4.4 Latihan 1. Kelulusan 1

```java
import java.util.Scanner;
/**
*
* @author Zendilla
*/
public class Else {
public static void main(String[] args){
// Buat Scanner
Scanner inp = new Scanner(System.in);
// Ambil Nama
System.out.print("Masukkan nama anda = ");
String Nama = inp.next();
// Ambil NIM
System.out.print("Masukkan NIM = ");
String nim = inp.next();
// Ambil Nilai
System.out.print("Masukkan Nilai = ");
int nilai = inp.nextInt();

if (nilai <90){
   System.out.println("selamat anda lulus");
}else if (nilai <60){
   System.out.println("anda tidak lulus");
}else if (nilai<45) {
   System.out.println("selamat anda lulus");
}else {
System.out.println("selamat anda tidak LULUS" + ' ');
}
}
}
```

4 .6 LATIHAN 2. NILAI HURUF

```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package nilaikehuruf;
import java.util.Scanner;
/**
 *
 * @author ZENDILLA
 */
public class Nilaikehuruf {

    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        Scanner input =new Scanner (System.in);

        int nilai = input.nextInt ();

        if (nilai >= 0 && nilai <=55) {
            System.out.println("e");
        }else if (nilai >=56&& nilai <=65) {
            System.out.println ("d");
        }else if (nilai >=66 && nilai <=75) {
            System.out.println ("c");
        }else if (nilai >76 && nilai <=85){
            System.out.println ("b()");
        }else if (nilai >86 && nilai <=95){
```

```java
        System.out.println ("(a)");
    }else {System.out.print("eror"); }
    }
    // TODO code application logic here
}
```

4.8 LATIHAN 3. KELULUSAN 2

```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package kelulusan2;
import java.util.Scanner;
/**
 *
 * @author Zendilla
 */
public class Kelulusan2 {

    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        Scanner inp = new Scanner (System.in);

System.out.print ("Masukkan nama = ");
String nama = inp.next();

System.out.print ("Jenis Kelamin= ");
String jenis_kelamin = inp.next ();

System.out.print ("tinggi badan = ");
int tinggi_badan = inp.nextInt();

if (jenis_kelamin=="laki-laki");
    if (tinggi_badan<170 && tinggi_badan>230){
```

```java
        System.out.println("selamat anda lulus");
    }else{
        System.out.println("maaf anda gagal");


    }
    if (tinggi_badan<180 && tinggi_badan>230){
        System.out.println("selamat anda lulus");
    }
    if (jenis_kelamin=="perempuan");
        if(tinggi_badan<161 && tinggi_badan>210){
        System.out.println("selamat anda lulus");
        }else{
            System.out.println("maaf anda gagal");
        }
        // TODO code application logic here
    }

}
```

4.10 Latihan 4. Bobot Nilai Huruf

```java
package Bobotnilai;

/**
 *
 * @author zendilla
 */
public class Bobotnilai {
    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        String huruf = "A";
        switch(huruf){
            case "A":
                System.out.println("4");
            case "B":
                System.out.println("3");
            case "C":
                System.out.println("2");
            case "D":
                System.out.println("1");
            case "E":
                System.out.println("0");
                break;
        }
        // TODO code application logic here
    }

}
```