

TUGAS PERTEMUAN 2

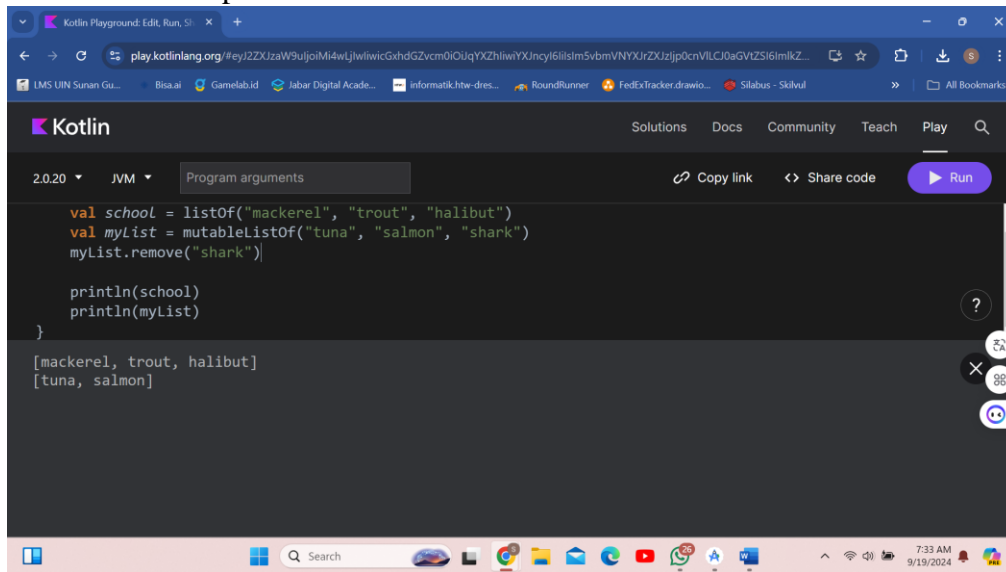
Praktikum Pengembangan Aplikasi Mobile

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Modul 1 Menampilkan List Data



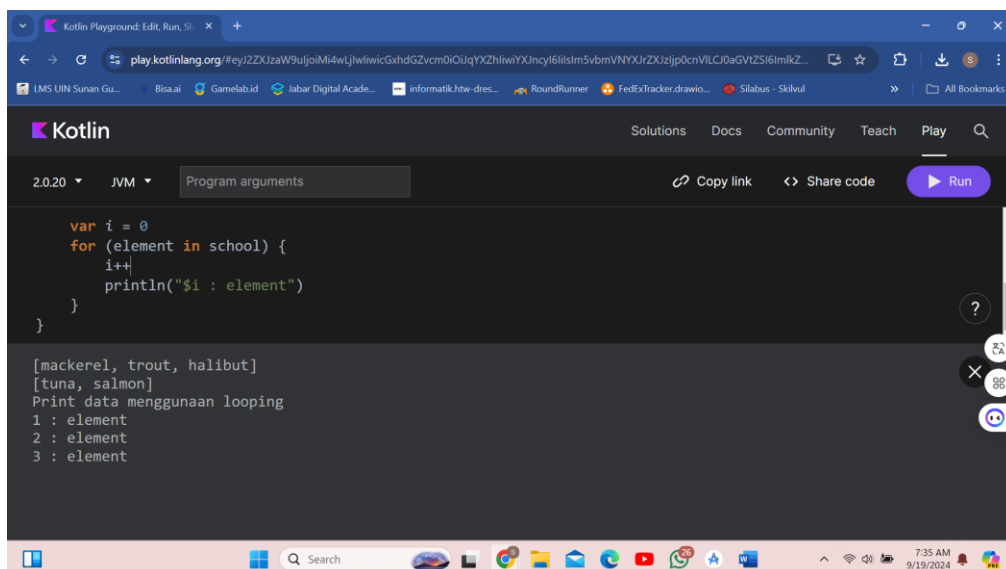
The screenshot shows the Kotlin Playground interface. The code defines a list of fish names and removes one element. The output shows the original list and the list after removal.

```
val school = listOf("mackerel", "trout", "halibut")
val myList = mutableListOf("tuna", "salmon", "shark")
myList.remove("shark")

println(school)
println(myList)
```

[mackerel, trout, halibut]
[tuna, salmon]

Menggunakan looping

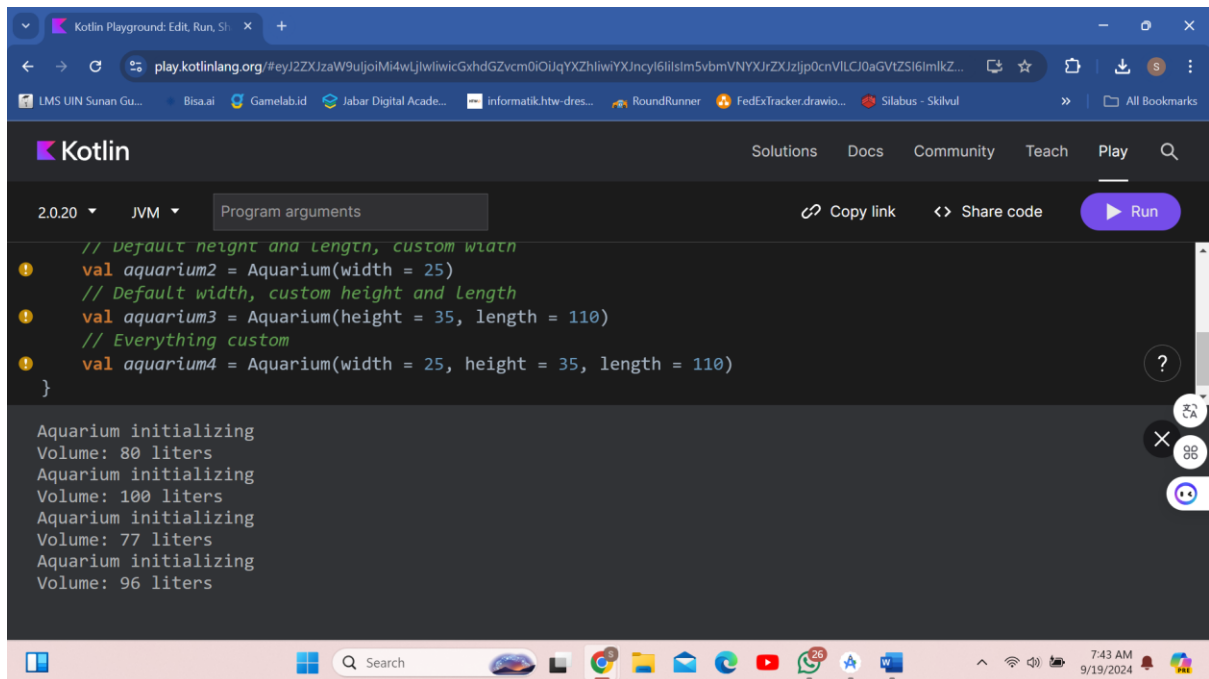


The screenshot shows the Kotlin Playground interface with a for loop that iterates over the 'school' list and prints each element. The output shows the list and the result of the loop.

```
var i = 0
for (element in school) {
    i++
    println("$i : element")
}
```

[mackerel, trout, halibut]
[tuna, salmon]
Print data menggunakan looping
1 : element
2 : element
3 : element

Menampilkan konstruktor dengan init

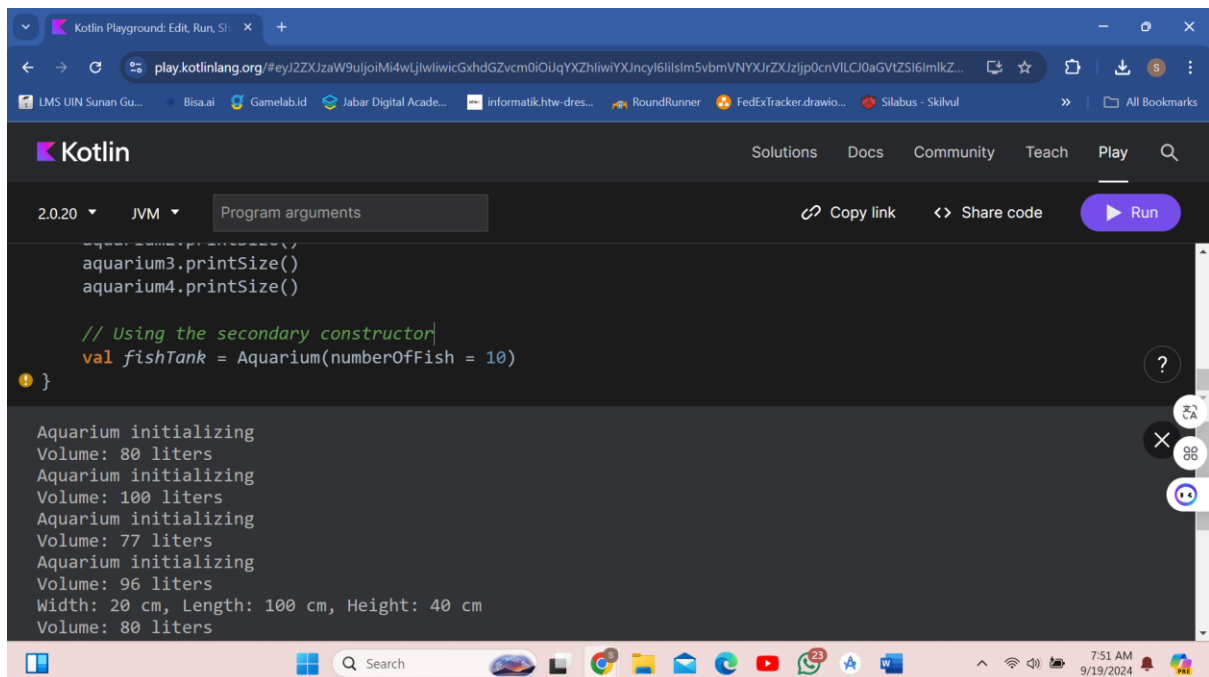


The screenshot shows the Kotlin Playground interface. The code defines an `Aquarium` class with a primary constructor and three `init` blocks. The first `init` block sets `volume` to 80. The second `init` block sets `length` to 100. The third `init` block sets `height` to 77. Four `Aquarium` objects are created: `aquarium2` (width 25), `aquarium3` (height 35, length 110), and `aquarium4` (width 25, height 35, length 110). The output shows the initialization sequence and the volume for each object.

```
// default height and length, custom width
val aquarium2 = Aquarium(width = 25)
// Default width, custom height and length
val aquarium3 = Aquarium(height = 35, length = 110)
// Everything custom
val aquarium4 = Aquarium(width = 25, height = 35, length = 110)
}
```

Aquarium initializing
Volume: 80 liters
Aquarium initializing
Volume: 100 liters
Aquarium initializing
Volume: 77 liters
Aquarium initializing
Volume: 96 liters

Menampilkan getter setter



The screenshot shows the Kotlin Playground interface. The code defines an `Aquarium` class with `printSize()` and `printInfo()` methods. A secondary constructor is used to create `fishTank` with `numberOfFish` set to 10. The output shows the initialization sequence, volume for each object, and the detailed info for `fishTank`.

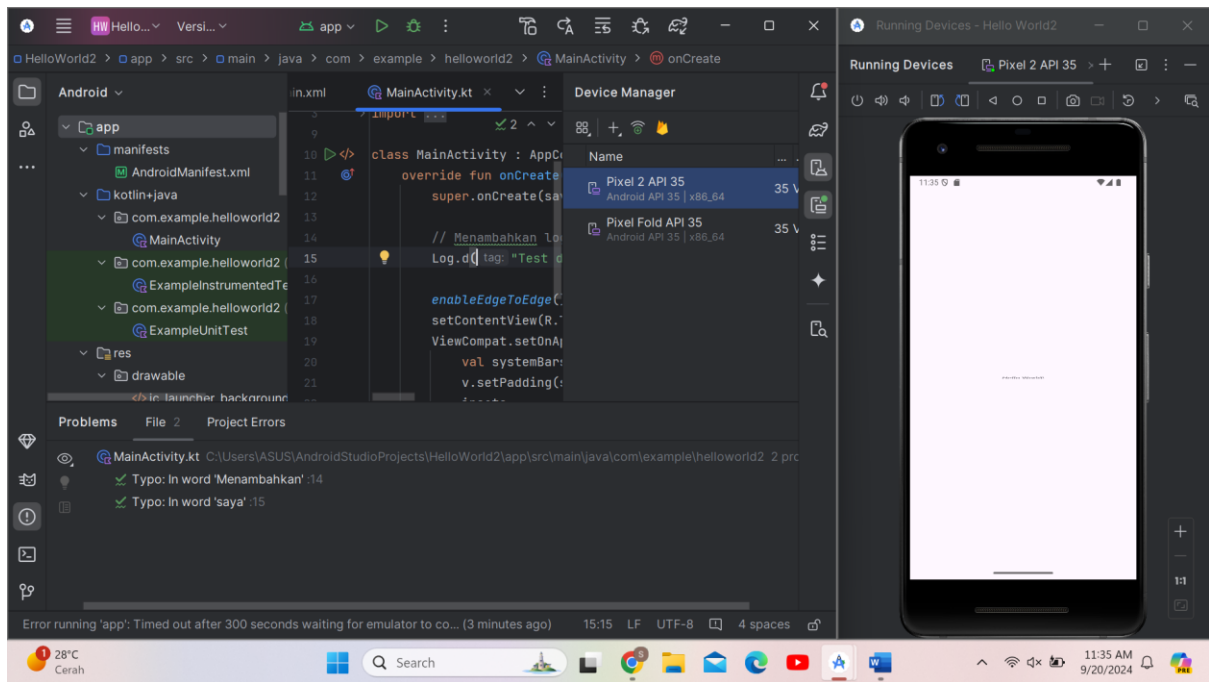
```
...
aquarium3.printSize()
aquarium4.printSize()

// Using the secondary constructor
val fishTank = Aquarium(numberOfFish = 10)
}
```

Aquarium initializing
Volume: 80 liters
Aquarium initializing
Volume: 100 liters
Aquarium initializing
Volume: 77 liters
Aquarium initializing
Volume: 96 liters
Width: 20 cm, Length: 100 cm, Height: 40 cm
Volume: 80 liters

Modul 2 Menjalankan Aplikasi Pada Device

Modul 4: Menampilkan Log



Modul 5: