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103022300045

103022300045_MOD4_JURNAL_IOR

https://github.com/ZakyAmarullah/modul-4

Program.cs*

modul4_103022300045 — Program

```
using System;

3 references
public class KodeProduk
{
    1 reference
    public static string getKodeProduk(string produk)
    {
        string[,] dataKodeproduk = {
            {"Laptop", "E100"},
            {"Smartphone", "E101"},
            {"Tablet", "E102"},
            {"Headset", "E103"},
            {"Keyboard", "E104"},
            {"Mouse", "E105"},
            {"Printer", "E106"},
            {"Monitor", "E107"},
            {"Smartwatch", "E108"},
            {"Kamera", "E109"}

        };

        for (int i = 0; i < dataKodeproduk.GetLength(0); i++)
        {
            if (dataKodeproduk[i, 0].Equals(produk, StringComparison.OrdinalIgnoreCase))
            {
                return dataKodeproduk [i, 1];
            };
        };
        return "Produk tidak ditemukan";
    }
}
```

```
0 references
public class Program
{
    1 reference
    public static void Main()
    {
        KodeProduk Kode = new KodeProduk();
        Console.WriteLine("Masukkan nama produk : ");
        string produk = Console.ReadLine() ?? "";
        string kode = KodeProduk.getKodeProduk(produk);
        Console.WriteLine($"Kode Produk {produk} : {kode}");
        Main();

    }
}
```

```
28 references
class FanLaptop
{
    40 references
    public enum State { Quiet, Balanced, Performance, Turbo};
    19 references
    public enum Trigger { ModeUp, ModeDown, TurboShortcut};
    private State currentState;

    1 reference
    public FanLaptop()
    {
        currentState = State.Quiet;
    }

    10 references
    public class Transisi
    {
        public State currentState, nextState;
        public Trigger trigger;

        8 references
        public Transisi(State stateAwal, State stateAkhir, Trigger trg)
        {
            currentState = stateAwal;
            nextState = stateAkhir;
            trigger = trg;
        }
    }

    Transisi[] transisi = {
    new Transisi(State.Quiet, State.Balanced, Trigger.ModeUp),
    new Transisi(State.Balanced, State.Performance, Trigger.ModeUp),
    new Transisi(State.Performance, State.Turbo, Trigger.ModeUp),
    new Transisi(State.Turbo, State.Performance, Trigger.ModeDown),
    new Transisi(State.Turbo, State.Quiet, Trigger.TurboShortcut),
    new Transisi(State.Quiet, State.Turbo, Trigger.TurboShortcut),
    new Transisi(State.Performance, State.Balanced, Trigger.ModeDown),
    new Transisi(State.Balanced, State.Quiet, Trigger.ModeDown)
    };



        8 references
        public State gantiMode(State currentState, State turbo, Trigger trg)
        {
            foreach (var change in transisi)
            {
                if (currentState == change.currentState && trg == change.trigger)
                {
                    Console.WriteLine($"Fan {change.currentState} berubah menjadi, {change.nextState}");
                    return change.nextState;
                }
            }
            return currentState;
        }

}
```

```
0 references
public class Program
{
    0 references
    public static void Main()
    {
        KodeProduk Kode = new KodeProduk();
        Console.WriteLine("Masukkan nama produk : ");
        string produk = Console.ReadLine() ?? "";
        string kode = KodeProduk.getKodeProduk(produk);
        Console.WriteLine($"Kode Produk {produk} : {kode}");

        FanLaptop laptop = new FanLaptop();
        laptop.gantiMode(FanLaptop.State.Quiet, FanLaptop.State.Turbo, FanLaptop.Trigger.TurboShortcut);
        laptop.gantiMode(FanLaptop.State.Quiet, FanLaptop.State.Balanced, FanLaptop.Trigger.ModeUp);
        laptop.gantiMode(FanLaptop.State.Balanced, FanLaptop.State.Performance, FanLaptop.Trigger.ModeUp);
        laptop.gantiMode(FanLaptop.State.Balanced, FanLaptop.State.Quiet, FanLaptop.Trigger.ModeDown);
        laptop.gantiMode(FanLaptop.State.Performance, FanLaptop.State.Balanced, FanLaptop.Trigger.ModeDown);
        laptop.gantiMode(FanLaptop.State.Performance, FanLaptop.State.Turbo, FanLaptop.Trigger.ModeUp);
        laptop.gantiMode(FanLaptop.State.Turbo, FanLaptop.State.Quiet, FanLaptop.Trigger.TurboShortcut);
        laptop.gantiMode(FanLaptop.State.Turbo, FanLaptop.State.Performance, FanLaptop.Trigger.ModeDown);

    }
}
```

Microsoft Visual Studio Debug Console

```
Masukkan nama produk :
Laptop
Kode Produk Laptop : E100
Fan Quiet berubah menjadi, Turbo
Fan Quiet berubah menjadi, Balanced
Fan Balanced berubah menjadi, Performance
Fan Balanced berubah menjadi, Quiet
Fan Performance berubah menjadi, Balanced
Fan Performance berubah menjadi, Turbo
Fan Turbo berubah menjadi, Quiet
Fan Turbo berubah menjadi, Performance

D:\modul4_103022300045\bin\Debug\net8.0\modul4_103022300045.exe (process 17332) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the conso
le when debugging stops.
Press any key to close this window . . .
```