

Laporan Java 2

Nama : Ahmad Maulidin Al Furqon

Kelas : XII RPL A / 06

1. Tugas 1

```
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  package Tugas.Tugas1;
7
8  /**
9   *
10  * @author ahmad
11  */
12  public class tugas1 {
13      public static void main(String[] args) {
14          String str1= "Bermain";
15          String str2= "Bola";
16          System.out.println(str1 + " " + str2);
17      }
18  }
19
```

#output

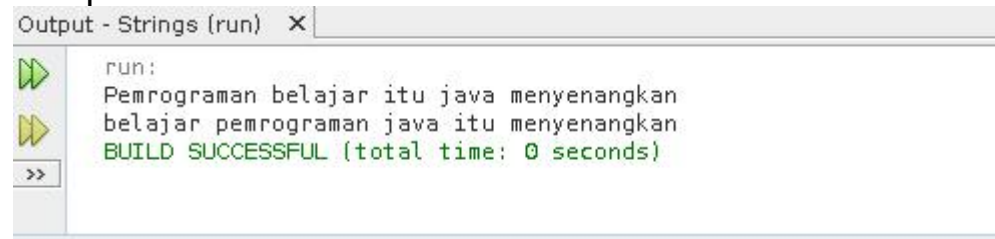
```
Output - Strings (run) X
run:
Bermain Bola
BUILD SUCCESSFUL (total time: 0 seconds)
```

menggapungkan string

2. Tugas 2

```
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  package Tugas2;
7
8  /**
9   *
10  * @author ahmad
11  */
12  public class tugas2 {
13      public static void main(String[] args) {
14          String kata = "Pemrograman belajar itu java menyenangkan";
15          StringBuffer str1 = new StringBuffer(kata);
16
17          System.out.println(str1);
18          str1.delete(0,28);
19          str1.insert(0, "belajar pemrograman java itu");
20          System.out.println(str1);
21      }
22  }
23
24
```

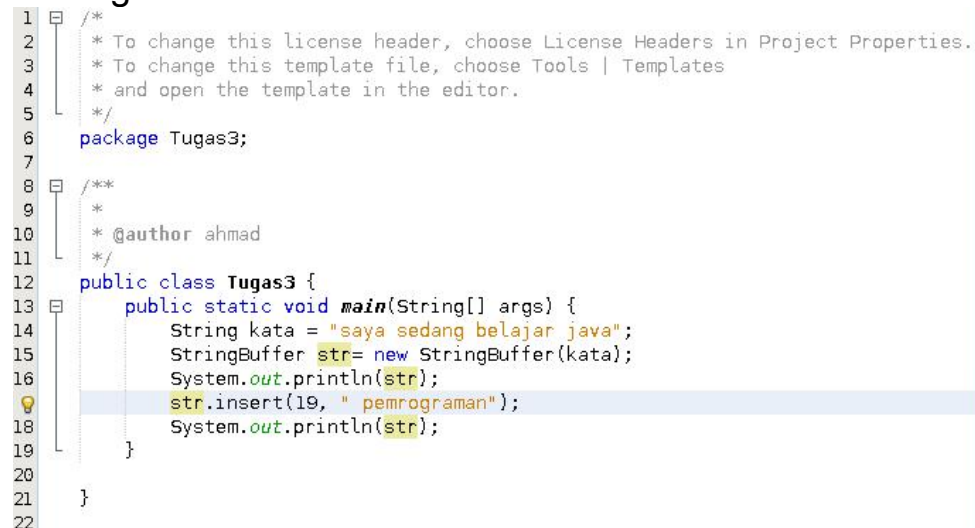
#output



```
Output - Strings (run) X
run:
Pemrograman belajar itu java menyenangkan
belajar pemrograman java itu menyenangkan
BUILD SUCCESSFUL (total time: 0 seconds)
```

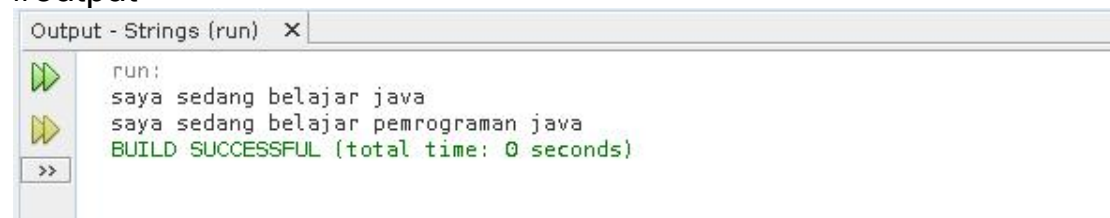
disini saya menggunakan fungsi delete kemudian insert

3. Tugas 3



```
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  package Tugas3;
7
8  /**
9   *
10  * @author ahmad
11  */
12  public class Tugas3 {
13      public static void main(String[] args) {
14          String kata = "saya sedang belajar java";
15          StringBuffer str= new StringBuffer(kata);
16          System.out.println(str);
17          str.insert(19, " pemrograman");
18          System.out.println(str);
19      }
20  }
21  }
22  }
```

#output



```
Output - Strings (run) X
run:
saya sedang belajar java
saya sedang belajar pemrograman java
BUILD SUCCESSFUL (total time: 0 seconds)
```

#menginsert kata “pemrograman” diantara belajar dan java