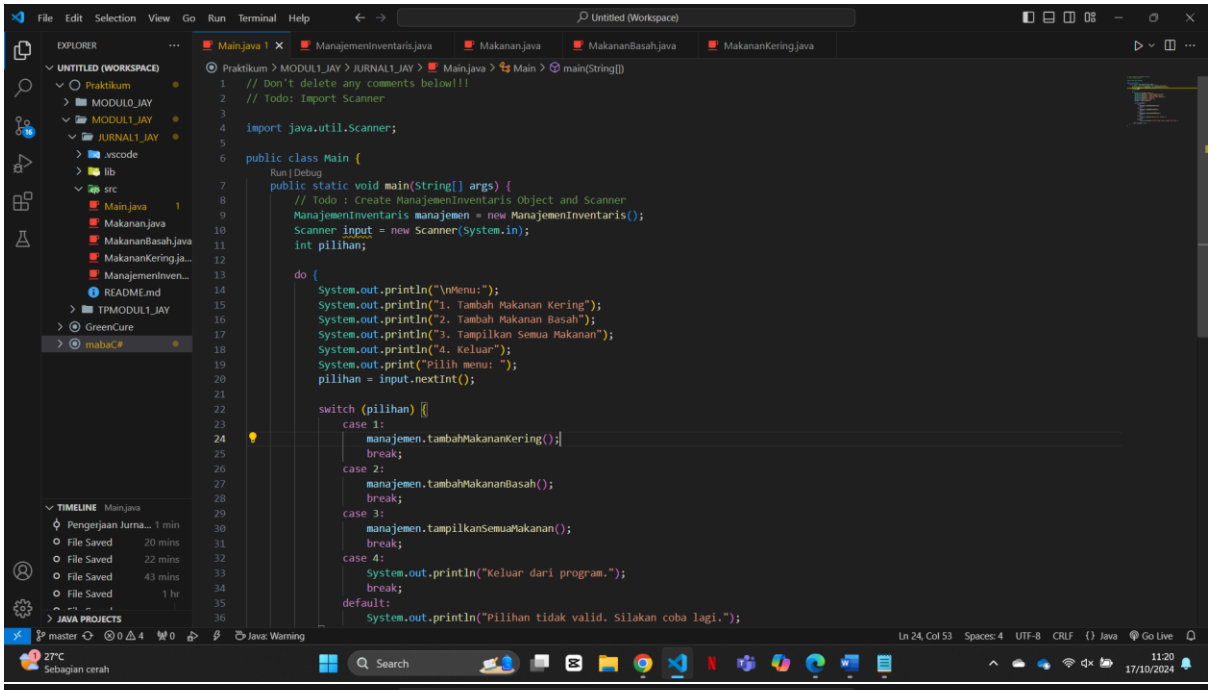
Main.java



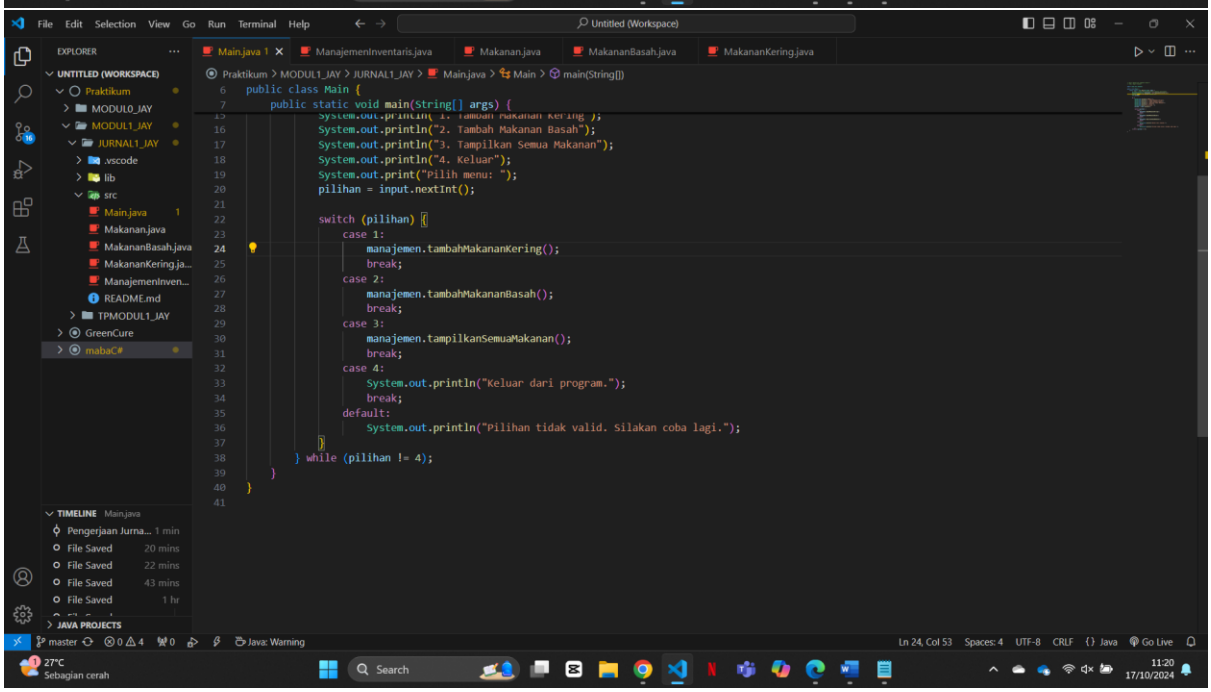
```java
// Don't delete any comments below!!!
// Todo: Import Scanner

import java.util.Scanner;

public class Main {
    Run | Debug
    public static void main(String[] args) {
        // Todo : Create ManajemenInventaris Object and Scanner
        ManajemenInventaris manajemen = new ManajemenInventaris();
        Scanner input = new Scanner(System.in);
        int pilihan;

        do {
            System.out.println("\nMenu:");
            System.out.println("1. Tambah Makanan Kering");
            System.out.println("2. Tambah Makanan Basah");
            System.out.println("3. Tampilkan Semua Makanan");
            System.out.println("4. Keluar");
            System.out.print("Pilih menu: ");
            pilihan = input.nextInt();

            switch (pilihan) {
                case 1:
                    manajemen.tambahMakananKering();
                    break;
                case 2:
                    manajemen.tambahMakananBasah();
                    break;
                case 3:
                    manajemen.tampilkanSemuaMakanan();
                    break;
                case 4:
                    System.out.println("Keluar dari program.");
                    break;
                default:
                    System.out.println("Pilihan tidak valid. Silakan coba lagi.");
```



```java
public class Main {
    public static void main(String[] args) {
            System.out.println("2. Tambah Makanan Basah");
            System.out.println("3. Tampilkan Semua Makanan");
            System.out.println("4. Keluar");
            System.out.print("Pilih menu: ");
            pilihan = input.nextInt();

            switch (pilihan) {
                case 1:
                    manajemen.tambahMakananKering();
                    break;
                case 2:
                    manajemen.tambahMakananBasah();
                    break;
                case 3:
                    manajemen.tampilkanSemuaMakanan();
                    break;
                case 4:
                    System.out.println("Keluar dari program.");
                    break;
                default:
                    System.out.println("Pilihan tidak valid. Silakan coba lagi.");
            }
        } while (pilihan != 4);
    }
}
```