PRAKTIKUM PEMROGRAMAN BERBASIS OBJEK

LAPORAN JOBSHEET 4

Disusun Oleh :

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PROGRAM STUDI INFORMATIKA

JURUSAN TEKNIK ELEKTRONIKA

FAKUTAS TEKNIK

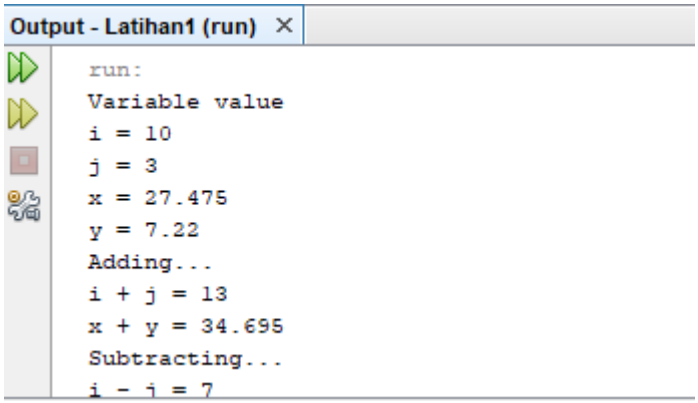
UNIVERSITAS NEGERI PADANG

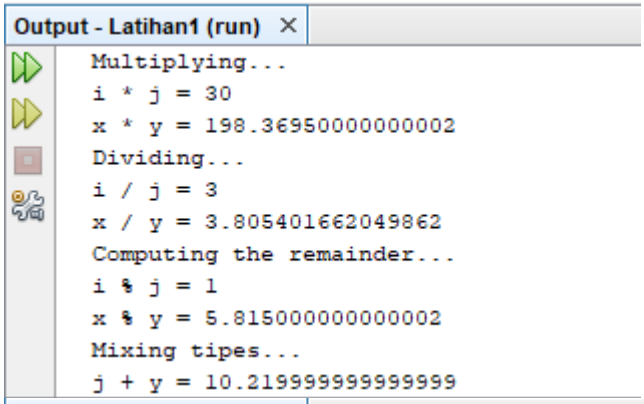
2022

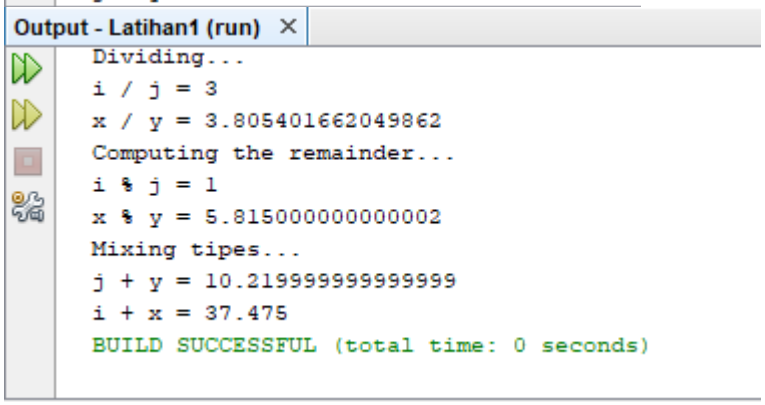
LATIHAN 1

```
public class AritmatikaDemo {
    public static void main (String [] args) {
        int i = 10;
        int j = 3;
        double x = 27.475;
        double y = 7.22;

        System.out.println("Variable value");
        System.out.println("i = " + i);
        System.out.println("j = " + j);
        System.out.println("x = " + x);
        System.out.println("y = " + y);

        //penjumlahan angka
        System.out.println("Adding...");
        System.out.println("i + j = " + (i + j));
        System.out.println("x + y = " + (x + y));

        //pengurangan angka
        System.out.println("Subtracting...");
        System.out.println("i - j = " + (i - j));
        System.out.println("x - y = " + (x - y));

        //perkalian angka
        System.out.println("Multiplying...");
        System.out.println("i * j = " + (i * j));
        System.out.println("x * y = " + (x * y));

        //pembagian angka
        System.out.println("Dividing...");
        System.out.println("i / j = " + (i / j));
        System.out.println("x / y = " + (x / y));


        //perkalian angka
        System.out.println("Multiplying...");
        System.out.println("i * j = " + (i * j));
        System.out.println("x * y = " + (x * y));

        //pembagian angka
        System.out.println("Dividing...");
        System.out.println("i / j = " + (i / j));
        System.out.println("x / y = " + (x / y));

        //menghitung hasil modulus dari pembagian
        System.out.println("Computing the remainder...");
        System.out.println("i % j = " + (i % j));
        System.out.println("x % y = " + (x % y));

        //tipe penggabungan
        System.out.println("Mixing tipes...");
        System.out.println("j + y = " + (j + y));
        System.out.println("i + x = " + (i + x));
    }
}
```

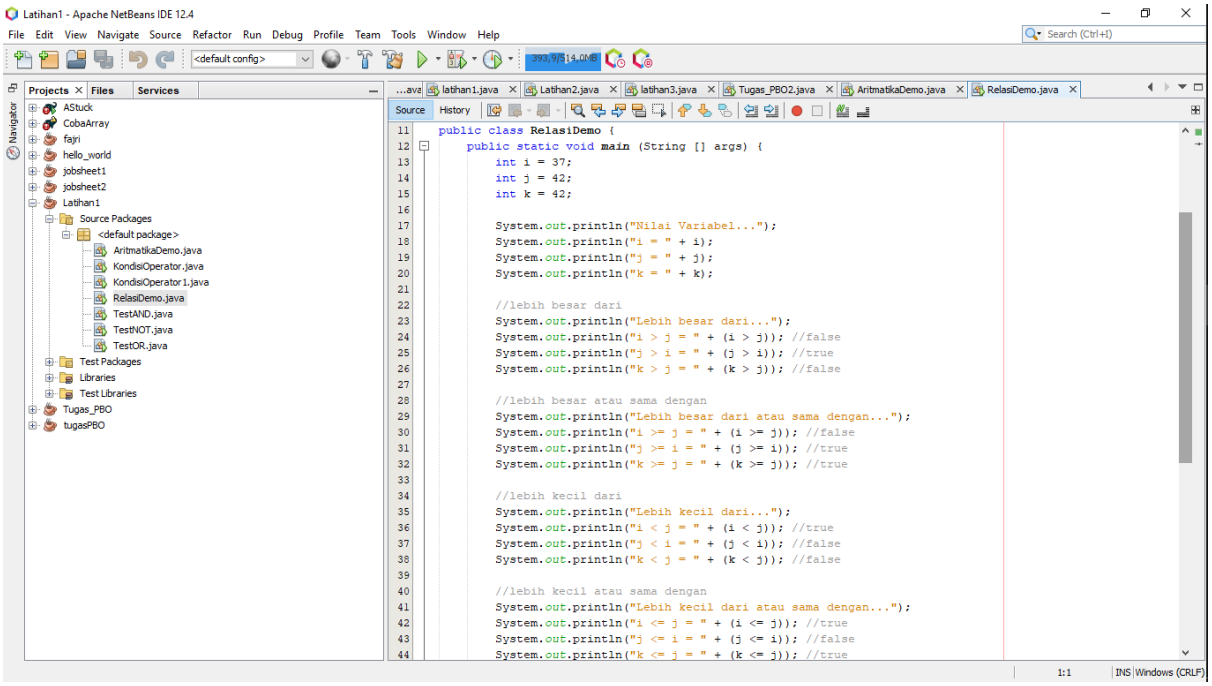
OUTPUT :

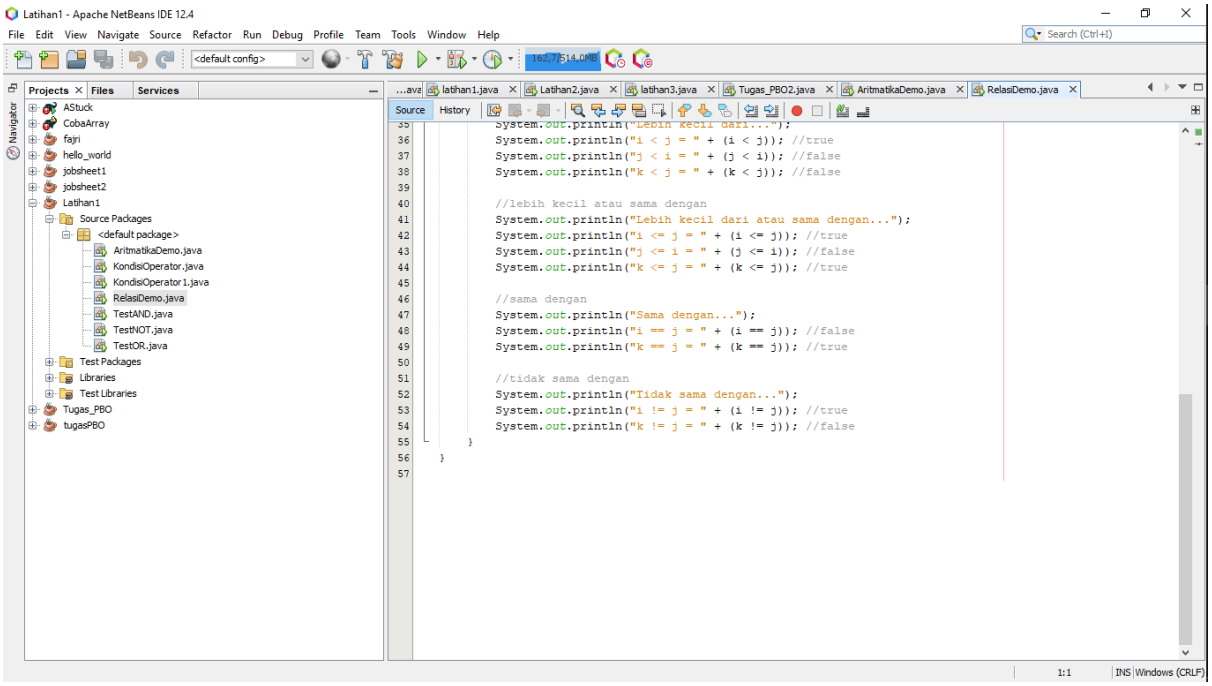

Output - Latihan1 (run)
run:
Variable value
i = 10
j = 3
x = 27.475
y = 7.22
Adding...
i + j = 13
x + y = 34.695
Subtracting...
i - j = 7


Output - Latihan1 (run)
Multiplying...
i * j = 30
x * y = 198.36950000000002
Dividing...
i / j = 3
x / y = 3.805401662049862
Computing the remainder...
i % j = 1
x % y = 5.815000000000002
Mixing tipes...
j + y = 10.219999999999999


Output - Latihan1 (run)
Dividing...
i / j = 3
x / y = 3.805401662049862
Computing the remainder...
i % j = 1
x % y = 5.815000000000002
Mixing tipes...
j + y = 10.219999999999999
i + x = 37.475
BUILD SUCCESSFUL (total time: 0 seconds)

LATIHAN 2


Latihan1 - Apache NetBeans IDE 12.4
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Search (Ctrl+I)
<default config>
Projects Files Services
Latihan1
Source Packages
<default package>
AritmatikaDemo.java
KondisiOperator.java
KondisiOperator1.java
RelasiDemo.java
TestAND.java
TestNOT.java
TestOR.java
Test Packages
Libraries
Test Libraries
Tugas_PBO
tugasPBO
latihan1.java
Latihan2.java
latihan3.java
Tugas_PBO2.java
AritmatikaDemo.java
RelasiDemo.java
Source History
public class RelasiDemo {
public static void main (String [] args) {
int i = 37;
int j = 42;
int k = 42;
System.out.println("Nilai Variabel...");
System.out.println("i = " + i);
System.out.println("j = " + j);
System.out.println("k = " + k);
//lebih besar dari
System.out.println("Lebih besar dari...");
System.out.println("i > j = " + (i > j)); //false
System.out.println("j > i = " + (j > i)); //true
System.out.println("k > j = " + (k > j)); //false
//lebih besar atau sama dengan
System.out.println("Lebih besar dari atau sama dengan...");
System.out.println("i >= j = " + (i >= j)); //false
System.out.println("j >= i = " + (j >= i)); //true
System.out.println("k >= j = " + (k >= j)); //true
//lebih kecil dari
System.out.println("Lebih kecil dari...");
System.out.println("i < j = " + (i < j)); //true
System.out.println("j < i = " + (j < i)); //false
System.out.println("k < j = " + (k < j)); //false
//lebih kecil atau sama dengan
System.out.println("Lebih kecil dari atau sama dengan...");
System.out.println("i <= j = " + (i <= j)); //true
System.out.println("j <= i = " + (j <= i)); //false
System.out.println("k <= j = " + (k <= j)); //true
1:1
INS Windows (CRLF)


Latihan1 - Apache NetBeans IDE 12.4
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Search (Ctrl+I)
<default config>
Projects Files Services
Latihan1
Source Packages
<default package>
AritmatikaDemo.java
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TestAND.java
TestNOT.java
TestOR.java
Test Packages
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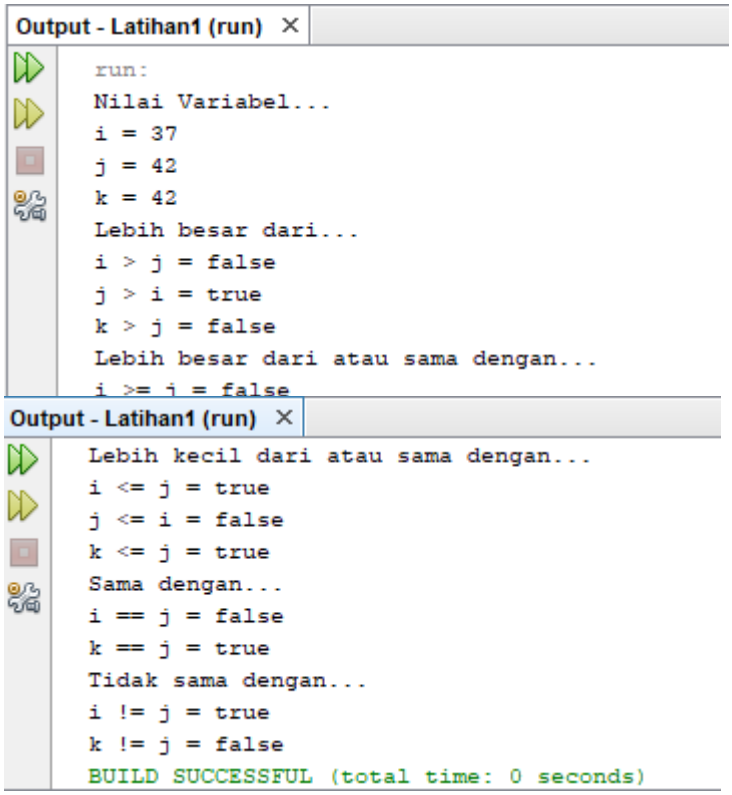
Tugas_PBO
tugasPBO
latihan1.java
Latihan2.java
latihan3.java
Tugas_PBO2.java
AritmatikaDemo.java
RelasiDemo.java
Source History
System.out.println("i < j = " + (i < j)); //true
System.out.println("j < i = " + (j < i)); //false
System.out.println("k < j = " + (k < j)); //false
//lebih kecil atau sama dengan
System.out.println("Lebih kecil dari atau sama dengan...");
System.out.println("i <= j = " + (i <= j)); //true
System.out.println("j <= i = " + (j <= i)); //false
System.out.println("k <= j = " + (k <= j)); //true
//sama dengan
System.out.println("Sama dengan...");
System.out.println("i == j = " + (i == j)); //false
System.out.println("k == j = " + (k == j)); //true
//tidak sama dengan
System.out.println("Tidak sama dengan...");
System.out.println("i != j = " + (i != j)); //true
System.out.println("k != j = " + (k != j)); //false
}
}
1:1
INS Windows (CRLF)

OUTPUT :


Output - Latihan1 (run)
run:
Nilai Variabel...
i = 37
j = 42
k = 42
Lebih besar dari...
i > j = false
j > i = true
k > j = false
Lebih besar dari atau sama dengan...
i >= j = false
Output - Latihan1 (run)
Lebih kecil dari atau sama dengan...
i <= j = true
j <= i = false
k <= j = true
Sama dengan...
i == j = false
k == j = true
Tidak sama dengan...
i != j = true
k != j = false
BUILD SUCCESSFUL (total time: 0 seconds)

LATIHAN 3

```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author DELL
 */
public class TestAND {
    public static void main (String [] args) {
        int i = 0;
        int j = 10;
        boolean test = true;

        //demontrasi &&
        test = (i > j) && (j++ > 9);
        System.out.println(i);
        System.out.println(j);
        System.out.println(test);

        //demonstrasi &
        test = (i > j) & (j++ > 9);
        System.out.println(i);
        System.out.println(j);
        System.out.println(test);
    }
}

```

OUTPUT :

```
run:
0
10
false
0
11
false
BUILD SUCCESSFUL (total time: 0 seconds)
```

LATIHAN 4

```
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
7  /**
8   *
9   * @author DELL
10  */
11 public class TestOR {
12     public static void main (String [] args) {
13         int i = 0;
14         int j = 10;
           boolean test = true;
16
17         //demonstrasi ||
18         test = (i > j) || (j++ > 9);
19         System.out.println(i);
20         System.out.println(j);
21         System.out.println(test);
22
23         //demonstrasi |
24         test = (i > j) | (j++ > 9);
25         System.out.println(i);
26         System.out.println(j);
27         System.out.println(test);
28     }
29 }
30
```

OUTPUT :

```
run:
0
11
true
0
12
true
BUILD SUCCESSFUL (total time: 0 seconds)
```

LATIHAN 5

```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author DELL
 */
public class TestNOT {
    public static void main (String [] args) {
        boolean val1 = true;
        boolean val2 = false;

        System.out.println(!val1);
        System.out.println(!val2);
    }
}
```

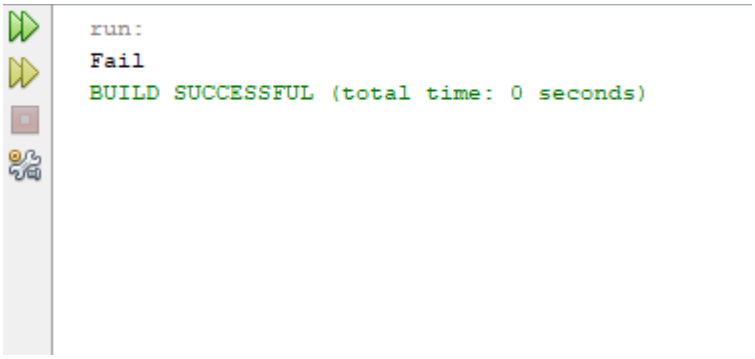
OUTPUT :

```
run:
false
true
BUILD SUCCESSFUL (total time: 0 seconds)
```

LATIHAN 6

```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author DELL
 */
public class KondisiOperator {
    public static void main (String [] args) {
        String status = "";
        int grade = 50;

        //mendapatkan status pelajar
        status = (grade >= 60) ? "Passed" : "Fail";

        //print status
        System.out.println(status);
    }
}

```

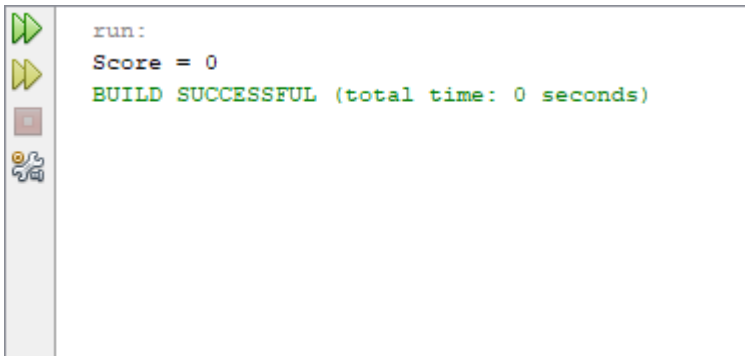
OUTPUT :



LATIHAN 7

```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author DELL
 */
public class KondisiOperator1 {
    public static void main (String [] args) {
        int score = 0;
        char answer = 'a';

        score = (answer == 'b') ? 10 : 0;
        System.out.println("Score = " + score);
    }
}

```

OUTPUT :



TUGAS

1. **Mendapatkan nilai rata-rata dari tiga angka.**

   Buatlah program yang menghasilkan output nilai rata-rata dari tiga angka. Nilai dari masing- masing tiga angka tersebut adalah 10, 20 dan 45.

```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author DELL
 */
public class Tugas1 {
    public static void main(String[] args) {
        int number1=10;
        int number2=20;
        int number3=45;
        int fathy=(number1+number2+number3)/3;

        System.out.println("number1="+number1);
        System.out.println("number2="+number2);
        System.out.println("number3="+number3);
        System.out.println("average is="+fathy);
    }
}
```

OUTPUT :

```
run:
number1=10
number2=20
number3=45
average is=25
BUILD SUCCESSFUL (total time: 0 seconds)
```

2. Menampilkan nilai terbesar

Diberikan tiga angka, tuliskan program yang menghasilkan output angka dengan nilai terbesar diantara tiga angka tersebut. Gunakan operator kondisi (?:) yang telah kita pelajari sebelumnya (HINT: Anda akan perlu menggunakan dua set operator ?: untuk memecahkan permasalahan ini). Sebagai contoh , diberikan angka 10, 23 dan 5

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author DELL
 */
public class Tugas2 {
    public static void main(String[] args){
    int x = 10, y = 23, z = 5;
    int max;

        System.out.println("number 1 = "+x);
        System.out.println("number 2 = "+y);
        System.out.println("number 3 = "+z);

        //mencari nilai tertinggi
        max=(y>=x)? y: x;
        max=(z>=max)? z: max;
        System.out.println("Nilai tertingginya adalah angka = "+max);

    }
}
```

OUTPUT :

```
run:
number 1 = 10
number 2 = 23
number 3 = 5
Nilai tertingginya adalah angka = 23
BUILD SUCCESSFUL (total time: 0 seconds)
```