

Output

1. Bilangan Ganjil

```
Run  Main x
┌───────────┐
│  ↻  ◼  |  📷  ➦  🗨  |  ⋮  ──┐
├───────────┤
│  ↑      "C:\Program Files\Java\jdk-21\bin\java.exe" "-javaagent:C:\Program  
  ↓      Files\JetBrains\IntelliJ IDEA 2023.3.3\lib\idea_rt.jar=52723:C:\Program  
  ⏮      Files\JetBrains\IntelliJ IDEA 2023.3.3\bin" -Dfile.encoding=UTF-8 -Dsun.stdout  
  ⏭      .encoding=UTF-8 -Dsun.stderr.encoding=UTF-8 -classpath  
  ⏮      D:\code_java\taspen\target\classes org.example.Main  
  ⏭      Masukkan panjang (bilangan ganjil): 5  
  🖨      Masukkan lebar (bilangan ganjil): 5  
  🗑      * = = = *  
          * = = = *  
          * * * * *  
          * = = = *  
          * = = = *  
  Process finished with exit code 0
```

2. Bukan Bilangan Ganjil

```
Run  Main x
┌───────────┐
│  ↻  ◼  |  📷  ➦  🗨  |  ⋮  ──┐
├───────────┤
│  ↑      "C:\Program Files\Java\jdk-21\bin\java.exe" "-javaagent:C:\Program  
  ↓      Files\JetBrains\IntelliJ IDEA 2023.3.3\lib\idea_rt.jar=52750:C:\Program  
  ⏮      Files\JetBrains\IntelliJ IDEA 2023.3.3\bin" -Dfile.encoding=UTF-8 -Dsun.stdout  
  ⏭      .encoding=UTF-8 -Dsun.stderr.encoding=UTF-8 -classpath  
  ⏮      D:\code_java\taspen\target\classes org.example.Main  
  ⏭      Masukkan panjang (bilangan ganjil): 6  
  🖨      Masukkan lebar (bilangan ganjil): 6  
  🗑      Panjang dan Lebar harus bilangan Ganjil!  
  Process finished with exit code 0
```