

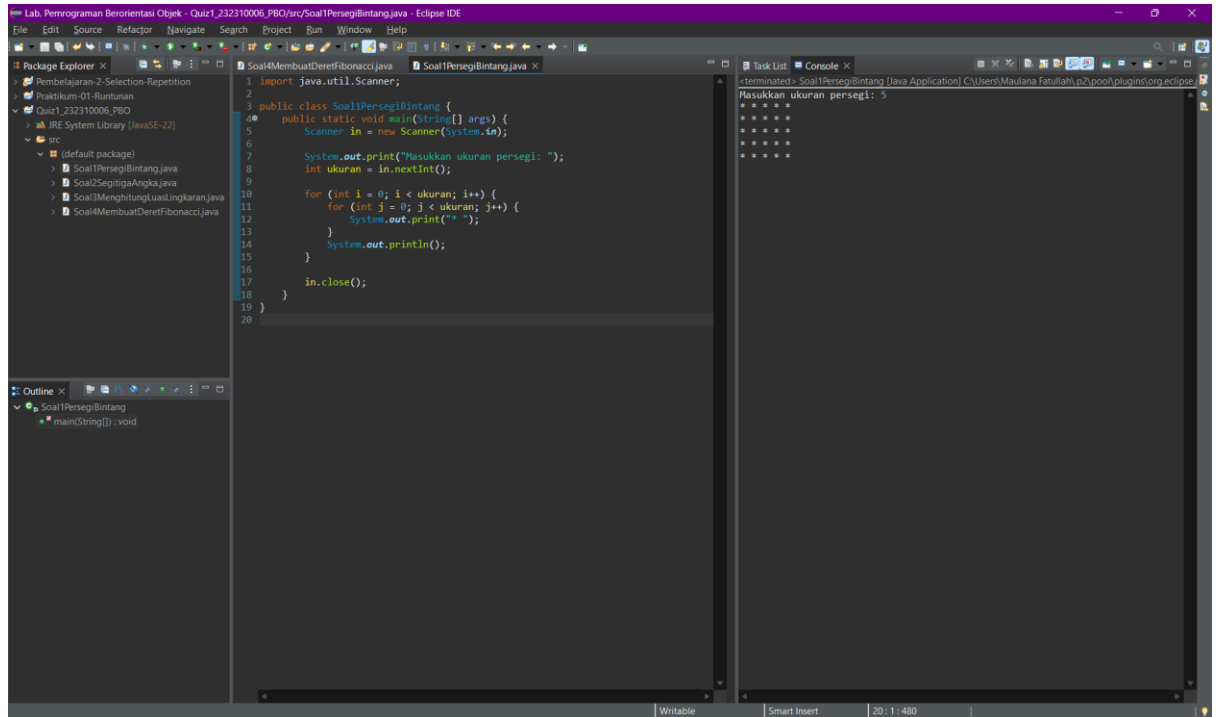
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Kelas: TI-23-KA

Prodi: Teknologi Informasi

1. Soal 1

Membuat Persegi Bintang



The screenshot shows the Eclipse IDE with the file 'Soal1PersegiBintang.java' open. The code is as follows:

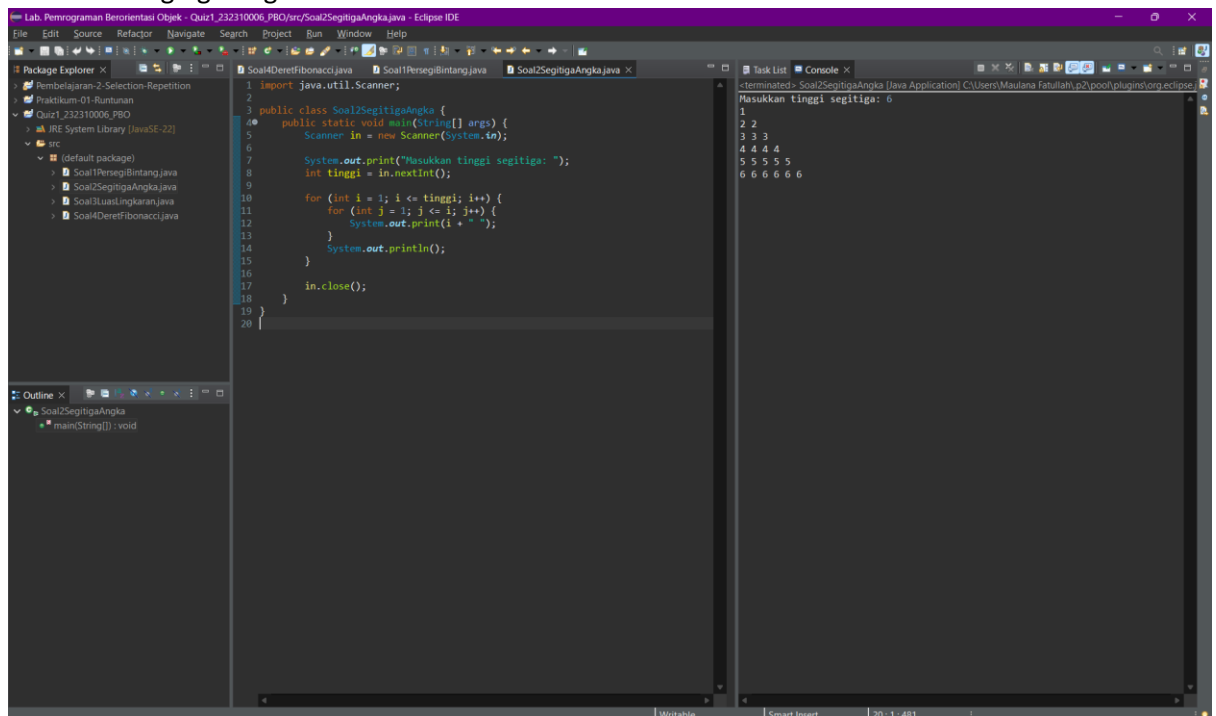
```
1 import java.util.Scanner;
2
3 public class Soal1PersegiBintang {
4     public static void main(String[] args) {
5         Scanner in = new Scanner(System.in);
6
7         System.out.print("Masukkan ukuran persegi: ");
8         int ukuran = in.nextInt();
9
10        for (int i = 0; i < ukuran; i++) {
11            for (int j = 0; j < ukuran; j++) {
12                System.out.print(" * ");
13            }
14            System.out.println();
15        }
16        in.close();
17    }
18 }
19
20
```

The console output shows the program running and printing a 5x5 grid of asterisks:

```
<terminated> Soal1PersegiBintang [Java Application] C:\Users\Maulana Fatullah\AppData\Local\Temp\plugins\org.eclipse
Masukkan ukuran persegi: 5
* * * * *
* * * * *
* * * * *
* * * * *
* * * * *
```

2. Soal 2

Membuat Segitiga Angka



The screenshot shows the Eclipse IDE with the file 'Soal2SegitigaAngka.java' open. The code is as follows:

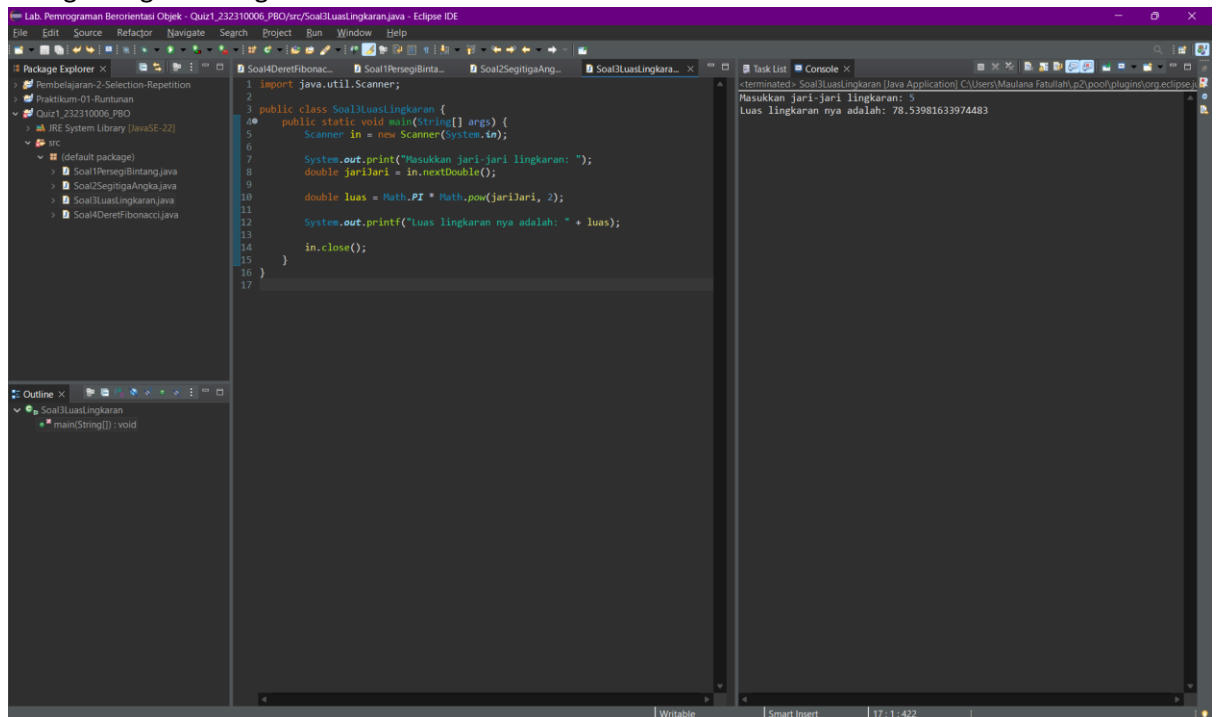
```
1 import java.util.Scanner;
2
3 public class Soal2SegitigaAngka {
4     public static void main(String[] args) {
5         Scanner in = new Scanner(System.in);
6
7         System.out.print("Masukkan tinggi segitiga: ");
8         int tinggi = in.nextInt();
9
10        for (int i = 1; i <= tinggi; i++) {
11            for (int j = 1; j <= i; j++) {
12                System.out.print(i + " ");
13            }
14            System.out.println();
15        }
16        in.close();
17    }
18 }
19
20
```

The console output shows the program running and printing a triangle of numbers (1 to 6):

```
<terminated> Soal2SegitigaAngka [Java Application] C:\Users\Maulana Fatullah\AppData\Local\Temp\plugins\org.eclipse
Masukkan tinggi segitiga: 6
1
2 2
3 3 3
4 4 4 4
5 5 5 5 5
6 6 6 6 6 6
```

3. Soal 3

Menghitung Luas Lingkaran

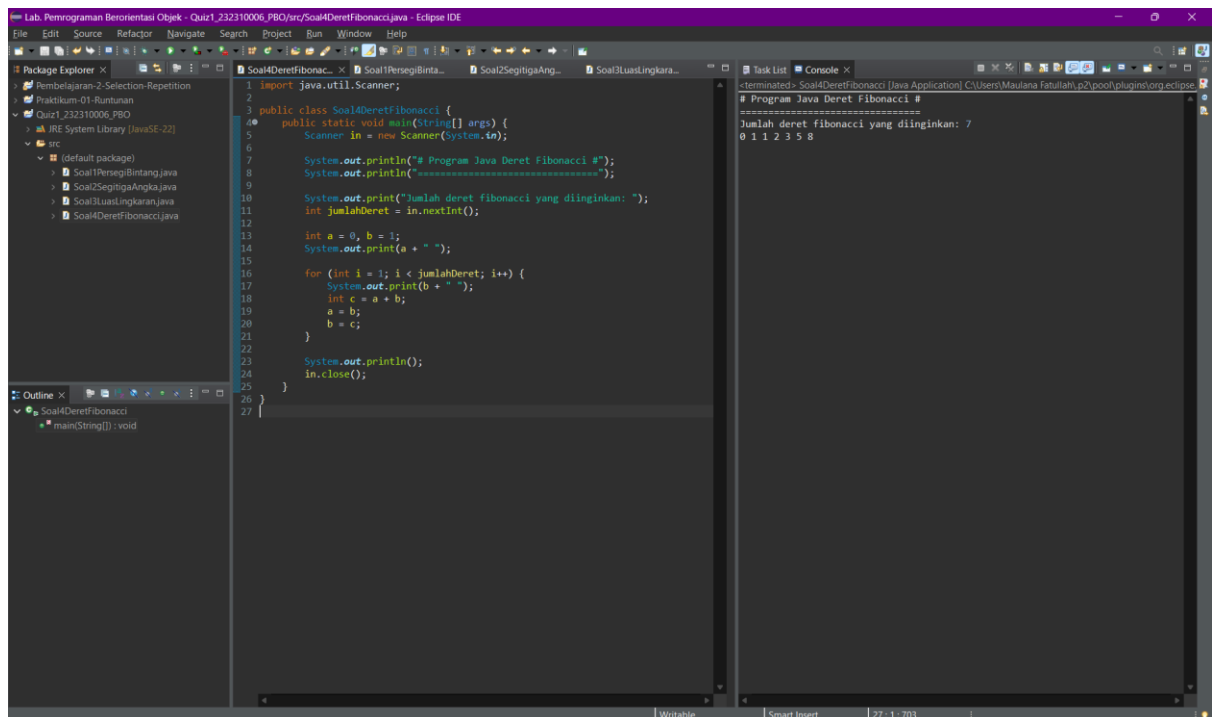


The screenshot shows the Eclipse IDE with the following components:

- Package Explorer:** Shows the project structure with files like `Soal1PersegiBintang.java`, `Soal2SegitigaAngka.java`, `Soal3LuasLingkara...`, and `Soal4DeretFibonacci.java`.
- Editor:** Displays the code for `Soal3LuasLingkara.java`. The code imports `java.util.Scanner` and defines a `main` method that prompts the user for the radius, calculates the area using `Math.PI * Math.pow(jariJari, 2)`, and prints the result.
- Console:** Shows the output of the program: `Masukkan jari-jari lingkaran: 5` followed by `Luas lingkaran nya adalah: 78.53981633974483`.

4. Soal 4

Membuat Deret Fibonacci



The screenshot shows the Eclipse IDE with the following components:

- Package Explorer:** Similar to the previous screenshot, showing the project structure.
- Editor:** Displays the code for `Soal4DeretFibonacci.java`. The code imports `java.util.Scanner` and defines a `main` method that prompts the user for the number of terms, then uses a loop to calculate and print the Fibonacci sequence.
- Console:** Shows the output of the program: `Jumlah deret fibonacci yang diinginkan: 7` followed by the sequence `0 1 1 2 3 5 8`.