NAMA : ABDAN SYAKUR

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PRAKTIKUM: REKAYASA PERANGKAT LUNAK 2

LISTING

```
🚳 ACT2.java 🗡 🌃 kebugaran.java 🗡
package act2;
 2
 3 _ import java.util.Scanner;
 4
      public class ACT2 {
 7
        public static void main(String[] args) {
 8
          Scanner input = new Scanner(System.in);
 9
          int ulang = 1;
10
          while(ulang == 1) {
11
            Kebugaran.pilihan();
12
13
            System.out.print("Latihan lagi? Ya=1, Tidak=2: ");
14
            ulang = input.nextInt();
15
16
17
          System.out.println("Program selesai.");
18
19
20
21
```

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🚳 ACT2.java × 🚳 kebugaran.java ×
  Source History | [6] | [7] | [7] | [7] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | [8] | 
                     package act2;
    2
            □ import java.util.Scanner;
    3
    4
    5
                      class Kebugaran {
                           int hari;
    Q.
                            int latihan:
    Q.
    9
                           int jumlahPushUp;
  10
                            // Constructor untuk latihan per hari
                            public Kebugaran(int latihan) {
  11
                                  this.latihan = latihan;
  12
  13
                                  System.out.println("Latihan Perhari: " + latihan);
  14
  15
                            // Constructor untuk menghitung jumlah push-up dan hari latihan
  16
                            public Kebugaran(int jumlahPushUp, int hari) {
  17
  18
                                  this.jumlahPushUp = jumlahPushUp;
  19
                                  this.hari = hari;
                                  int totalLatihan = jumlahPushUp * hari;
  20
                                  System.out.println("Total Latihan: " + totalLatihan + " push-up selama " + hari + " hari.");
  21
                           }
  22
  23
                            // Menu pilihan gerakan latihan
  24
                            public static void pilihan() {
  25
            F
  26
                                  Scanner input = new Scanner(System.in);
                                  System.out.println("1. Latihan Penurunan Berat Badan");
  27
  28
                                  System.out.println("2. Latihan Peningkatan Massa Otot");
                                  System.out.print("Silahkan pilih latihan: ");
  29
  30
                                  int pilih = input.nextInt();
  31
                                  // Pilihan latihan sesuai input user
  32
                                  switch (pilih) {
  33
                                        case 1 -> {
  34
  35
                                               latihanPenurunanBeratBadan();
  36
                                               mintaInputLatihan(input); // Meminta input push-up dan hari untuk latihan
  37
  38
                                        case 2 -> {
```

```
43
                  }
44
45
46
47
                // Latihan untuk menurunkan berat badan (Penurunan Berat Badan)
               public static void latihanPenurunanBeratBadan() {
                  ublic static void latinanPenurunanBeratBadan() {
System.out.println("Latinhan Penurunan Berat Badan: ");
System.out.println("L. Jumping Jacks - Melatih seluruh tubuh dan membakar kalori dengan cepat.");
System.out.println("2. Burpees - Gerakan eksplosif yang efektif untuk menurunkan berat badan.");
System.out.println("3. Mountain Climbers - Membantu membakar lemak di area perut dan kaki.");
48
49
50
51
                   System.out.println("Insight: Fokus pada latihan kardio yang cepat dan intens untuk memaksimalkan pembakaran kalori.");
52
53
54
55
               // Latihan untuk meningkatkan massa otot (Peningkatan Massa Otot)
               public static void latihanPeningkatanMassaOtot() {
   System.out.println("Latihan Peningkatan Massa Otot: ");
56
57
58
59
                   System.out.println("1. Push-up - Membantu meningkatkan massa otot tubuh bagian atas.");
System.out.println("2. Squat - Efektif untuk membentuk otot kaki dan meningkatkan kekuatan tubuh.");
60
61
                   System.out.println("3. Deadlift - Latihan beban yang membantu membangun otot seluruh tubuh.");
System.out.println("Insight: Fokus pada latihan kekuatan (strength training) untuk meningkatkan massa otot dan menambah berat.");
62
63
// Method untuk meminta input push-up dan hari latihan
               public static void mintaInputLatihan(Scanner input) {
                   System.out.print("Masukkan jumlah push-up per hari: ");
int jumlahPushUp = input.nextInt();
                   System.out.print("Masukkan jumlah hari latihan: ");
                    nt hari = input.nextInt();
                   new Kebugaran(jumlahPushUp, hari);
               // Main method untuk menjalankan program
               public static void main(String[] args) {
                   pilihan();
```

OUTPUT

```
Silahkan pilih latihan: 1
Latihan Penurunan Berat Badan:
1. Jumping Jacks - Melatih seluruh tubuh dan membakar kalori dengan cepat.
2. Burpees - Gerakan eksplosif yang efektif untuk menurunkan berat badan.
3. Mountain Climbers - Membantu membakar lemak di area perut dan kaki.
Insight: Fokus pada latihan kardio yang cepat dan intens untuk memaksimalkan pembakaran kalori.
Masukkan jumlah push-up per hari: 10
Masukkan jumlah hari latihan: 3
Total Latihan: 30 push-up selama 3 hari.
Latihan lagi? Ya=1, Tidak=2: 1
1. Latihan Penurunan Berat Badan
2. Latihan Peningkatan Massa Otot
Silahkan pilih latihan: 2
Latihan Peningkatan Massa Otot:
1. Push-up - Membantu meningkatkan massa otot tubuh bagian atas.
2. Squat - Efektif untuk membentuk otot kaki dan meningkatkan kekuatan tubuh.
3. Deadlift - Latihan beban yang membantu membangun otot seluruh tubuh.
Insight: Fokus pada latihan kekuatan (strength training) untuk meningkatkan massa otot dan menambah berat
Masukkan jumlah push-up per hari: 20
Masukkan jumlah hari latihan: 5
Total Latihan: 100 push-up selama 5 hari.
Latihan lagi? Ya=1, Tidak=2: 2
Program selesai.
BUILD SUCCESSFUL (total time: 46 seconds)
```