

**NAMA : RAFI IKHSANUL HAKIM**

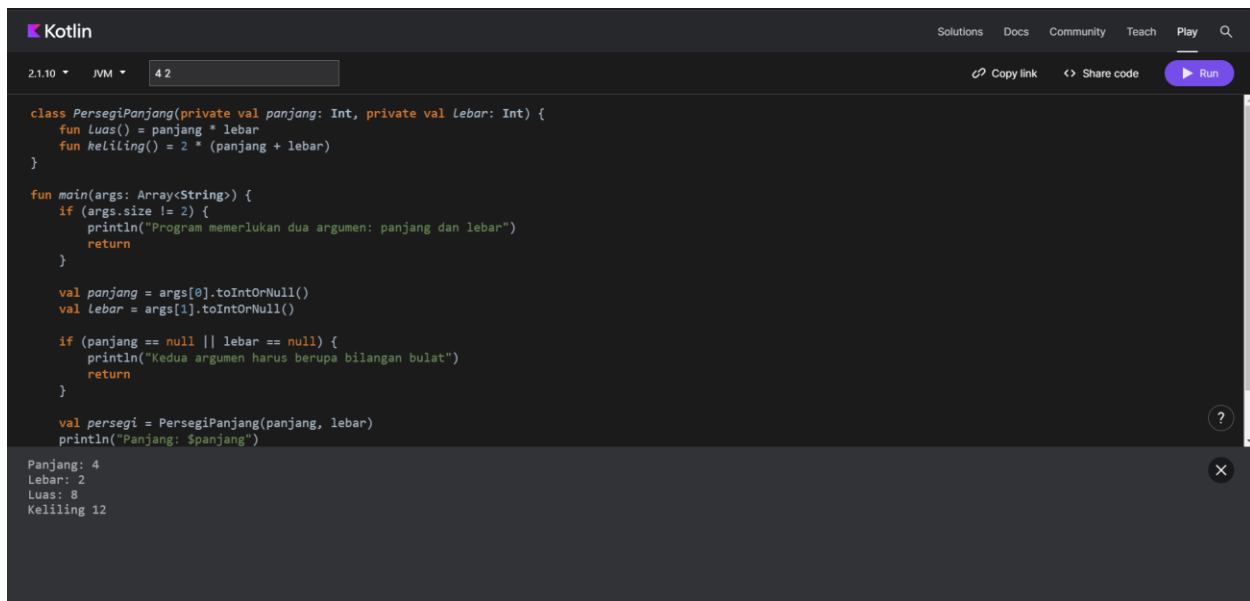
**KELAS : A**

**NPM : 223040095**

### **PersegiPanjang**

```
class PersegiPanjang(private val panjang: Int, private val lebar: Int) {  
    fun luas() = panjang * lebar  
    fun keliling() = 2 * (panjang + lebar)  
}  
  
fun main(args: Array<String>) {  
    if (args.size != 2) {  
        println("Program memerlukan dua argumen: panjang dan lebar")  
        return  
    }  
  
    val panjang = args[0].toIntOrNull()  
    val lebar = args[1].toIntOrNull()  
  
    if (panjang == null || lebar == null) {  
        println("Kedua argumen harus berupa bilangan bulat")  
        return  
    }  
  
    val persegi = PersegiPanjang(panjang, lebar)  
    println("Panjang: $panjang")  
    println("Lebar: $lebar")  
    println("Luas: ${persegi.luas()}")  
    println("Keliling ${persegi.keliling()}")  
}
```

**OUTPUT :**



The screenshot shows the Kotlin Playground interface. At the top, there's a header with the Kotlin logo and navigation links: Solutions, Docs, Community, Teach, Play, and a search icon. Below the header, the Kotlin version is set to 2.1.10 and the target is JVM. A text input field contains the number '42'. To the right of the input are buttons for 'Copy link', 'Share code', and a 'Run' button with a play icon. The main editor area contains the following Kotlin code:

```
class PersegiPanjang(private val panjang: Int, private val lebar: Int) {  
    fun Luas() = panjang * lebar  
    fun keliling() = 2 * (panjang + lebar)  
}  
  
fun main(args: Array<String>) {  
    if (args.size != 2) {  
        println("Program memerlukan dua argumen: panjang dan lebar")  
        return  
    }  
  
    val panjang = args[0].toIntOrNull()  
    val lebar = args[1].toIntOrNull()  
  
    if (panjang == null || lebar == null) {  
        println("Kedua argumen harus berupa bilangan bulat")  
        return  
    }  
  
    val persegi = PersegiPanjang(panjang, lebar)  
    println("Panjang: $panjang")  
}
```

At the bottom of the editor, the output of the program is displayed:

```
Panjang: 4  
Lebar: 2  
Luas: 8  
Keliling 12
```

## IndeksNilaiMatkul

```
class IndeksNilaiMatkul {  
    companion object {  
        @JvmStatic  
        fun main(args: Array<String>) {  
            when {  
                args.isEmpty() || args[0].isBlank() -> println("Nilai harus diisi")  
                else -> {  
                    val nilai = args[0].toIntOrNull()  
                    if (nilai == null) {  
                        println("Nilai harus berupa angka")  
                    } else {  
                        when {  
                            nilai > 100 || nilai < 0 -> println("Nilai di luar jangkauan")  
                            nilai >= 80 -> println("A")  
                            nilai >= 70 -> println("AB")  
                            nilai >= 60 -> println("B")  
                            nilai >= 50 -> println("BC")  
                            nilai >= 40 -> println("C")  
                            nilai >= 30 -> println("D")  
                        }  
                    }  
                }  
            }  
        }  
    }  
}
```

```
else -> println("E")
```

**OUTPUT :**

```
Kotlin

class IndeksNilaiMathkul {
    companion object {
        @JvmStatic
        fun main(args: Array<String>) {
            when {
                args.isEmpty() || args[0].isBlank() -> println("Nilai harus diisi")
                else -> {
                    val nilai = args[0].toIntOrNull()
                    if (nilai == null) {
                        println("Nilai harus berupa angka")
                    } else {
                        when {
                            nilai > 100 || nilai < 0 -> println("Nilai di luar jangkauan")
                            nilai >= 80 -> println("A")
                            nilai >= 70 -> println("AB")
                            nilai >= 60 -> println("B")
                            nilai >= 50 -> println("BC")
                            nilai >= 40 -> println("C")
                            nilai >= 30 -> println("D")
                            else -> println("E")
                        }
                    }
                }
            }
        }
    }
}
```