

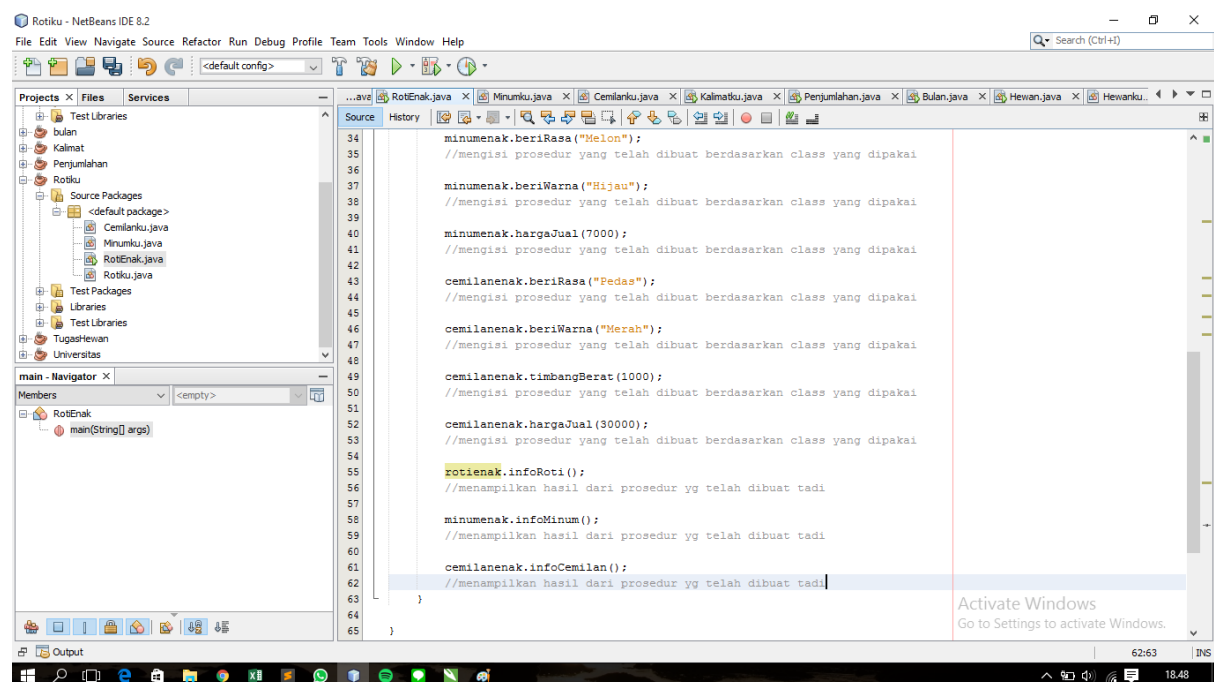
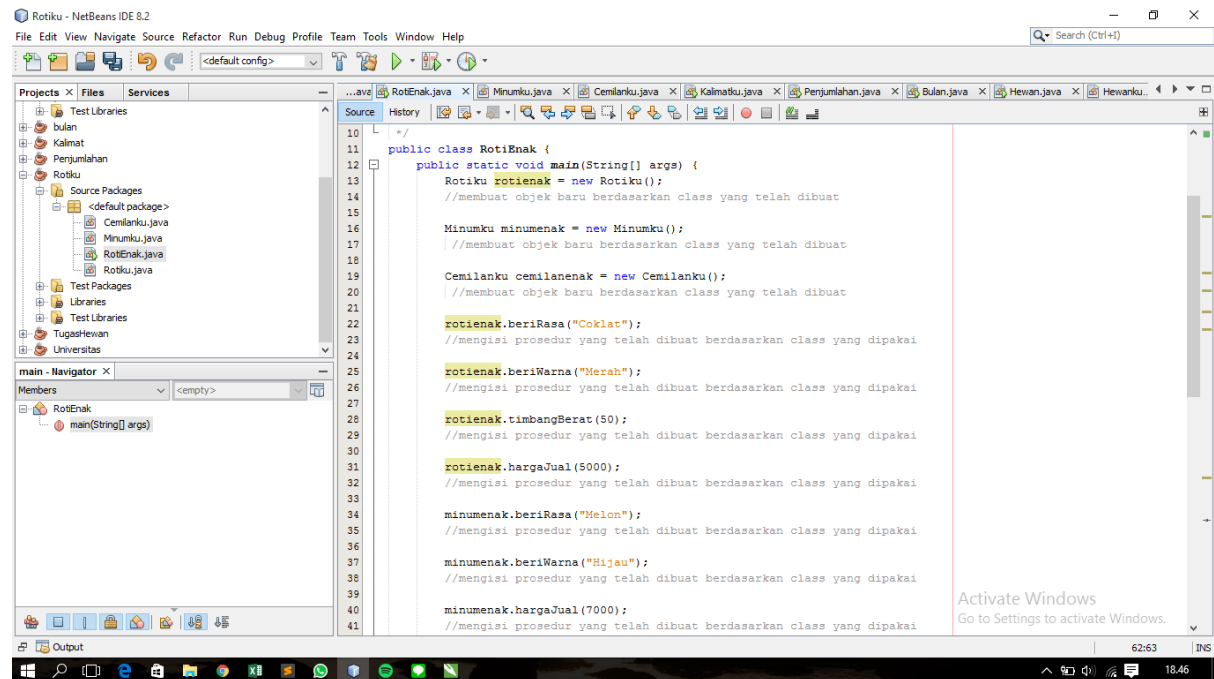
Nama : Ahmad Rozin

NIM : L200170135

Kelas : C

2.2 LATIHAN

1.



2.

RotiEnak		
Cemlanku	Rotiku	Minumku
#Warna = String #Rasa = String #Berat = Integer #Harga = Double	#Warna = String #Rasa = String #Berat = Integer #Harga = Double	#Warna = String #Rasa = String #Harga = Double
#beriWarna() #beriRasa() #timbangBerat #hargaJual()	#beriWarna() #beriRasa() #timbangBerat #hargaJual()	#beriWarna() #beriRasa() #hargaJual()

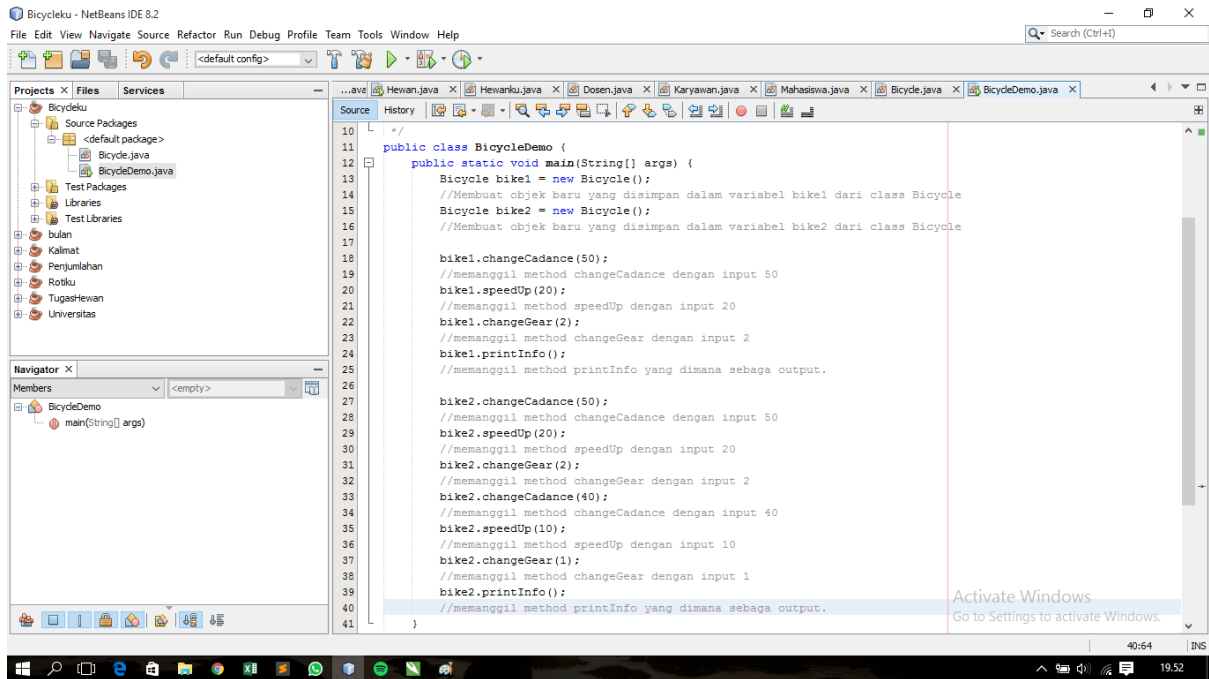
3.

The screenshot shows the NetBeans IDE interface. The main editor window displays the source code for a Java class named `Bicycle`. The code includes a package declaration, a class comment, and four methods: `changeCadence`, `speedUp`, `changeGear`, and `printInfo`. The left sidebar shows the project structure with folders for 'Source Packages', 'Test Packages', and 'Libraries'. Below the project structure, the 'Members' list for the `Bicycle` class is visible, showing the methods and attributes defined in the class.

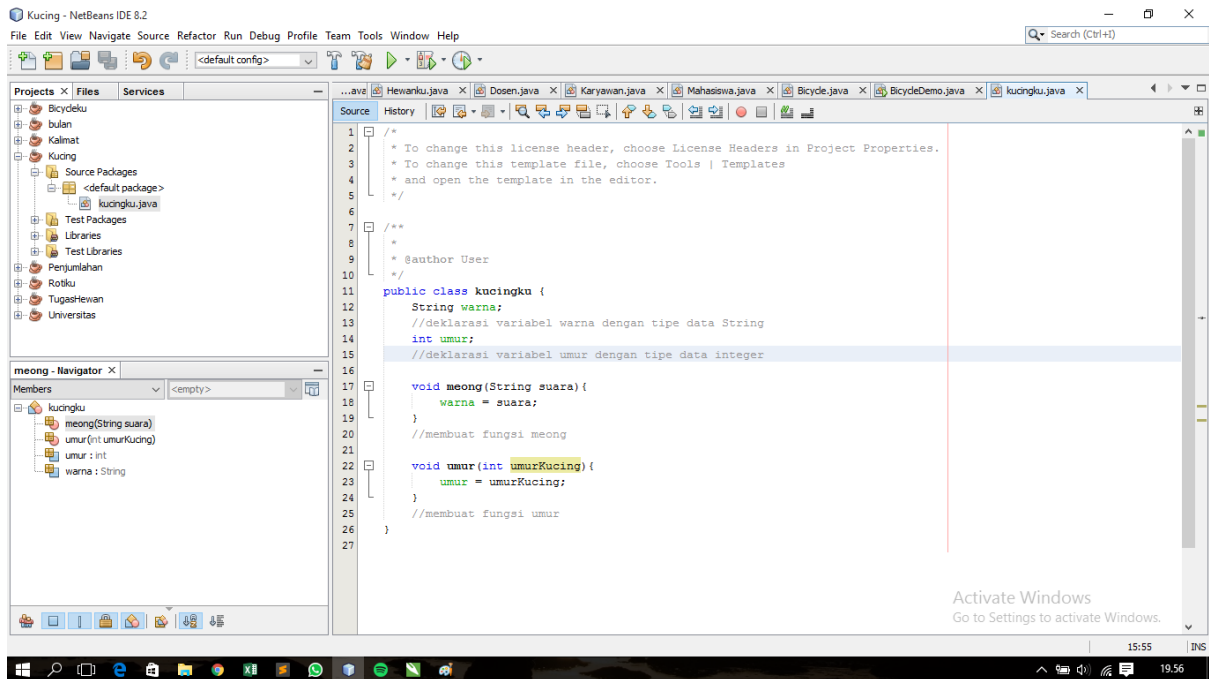
```

7  /**
8   *
9   * @author User
10  */
11  public class Bicycle {
12      int tambahspeed, gear, cadance;
13
14      void changeCadance(int cadancel) {
15          cadance = cadancel;
16      }
17      //Membuat method changeCadance dengan input bernilai int.
18
19      void speedUp(int kecepatanambah) {
20          tambahspeed = kecepatanambah;
21      }
22      //Membuat method speedUp dengan input bernilai int.
23
24      void changeGear(int gigisekarang) {
25          gear = gigisekarang;
26      }
27      //Membuat method changeGear dengan input bernilai int.
28
29      void printInfo() {
30          System.out.println(
31              "Change Cadance "+cadance+"\n"+
32              "Speed Up "+tambahspeed+"\n"+
33              "Change Gear "+gear
34          );
35      }
36      //Sebagai output untuk method yang telah dibuat.
37  }
38

```

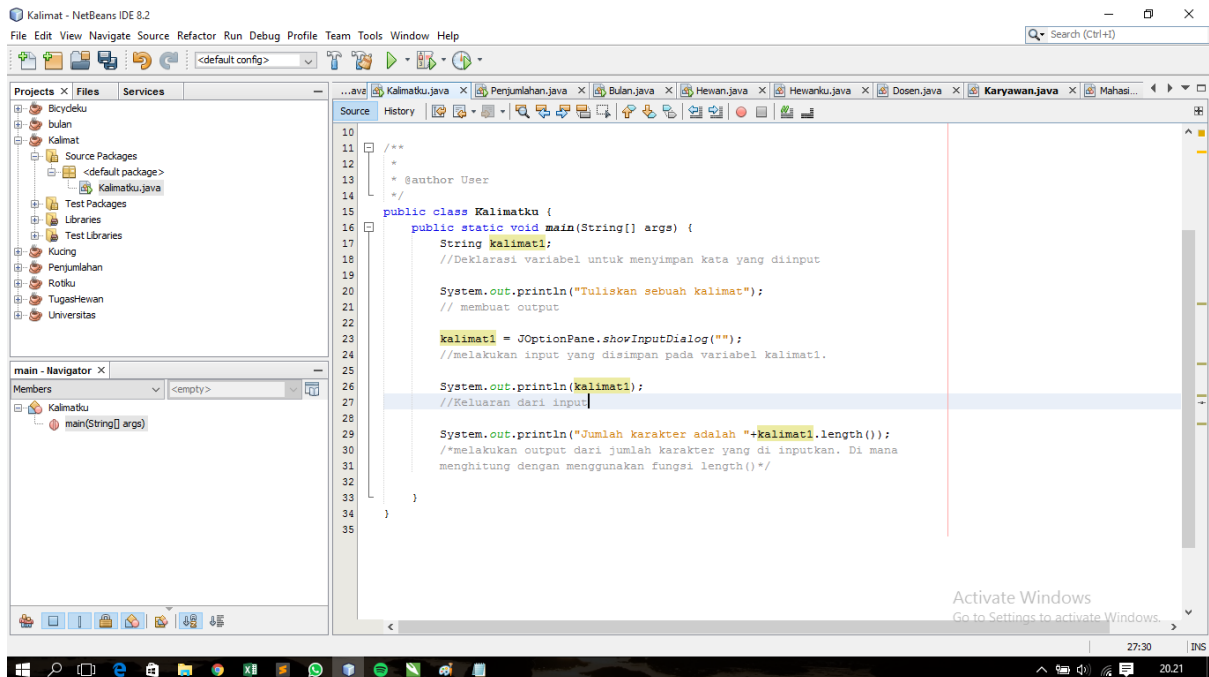


4.

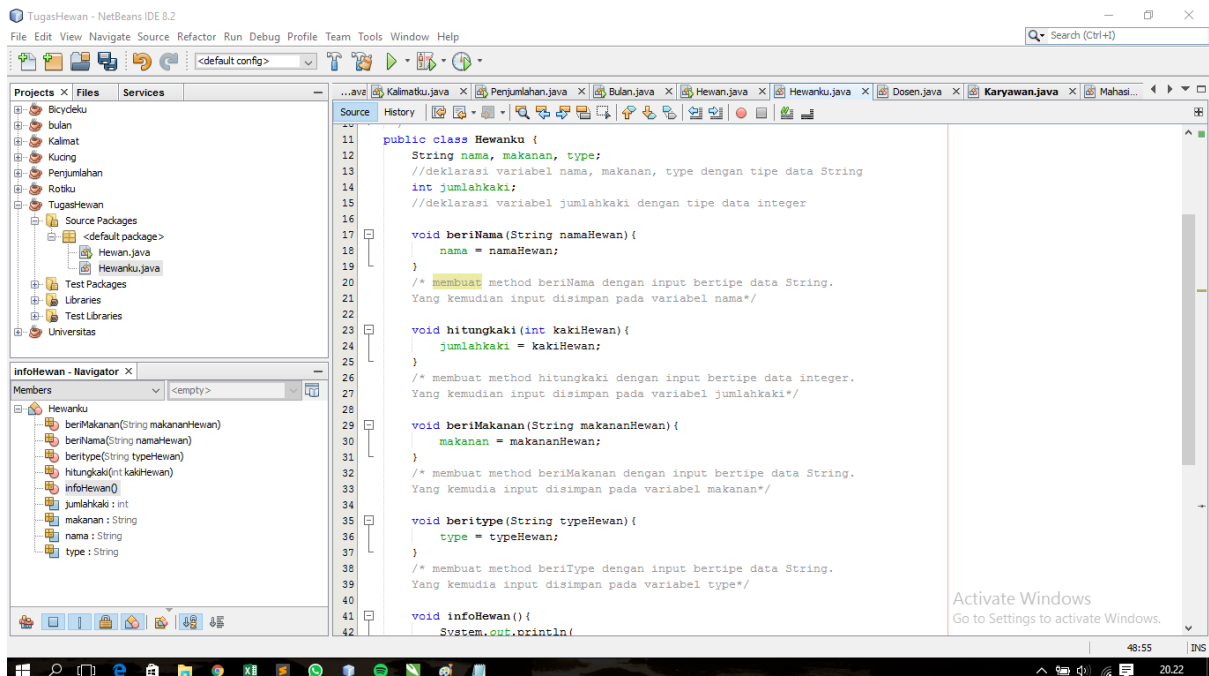


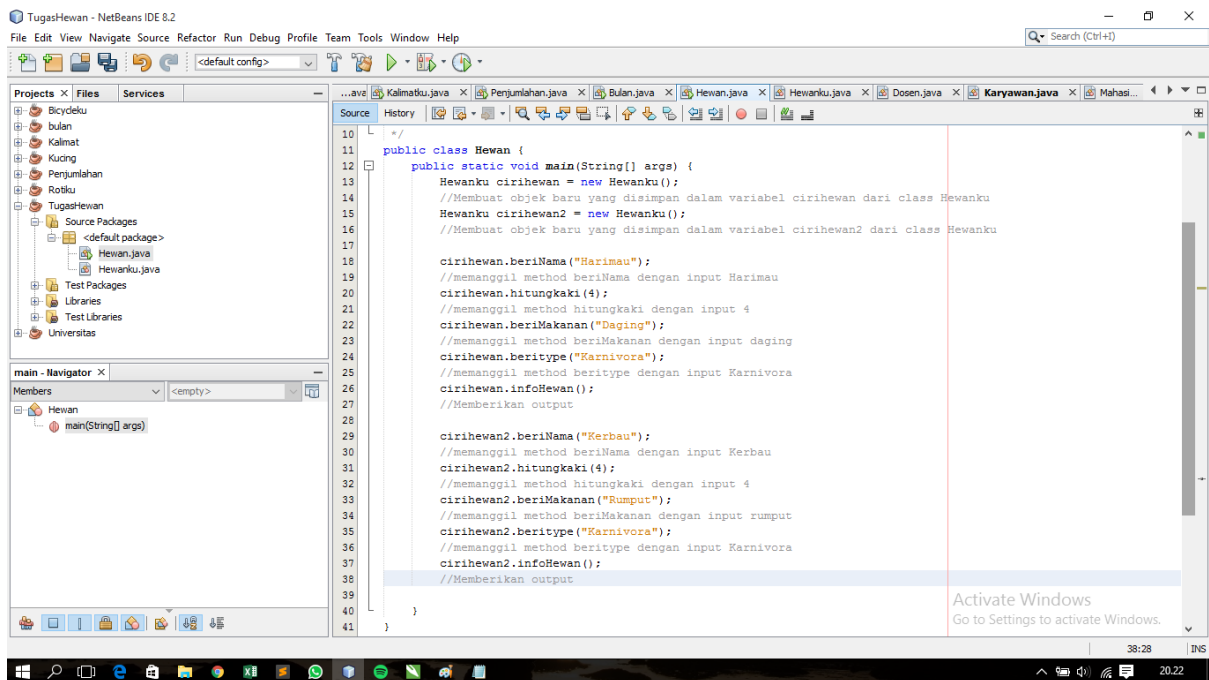
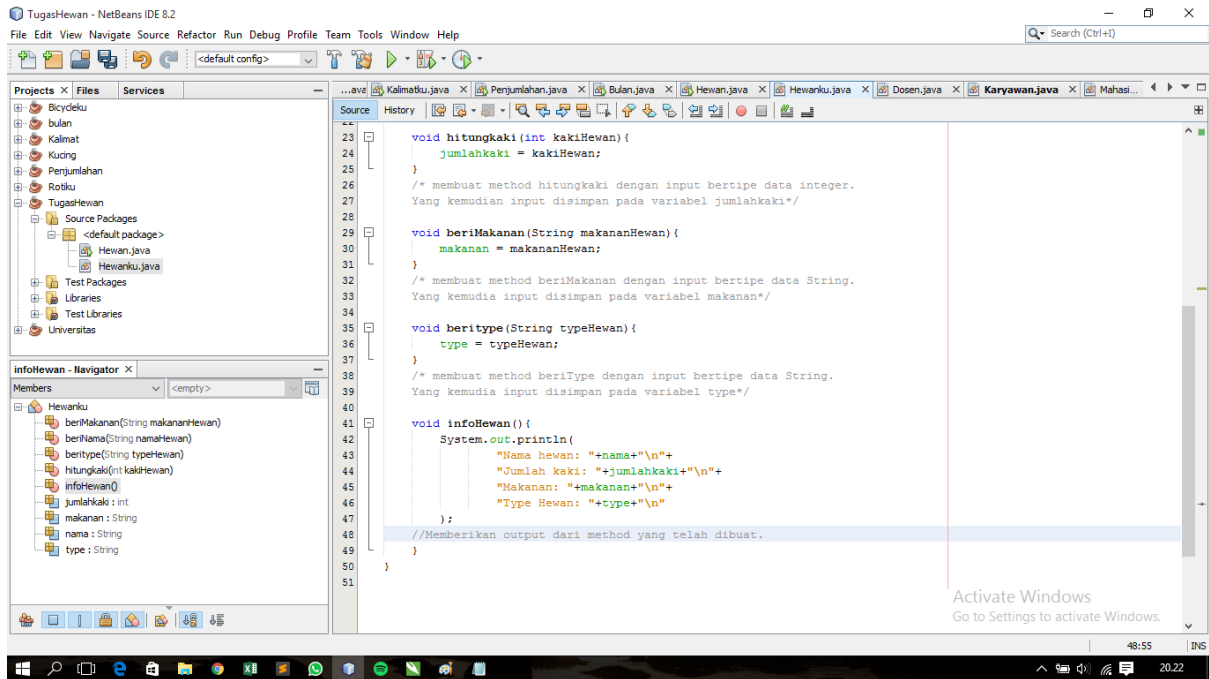
2.3 Pekerjaan Rumah

1.



2.





3.

