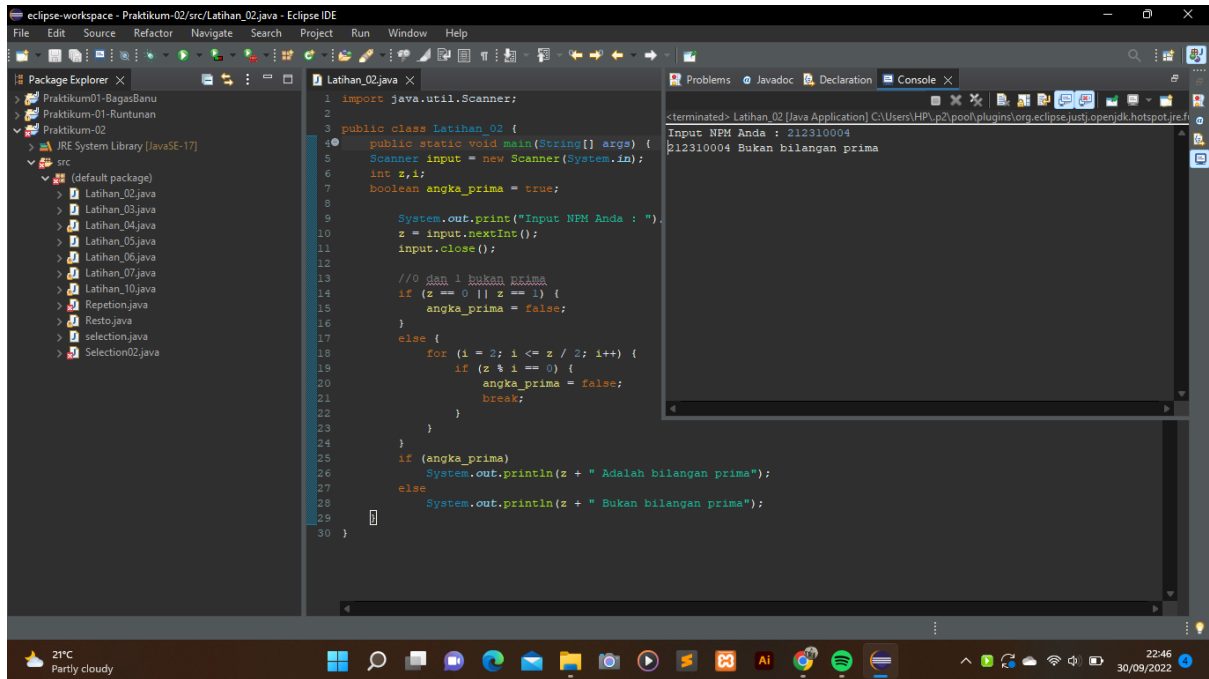


Nama : Muhamad Agus Setiawan

Npm : 212310004

Kelas : TI-21-PA

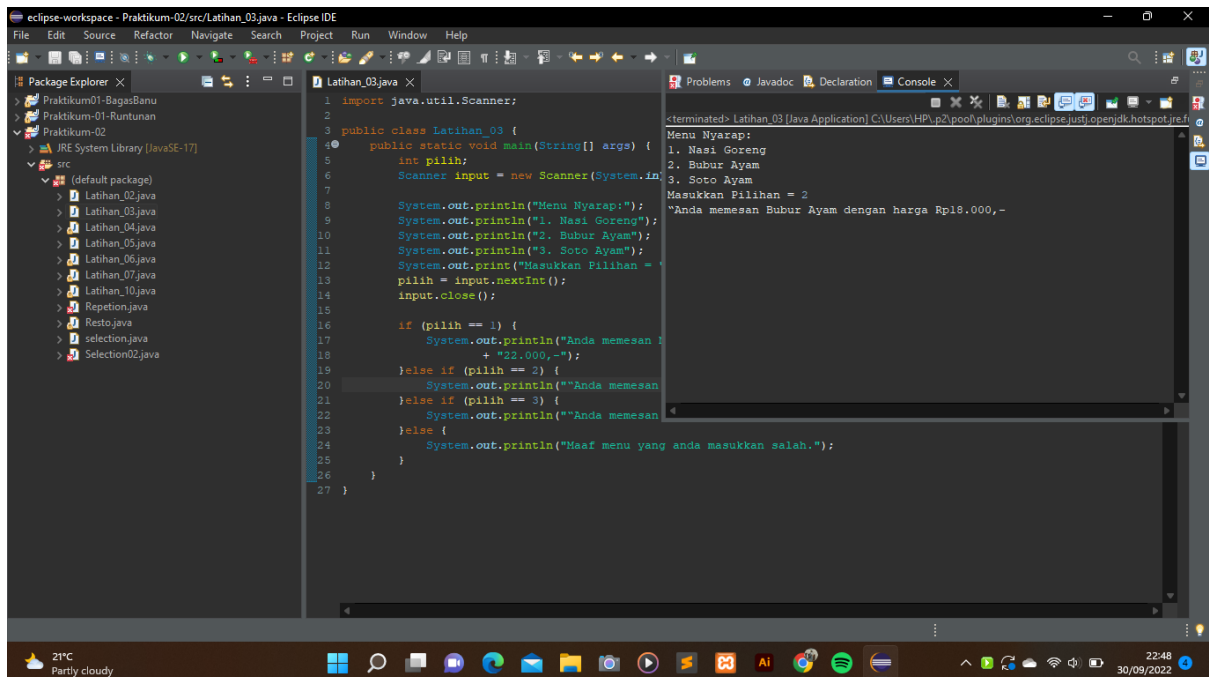


The screenshot shows the Eclipse IDE interface. The Package Explorer on the left lists the project structure. The main editor displays the code for `Latihan_02.java`. The code imports `java.util.Scanner` and defines a `main` method that takes an array of arguments. It creates a `Scanner` object to read input from the user. The program prompts the user to enter an NPM and then checks if the entered number is a prime number. The console output shows the user's input and the program's response.

```
1 import java.util.Scanner;
2
3 public class Latihan_02 {
4     public static void main(String[] args) {
5         Scanner input = new Scanner(System.in);
6         int z, i;
7         boolean angka_prima = true;
8
9         System.out.print("Input NPM Anda : ");
10        z = input.nextInt();
11        input.close();
12
13        //0 dan 1 bukan prima
14        if (z == 0 || z == 1) {
15            angka_prima = false;
16        }
17        else {
18            for (i = 2; i <= z / 2; i++) {
19                if (z % i == 0) {
20                    angka_prima = false;
21                    break;
22                }
23            }
24        }
25        if (angka_prima)
26            System.out.println(z + " Adalah bilangan prima");
27        else
28            System.out.println(z + " Bukan bilangan prima");
29    }
30 }
```

Console Output:

```
<terminated> Latihan_02 [Java Application] C:\Users\HP\p2\pool\plugins\org.eclipse.justi.openjdk.hotspot.jre.f
Input NPM Anda : 212310004
212310004 Bukan bilangan prima
```



The screenshot shows the Eclipse IDE interface. The Package Explorer on the left lists the project structure. The main editor displays the code for `Latihan_03.java`. The code imports `java.util.Scanner` and defines a `main` method that takes an array of arguments. It creates a `Scanner` object to read input from the user. The program displays a menu with three options: 1. Nasi Goreng, 2. Bubur Ayam, and 3. Soto Ayam. The user is prompted to enter a choice, and the program calculates the total price based on the selected item. The console output shows the menu, the user's choice, and the calculated total price.

```
1 import java.util.Scanner;
2
3 public class Latihan_03 {
4     public static void main(String[] args) {
5         int pilih;
6         Scanner input = new Scanner(System.in);
7
8         System.out.println("Menu Nyarap:");
9         System.out.println("1. Nasi Goreng");
10        System.out.println("2. Bubur Ayam");
11        System.out.println("3. Soto Ayam");
12        System.out.print("Masukkan Pilihan = ");
13        pilih = input.nextInt();
14        input.close();
15
16        if (pilih == 1) {
17            System.out.println("Anda memesan Nasi Goreng dengan harga Rp18.000,-");
18        }
19        else if (pilih == 2) {
20            System.out.println("Anda memesan Bubur Ayam dengan harga Rp10.000,-");
21        }
22        else if (pilih == 3) {
23            System.out.println("Anda memesan Soto Ayam dengan harga Rp12.000,-");
24        }
25        else {
26            System.out.println("Maaf menu yang anda masukkan salah.");
27        }
28    }
29 }
```

Console Output:

```
<terminated> Latihan_03 [Java Application] C:\Users\HP\p2\pool\plugins\org.eclipse.justi.openjdk.hotspot.jre.f
Menu Nyarap:
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Masukkan Pilihan = 2
Anda memesan Bubur Ayam dengan harga Rp10.000,-
```

