Latihan 1 MatematikaDemo.java

```java
class Matematika {
    public float pertambahan(float a, float b) {
        return a + b;
    }

    public float pengurangan(float a, float b) {
        return a - b;
    }

    public float perkalian(float a, float b) {
        return a * b;
    }

    public float pembagian(float a, float b) {
        if (b != 0) {
            return a / b;
        } else {
            System.out.println("Error: Pembagian dengan nol");
            return 0; // Atau bisa throw exception
        }
    }
}

public class MatematikaDemo {
    public static void main(String[] args) {
        Matematika math = new Matematika();

        // Menggunakan float untuk operasi
        float a = 20.5f;
        float b = 10.5f;

        System.out.println("Pertambahan: " + a + " + " + b + " = " +
math.pertambahan(a, b));
        System.out.println("Pengurangan: " + a + " - " + b + " = " +
math.pengurangan(a, b));
        System.out.println("Perkalian: " + a + " x " + b + " = " +
math.perkalian(a, b));
        System.out.println("Pembagian: " + a + " / " + b + " = " +
math.pembagian(a, b));
    }
}
```

Hasil Run

```
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3> javac MatematikaDemo.java
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3> java MatematikaDemo
Pertambahan: 20.5 + 10.5 = 31.0
Pengurangan: 20.5 - 10.5 = 10.0
Pengurangan: 20.5 - 10.5 = 10.0
Perkalian: 20.5 x 10.5 = 215.25
Pembagian: 20.5 / 10.5 = 1.9523809
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3>
```

Latihan 2 KonversiSuhuDemo.java

```java
class KonversiSuhu {
    public double toKelvin(double celsius) {
        return celsius + 273.15;
    }

    public double toFahrenheit(double celsius) {
        return celsius * 1.8 + 32;
    }

    public double toRankine(double celsius) {
        return celsius * 1.8 + 491.67;
    }

    public double toDelisle(double celsius) {
        return (100 - celsius) * 1.5;
    }

    public double toNewton(double celsius) {
        return celsius * 33 / 100;
    }

    public double toReaumur(double celsius) {
        return celsius * 0.8;
    }

    public double toRomer(double celsius) {
        return celsius * 21 / 40 + 7.5;
    }
}
```

```java
public class KonversiSuhuDemo {
    public static void main(String[] args) {
        KonversiSuhu konversi = new KonversiSuhu();
        double celsius = 25; // Contoh suhu dalam Celsius
        System.out.println("Celsius: " + celsius);
        System.out.println("Kelvin: " + konversi.toKelvin(celsius));
        System.out.println("Fahrenheit: " + konversi.toFahrenheit(celsius));
        System.out.println("Rankine: " + konversi.toRankine(celsius));
        System.out.println("Delisle: " + konversi.toDelisle(celsius));
        System.out.println("Newton: " + konversi.toNewton(celsius));
        System.out.println("Réaumur: " + konversi.toReaumur(celsius));
        System.out.println("Rømer: " + konversi.toRomer(celsius));
    }
}
```

Hasil Run

```
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3> javac KonversiSuhuDemo
error: Class names, 'KonversiSuhuDemo', are only accepted if annotation processing is explicitly requested
1 error
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3> javac KonversiSuhuDemo.java
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3> java KonversiSuhuDemo
Celsius: 25.0
Kelvin: 298.15
Fahrenheit: 77.0
Rankine: 536.6700000000001
Delisle: 112.5
Newton: 8.25
Réaumur: 20.0
R?mer: 20.625
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3>
```

Latihan 3

TestStatic1.java

```java
public class TestStatic1 {
    // Atribut statis
    static int a = 5;
    static int b = 10;
    static int c = 15;
    static int d = 20;
    static int e = 25;

    // Method statis satu
    public static void satu() {
```

```
        System.out.println("Method satu() dipanggil");
    }

    // Method statis dua
    public static void dua() {
        System.out.println("Method dua() dipanggil");
    }

    // Method untuk mencetak atribut
    public static void cetakAtribut() {
        System.out.println("Atribut a: " + a);
        System.out.println("Atribut b: " + b);
        System.out.println("Atribut c: " + c);
        System.out.println("Atribut d: " + d);
        System.out.println("Atribut e: " + e);
    }
}
```

TestStatic1Demo.java

```
public class TestStatic1Demo {
    public static void main(String[] args) {
        // Memanggil method satu dan dua
        TestStatic1.satu();
        TestStatic1.dua();

        // Mencetak atribut
        TestStatic1.cetakAtribut();
    }
}
```

Hasil Run

```
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3> java TestStatic1Demo
Method satu() dipanggil
Method dua() dipanggil
Atribut a: 5
Atribut b: 10
Atribut c: 15
Atribut d: 20
Atribut e: 25
PS D:\kuliah\pbo\SEMESTER 6\PRAKTIKUM 3>
```