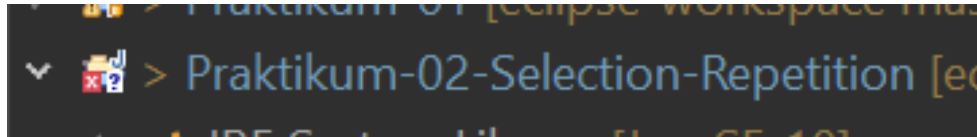
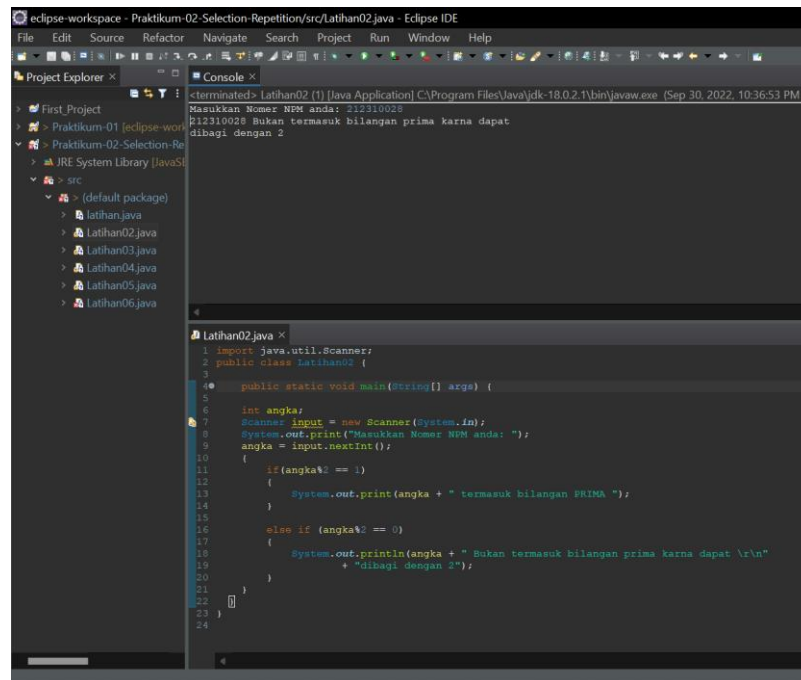


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1. Membuat File Praktikum-02-Selection



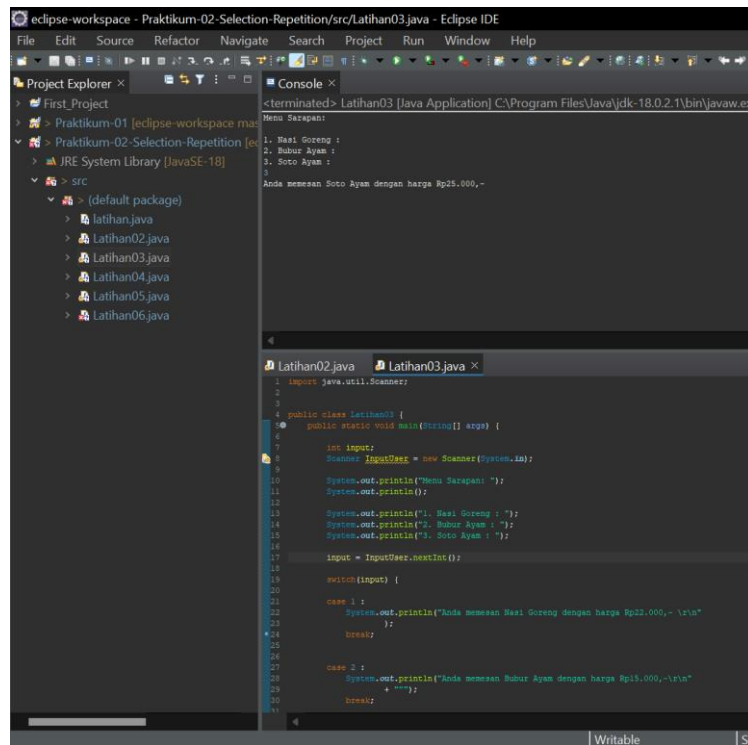
2. Soal Nomer 2, menentukan bilangan prima dengan inputan NPM

A screenshot of the Eclipse IDE showing the source code for 'Latihan02.java' and its execution output in the console. The console output shows the program running and printing the result for the input NPM 212310028.

```
Latihan02.java
1 import java.util.Scanner;
2 public class Latihan02 {
3
4     public static void main(String[] args) {
5
6         int angka;
7         Scanner input = new Scanner(System.in);
8         System.out.print("Masukkan Nomer NPM anda: ");
9         angka = input.nextInt();
10        {
11            if(angka%2 == 1)
12            {
13                System.out.print(angka + " termasuk bilangan PRIMA ");
14            }
15
16            else if (angka%2 == 0)
17            {
18                System.out.println(angka + " Bukan termasuk bilangan prima karna dapat \r\n"
19                    + "dibagi dengan 2");
20            }
21        }
22    }
23 }
24
```

```
<terminated> Latihan02 (1) [Java Application] C:\Program Files\Java\jdk-18.0.2\bin\javaw.exe (Sep 30, 2022, 10:36:53 PM -
Masukkan Nomer NPM anda: 212310028
212310028 Bukan termasuk bilangan prima karna dapat
dibagi dengan 2
```

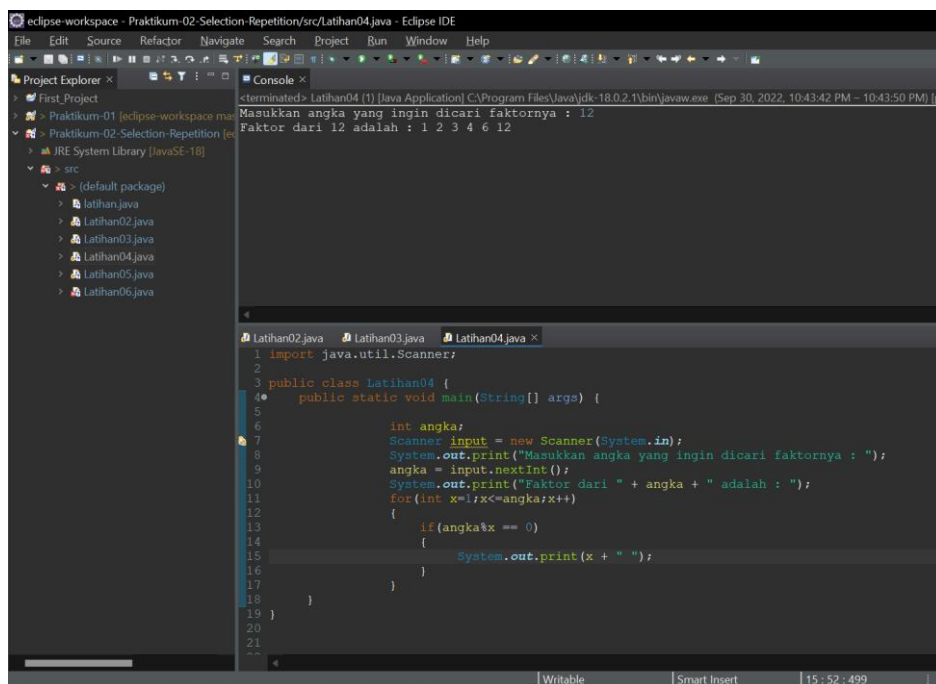
3. Soal Nomer 3, Menentukan inputan menu



The screenshot shows the Eclipse IDE interface. The Project Explorer on the left displays the project structure: 'Praktikum-02-Selection-Repetition' with a 'src' folder containing 'Latihan02.java', 'Latihan03.java', 'Latihan04.java', 'Latihan05.java', and 'Latihan06.java'. The Console window at the top shows the output of the program: 'Menu Sarapan:', '1. Nasi Goreng :', '2. Bubur Ayam :', '3. Soto Ayam :', and 'Anda memesan Soto Ayam dengan harga Rp25.000,-'. The Editor window shows the source code of 'Latihan03.java', which uses a Scanner to take input and a switch statement to calculate the price of a meal based on the selected items.

```
1 import java.util.Scanner;
2
3
4 public class Latihan03 {
5     public static void main(String[] args) {
6
7         int input;
8         Scanner inputUser = new Scanner(System.in);
9
10        System.out.println("Menu Sarapan :");
11        System.out.println();
12
13        System.out.println("1. Nasi Goreng : ");
14        System.out.println("2. Bubur Ayam : ");
15        System.out.println("3. Soto Ayam : ");
16
17        input = inputUser.nextInt();
18
19        switch (input) {
20
21            case 1 :
22                System.out.println("Anda memesan Nasi Goreng dengan harga Rp22.000,- \n\n");
23                break;
24
25            case 2 :
26                System.out.println("Anda memesan Bubur Ayam dengan harga Rp15.000,- \n\n");
27                break;
28
29            case 3 :
30                System.out.println("Anda memesan Soto Ayam dengan harga Rp25.000,- \n\n");
31                break;
32
33            default :
34                System.out.println("Pilihan tidak valid");
35                break;
36        }
37    }
38 }
```

4. Soal Nomer 4, faktoriasasi berdasarkan asc



The screenshot shows the Eclipse IDE interface. The Project Explorer on the left displays the project structure: 'Praktikum-02-Selection-Repetition' with a 'src' folder containing 'Latihan02.java', 'Latihan03.java', 'Latihan04.java', 'Latihan05.java', and 'Latihan06.java'. The Console window at the top shows the output of the program: 'Masukkan angka yang ingin dicari faktornya : 12' and 'Faktor dari 12 adalah : 1 2 3 4 6 12'. The Editor window shows the source code of 'Latihan04.java', which uses a Scanner to take input and a for loop to find and print the factors of the input number.

```
1 import java.util.Scanner;
2
3 public class Latihan04 {
4     public static void main(String[] args) {
5
6         int angka;
7         Scanner input = new Scanner(System.in);
8         System.out.print("Masukkan angka yang ingin dicari faktornya : ");
9         angka = input.nextInt();
10        System.out.print("Faktor dari " + angka + " adalah : ");
11        for(int x=1; x<=angka; x++)
12        {
13            if (angka%x == 0)
14            {
15                System.out.print(x + " ");
16            }
17        }
18    }
19 }
20
21
```