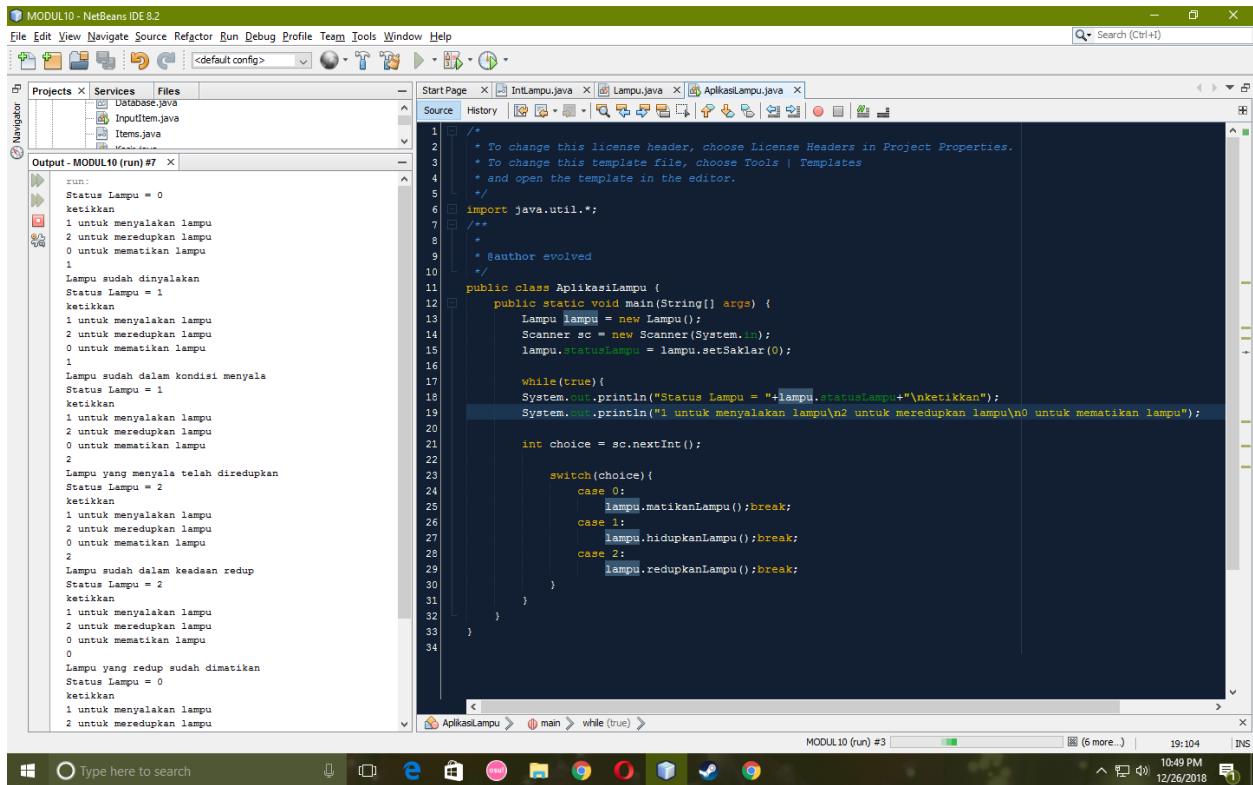


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TUGAS APLIKASILAMPU



The screenshot displays the NetBeans IDE environment with the following components:

- Projects Panel:** Shows a project named 'MODUL10' containing files like 'Database.java', 'InputItem.java', and 'Items.java'.
- Output Window:** Displays the program's execution output, showing the status of the lamp (0 for off, 1 for on) and prompts for user input (1 for on, 2 for off, 0 for toggle).
- Source Editor:** Contains the Java code for the 'AplikasiLampu' class. The code includes a 'main' method that initializes a 'Lampu' object, sets its initial state, and enters a loop where it prompts the user for input and updates the lamp's status based on the input.

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  import java.util.*;
7  /**
8   *
9   * @author evolved
10  */
11 public class AplikasiLampu {
12     public static void main(String[] args) {
13         Lampu lampu = new Lampu();
14         Scanner sc = new Scanner(System.in);
15         lampu.setStatusLampu = lampu.setSaklar(0);
16
17         while(true){
18             System.out.println("Status Lampu = "+lampu.getStatusLampu()+"\nketikkan");
19             System.out.println("1 untuk menyalakan lampu\n2 untuk meredupkan lampu\n0 untuk mematikan lampu");
20
21             int choice = sc.nextInt();
22
23             switch(choice){
24                 case 0:
25                     lampu.matikanLampu();break;
26                 case 1:
27                     lampu.hidupkanLampu();break;
28                 case 2:
29                     lampu.redupkanLampu();break;
30             }
31         }
32     }
33 }
34
```

