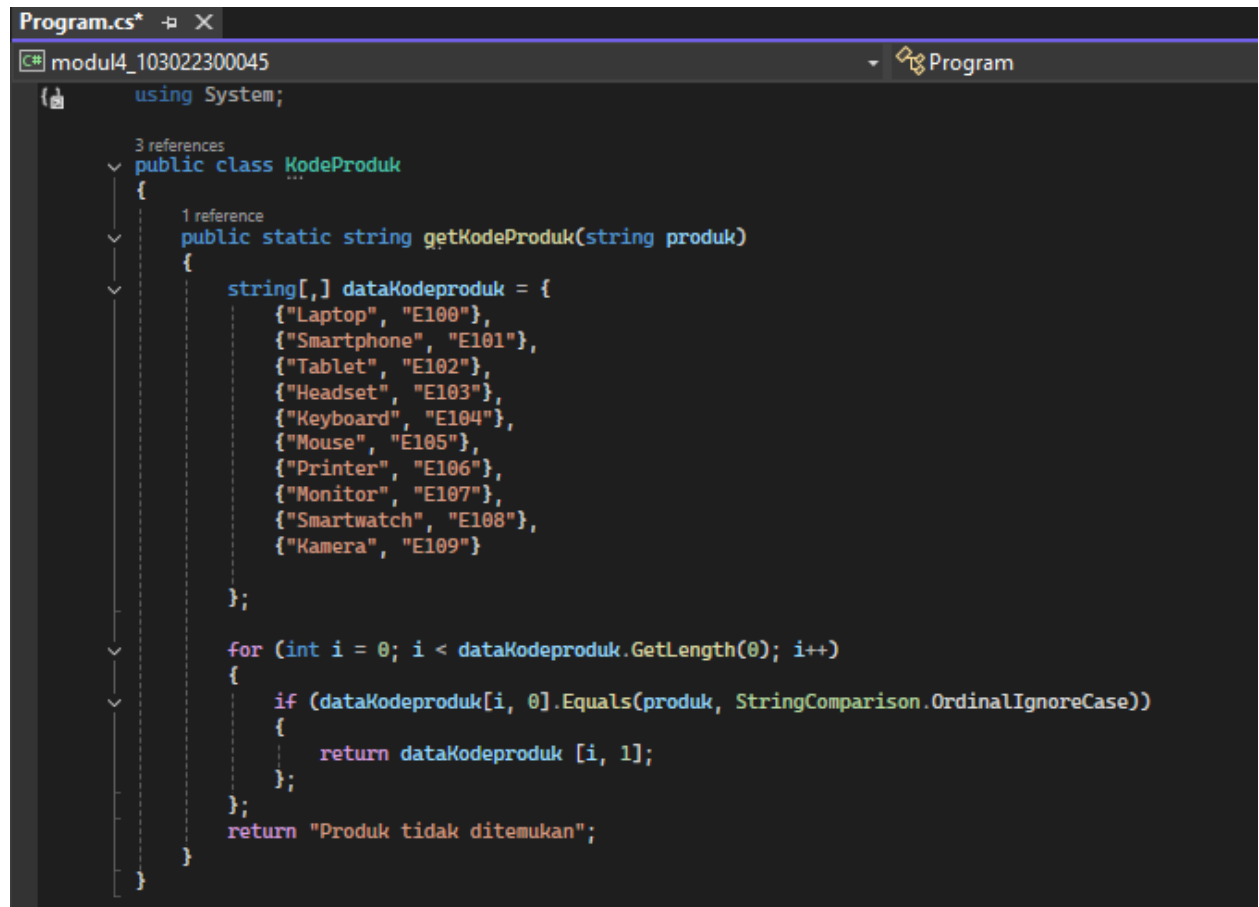


Muhammad Zaky Amarullah

103022300045

103022300045_MOD4_JURNAL_IOR

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



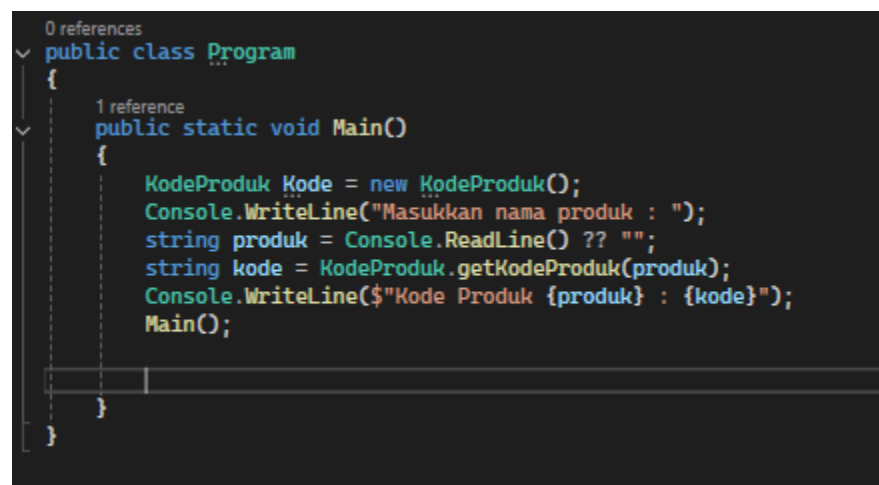
The screenshot shows a Visual Studio window with a file named 'Program.cs' open. The code defines a 'KodeProduk' class with a static method 'getKodeProduk'. The method uses a 2D array 'dataKodeproduk' to map product names to codes. It iterates through the array to find a match for the input 'produk'. If found, it returns the code; otherwise, it returns 'Produk tidak ditemukan'.

```
Program.cs* X
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";
    }
}
```



The screenshot shows the 'Program' class in the same project. It contains a 'Main' method that creates an instance of 'KodeProduk', prompts the user for a product name, calls 'getKodeProduk', and prints the result.

```
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 console when debugging stops.
Press any key to close this window . . .

```