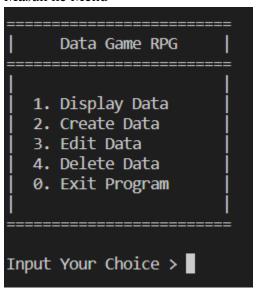Rizky Hardian Nor
2109106059
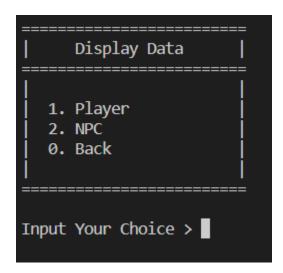
Posttest 3 Praktikum Pemrograman Berbasis Objek

SS Program

Masuk ke Menu

Lihat Data

Lihat Data Player

```
========================
    Player 1

Name      : Tito
Role      : Sword Master
Gender    : Male

Stat Player
Level    :5
Health   :100
Strength :80

========================
    Player 2

Name      : Kirito
Role      : Swordman
Gender    : Male

Stat Player
Level    :10
Health   :100
Strength :100

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

Lihat Data NPC

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

    NPC 1

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

 "Out of stock..."

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

    NPC 2

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

 "There are bandits in that forest..."

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

```
==========================
    NPC 3

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

 "Abundant harvest..."

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

    NPC 4

  Name   : Yudi
  Job    : Adventurer
  Gender : Male
  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<
```
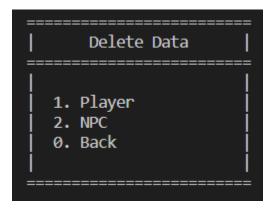
Edit Data NPC

```
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<
```

```
==========================
    Player 1

  Name      : Titonium
  Role      : Swordmaster
  Gender    : Male

  Stat Player
  Level     :50
  Health    :850
  Strength  :455

==========================
    Player 2

  Name      : Basuki
  Role      : Berserker
  Gender    : Male

  Stat Player
  Level     :35
  Health    :350
  Strength  :236

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

Hapus Data NPC

```
Input Your Choice > 2

Input NPC Name > Dimas

>Success Delete NPC<
```

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

    NPC 1

  Name   : Mas Eko
  Job    : Merchant
  Gender : Male
  Age    : 50

 "anything is negotiable"

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

    NPC 2

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

 "Abundant harvest..."


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

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

    NPC 3

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

 "I found an interesting treasure..."

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

    NPC 4

  Name    : Lula
  Job     : Farmer
  Gender  : Female
  Age     : 12

 "Can i help you?"


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