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Mata Kuliah : Algoritma 2

Tanggal : Selasa,09 Agustus 2022

Ulangan Akhir Semester (UAS)

Code subclass actor :

import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

import java.sql.\*;

/\*\*

\* Write a description of class Roket here.

\*

\* @author (your name)

\* @version (a version number or a date)

\*/

public class Roket extends Actor

{

/\*\*

\* Act - do whatever the Roket wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

try {

Connection conn = DriverManager.getConnection("jdbc:mysql://localhost:3306/uas\_algo", "root", "");

Statement stmt = conn.createStatement();

ResultSet rs = stmt.executeQuery("select move FROM where id = 1");

while (rs.next()) {

String keyboard = rs.getString("keyboard");

if (keyboard.equals("w")) {

setLocation(getX(), getY()-15);

try {

Thread.sleep(500);

} catch (Exception e) {

System.out.println("connection error");

}

}

if (keyboard.equals("s")) {

setLocation(getX(), getY()+15);

try {

Thread.sleep(500);

} catch (Exception e) {

System.out.println("connection error");

}

}

if (keyboard.equals("d")) {

setLocation(getX()+15, getY());

try {

Thread.sleep(500);

} catch (Exception e) {

System.out.println("connection error");

}

}

if (keyboard.equals("a")) {

setLocation(getX()-15, getY());

try {

Thread.sleep(500);

} catch (Exception e) {

System.out.println("connection error");

}

}

}

conn.close();

} catch (SQLException se) {

System.out.println("connection error");

}

}

}