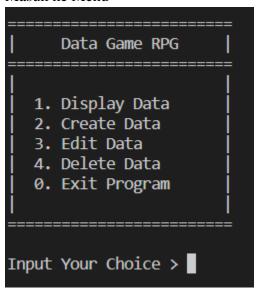Rizky Hardian Nor
2109106059

Posttest 4 Praktikum Pemrograman Berbasis Objek

SS Program

Masuk ke Menu

Lihat Data

Lihat Data Player dengan Stat

```
=========================

    Player 1

 Name      : Tito
 Gender    : Male
 Role      : Sword Master

 Stat Player
 Level     :5
 Health    :100
 Strength :80

=========================

    Player 2

 Name      : Kirito
 Gender    : Male
 Role      : Swordman

 Stat Player
 Level     :10
 Health    :100
 Strength :100


=========================
```

Lihat Data Player Tanpa Stat

```
========================

   Player 1

 Name      : Tito
 Gender    : Male
 Role      : Sword Master

========================

   Player 2

 Name      : Kirito
 Gender    : Male
 Role      : Swordman


========================
```

Lihat Data NPC

```
==========================

    NPC 1

 Name        : Dimas
 Gender      : Male
 Job         : Merchant
 Age         : 20

 "Out of stock..."

==========================

    NPC 2

 Name        : Eko
 Gender      : Male
 Job         : Hunter
 Age         : 25

 "There are bandits in that forest..."

==========================
```

```
=========================

   NPC 3

 Name       : Wahyu
 Gender     : Male
 Job        : Farmer
 Age        : 16

 "Abundant harvest..."

=========================

   NPC 4

 Name       : Yudi
 Gender     : Male
 Job        : Adventurer
 Age        : 50

 "I found an interesting treasure..."

=========================
```

Tambah Data

```
=========================
|      Create Data       |
=========================
|                        |
|   1. Player            |
|   2. NPC               |
|   0. Back              |
|                        |
=========================

Input Your Choice > █
```

Tambah Data Player

```
Input Name      > Basuki
Input Role      > Berserker
Input Gender    > Male
Input Level     > 35
Input Health    > 350
Input Strength  > 236
```

Tambah Data NPC

```
Input Name     > Lula
Input Job      > Farmer
Input Gender   > Female
Input Age      > 12
Input Dialog   > Can i help you?
```

Edit Data

```
==========================
|       Update Data       |
==========================
|                         |
|   1. Player             |
|   2. NPC                |
|   0. Back               |
|                         |
==========================
```
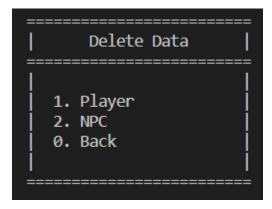
Edit Data Player

```
Input Player Name > Tito
Input New Name      > Titonium
Input New Role      > Swordmaster
Input New Gender    > Male
Input New Level     > 50
Input New Health    > 850
Input New Strength  > 455

>Success Edit Player<
```

Edit Data NPC

```
Input NPC Name > Eko
Input New Name   > Mas Eko
Input New Job    > Merchant
Input New Gender > Male
Input New Age    > 50
Input New Dialog > anything is negotiable

>Success Edit NPC<
```

Hapus Data

```
=========================
|       Delete Data       |
=========================
|                         |
|   1. Player             |
|   2. NPC                |
|   0. Back               |
|                         |
=========================
```

Hapus Data Player

```
Input Player Name > Kirito

>Success Delete Player<
```