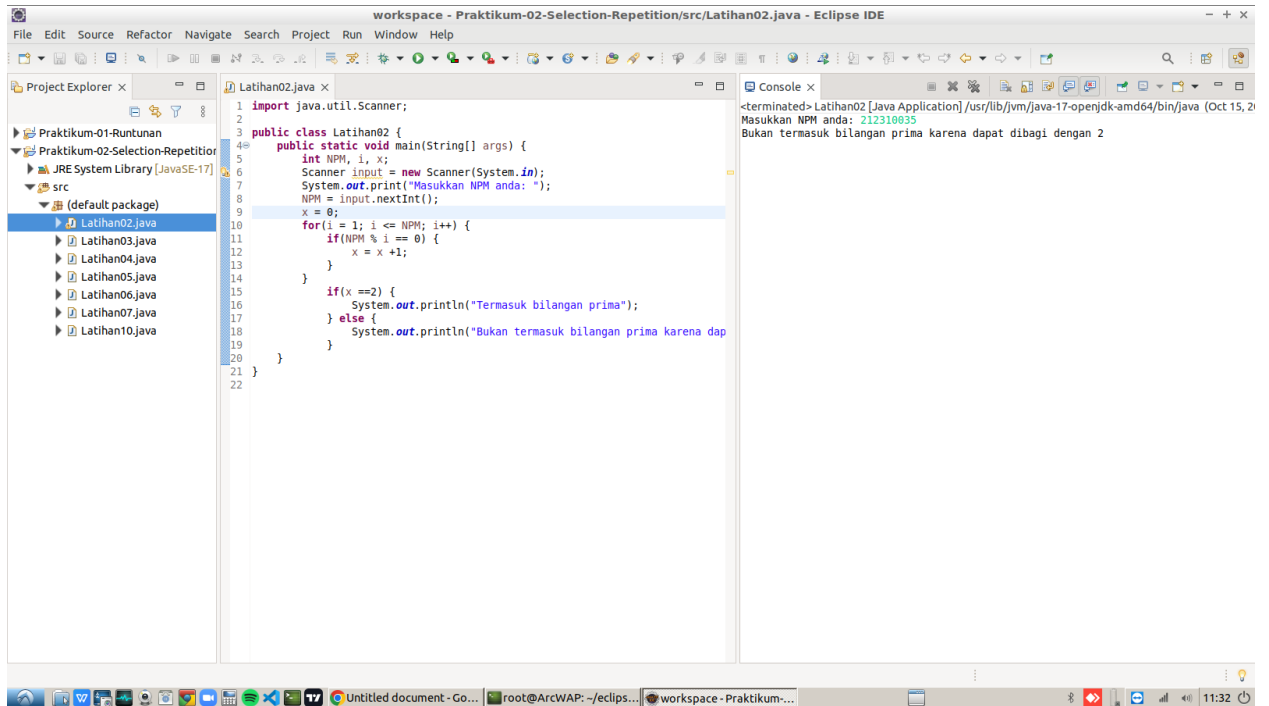


NPM : 212310035
Nama : Adrian Adhari

Hasil Program Praktikum02-Selection-Repetition

1. Latihan02.java

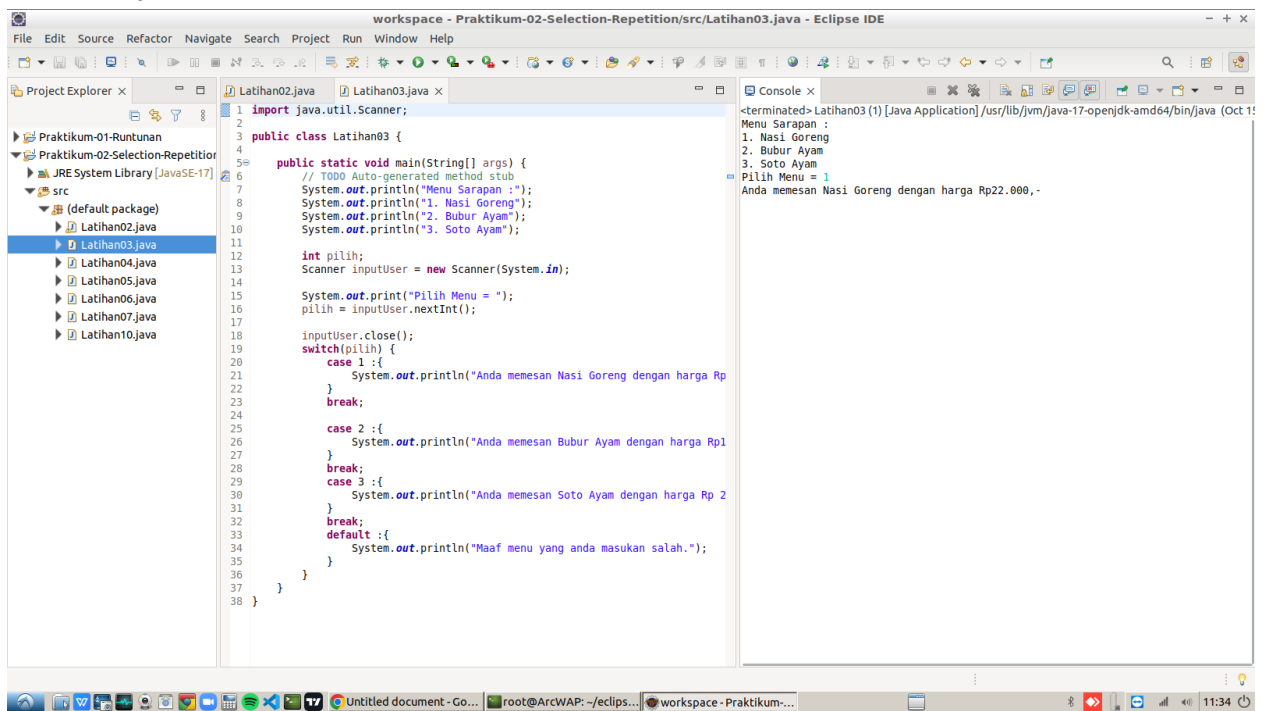


The screenshot shows the Eclipse IDE with the file `Latihan02.java` open. The code uses a `Scanner` to take an input `NPM` and checks if it is a prime number. The console output shows the program terminated with the message: "Masukkan NPM anda: 212310035" and "Bukan termasuk bilangan prima karena dapat dibagi dengan 2".

```
1 import java.util.Scanner;
2
3 public class Latihan02 {
4     public static void main(String[] args) {
5         int NPM, i, x;
6         Scanner input = new Scanner(System.in);
7         System.out.print("Masukkan NPM anda: ");
8         NPM = input.nextInt();
9         x = 0;
10        for(i = 1; i <= NPM; i++) {
11            if(NPM % i == 0) {
12                x = x + 1;
13            }
14        }
15        if(x == 2) {
16            System.out.println("Termasuk bilangan prima");
17        } else {
18            System.out.println("Bukan termasuk bilangan prima karena dap
19        }
20    }
21 }
22 }
```

Console Output:
<terminated> Latihan02 [Java Application] /usr/lib/jvm/java-17-openjdk-amd64/bin/java (Oct 15, 2023)
Masukkan NPM anda: 212310035
Bukan termasuk bilangan prima karena dapat dibagi dengan 2

2. Latihan03.java

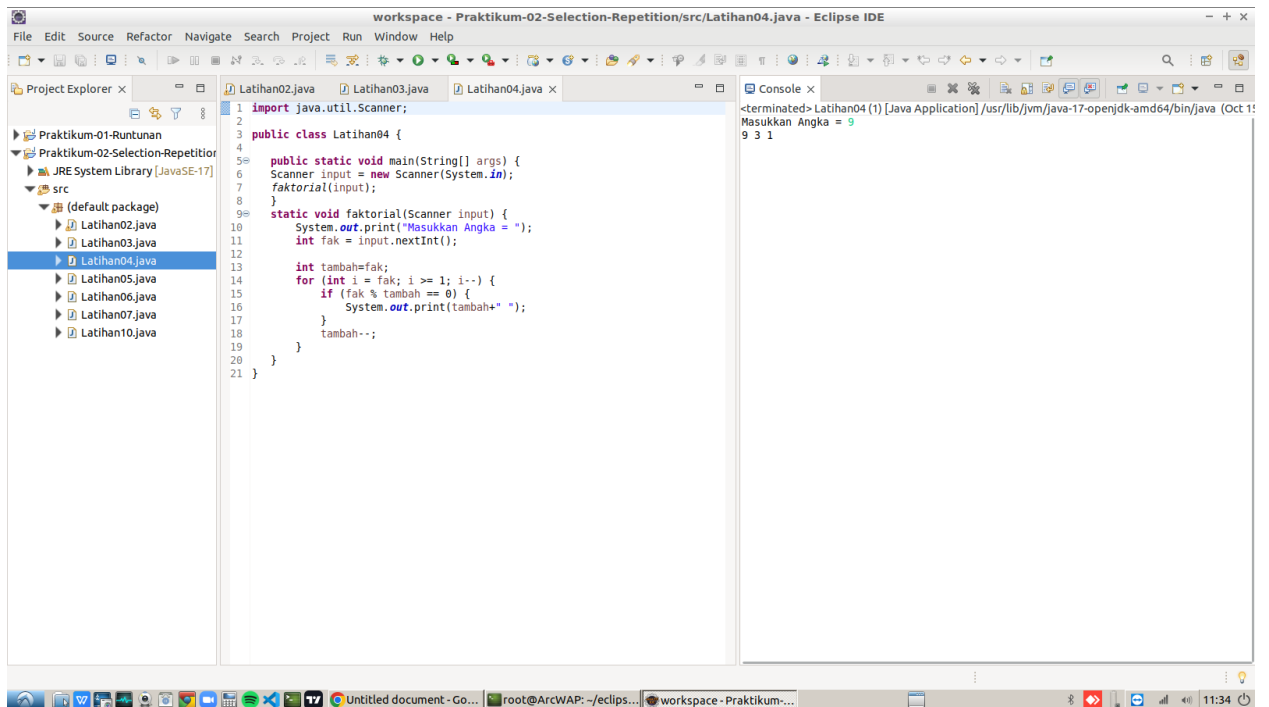


The screenshot shows the Eclipse IDE with the file `Latihan03.java` open. The code uses a `Scanner` to take a menu selection and a `switch` statement to calculate the price of the selected menu item. The console output shows the program terminated with the message: "Menu Sarapan : 1. Nasi Goreng 2. Bubur Ayam 3. Soto Ayam" and "Pilih Menu = 1" and "Anda memesan Nasi Goreng dengan harga Rp22.000,-".

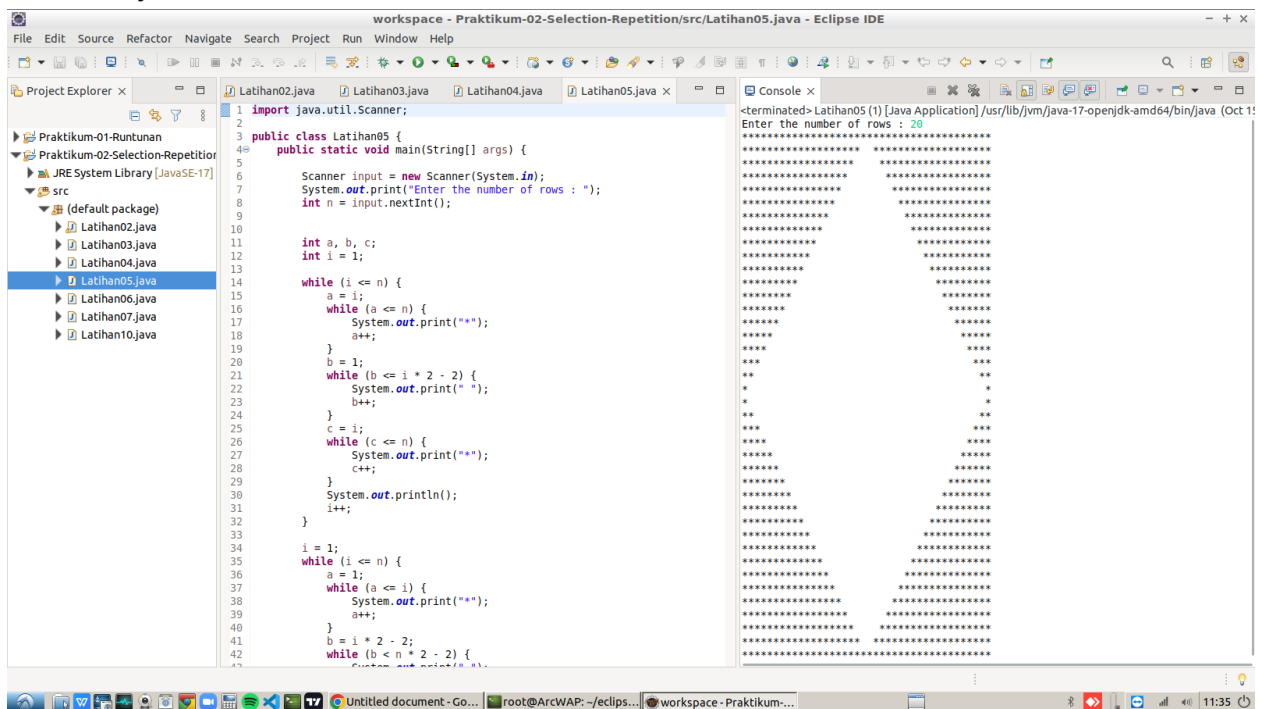
```
1 import java.util.Scanner;
2
3 public class Latihan03 {
4
5     // TODO Auto-generated method stub
6     public static void main(String[] args) {
7         System.out.println("Menu Sarapan :");
8         System.out.println("1. Nasi Goreng");
9         System.out.println("2. Bubur Ayam");
10        System.out.println("3. Soto Ayam");
11
12        int pilih;
13        Scanner inputUser = new Scanner(System.in);
14
15        System.out.print("Pilih Menu = ");
16        pilih = inputUser.nextInt();
17        inputUser.close();
18        switch(pilih) {
19            case 1 :{
20                System.out.println("Anda memesan Nasi Goreng dengan harga Rp
21            }
22            break;
23            case 2 :{
24                System.out.println("Anda memesan Bubur Ayam dengan harga Rp1
25            }
26            break;
27            case 3 :{
28                System.out.println("Anda memesan Soto Ayam dengan harga Rp 2
29            }
30            break;
31            default :{
32                System.out.println("Maaf menu yang anda masukan salah.");
33            }
34        }
35    }
36 }
37 }
38 }
```

Console Output:
<terminated> Latihan03 (1) [Java Application] /usr/lib/jvm/java-17-openjdk-amd64/bin/java (Oct 15, 2023)
Menu Sarapan :
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Pilih Menu = 1
Anda memesan Nasi Goreng dengan harga Rp22.000,-

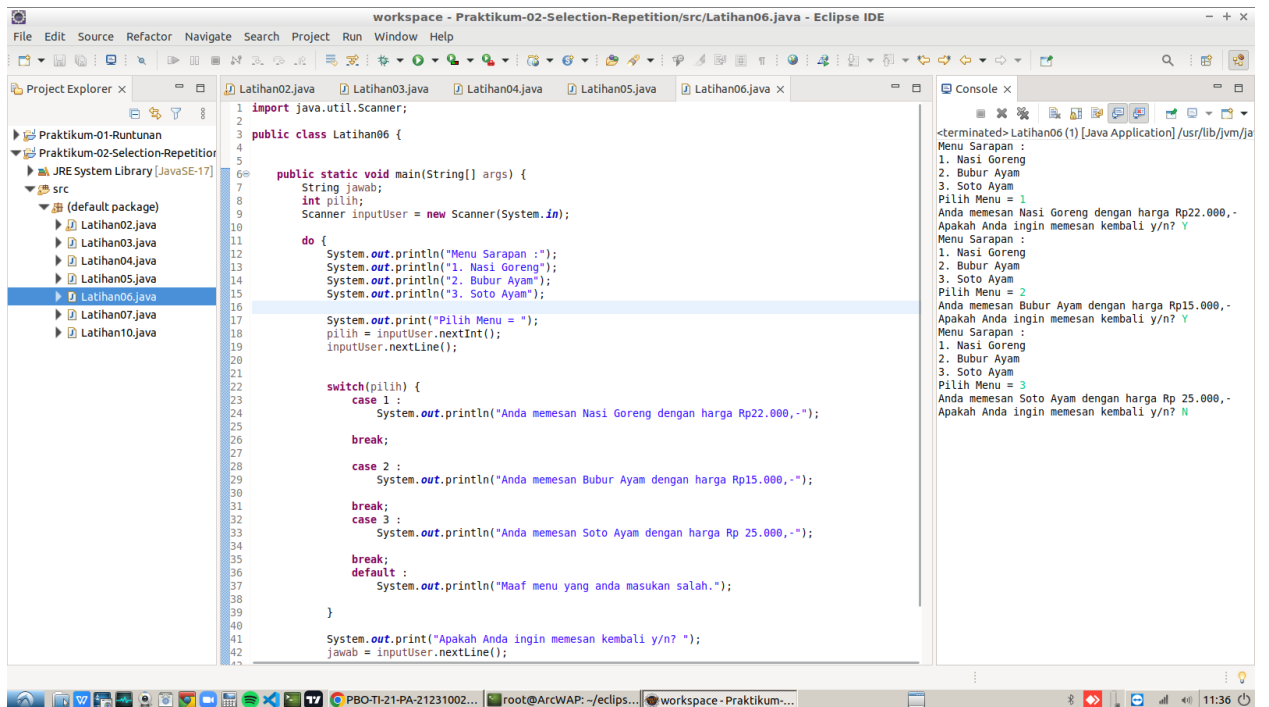
3. Latihan04.java



4. Latihan05.java



5. Latihan06.java



The screenshot shows the Eclipse IDE with the file `Latihan06.java` open. The code defines a `Latihan06` class with a `main` method that uses a `Scanner` to take user input and a `switch` statement to display menu prices for Nasi Goreng, Bubur Ayam, and Soto Ayam. The console output shows the program running and the user selecting menu items, with prices displayed for each choice.

```
import java.util.Scanner;

public class Latihan06 {

    public static void main(String[] args) {
        String jawab;
        int pilih;
        Scanner inputUser = new Scanner(System.in);

        do {
            System.out.println("Menu Sarapan :");
            System.out.println("1. Nasi Goreng");
            System.out.println("2. Bubur Ayam");
            System.out.println("3. Soto Ayam");

            System.out.print("Pilih Menu = ");
            pilih = inputUser.nextInt();
            inputUser.nextLine();

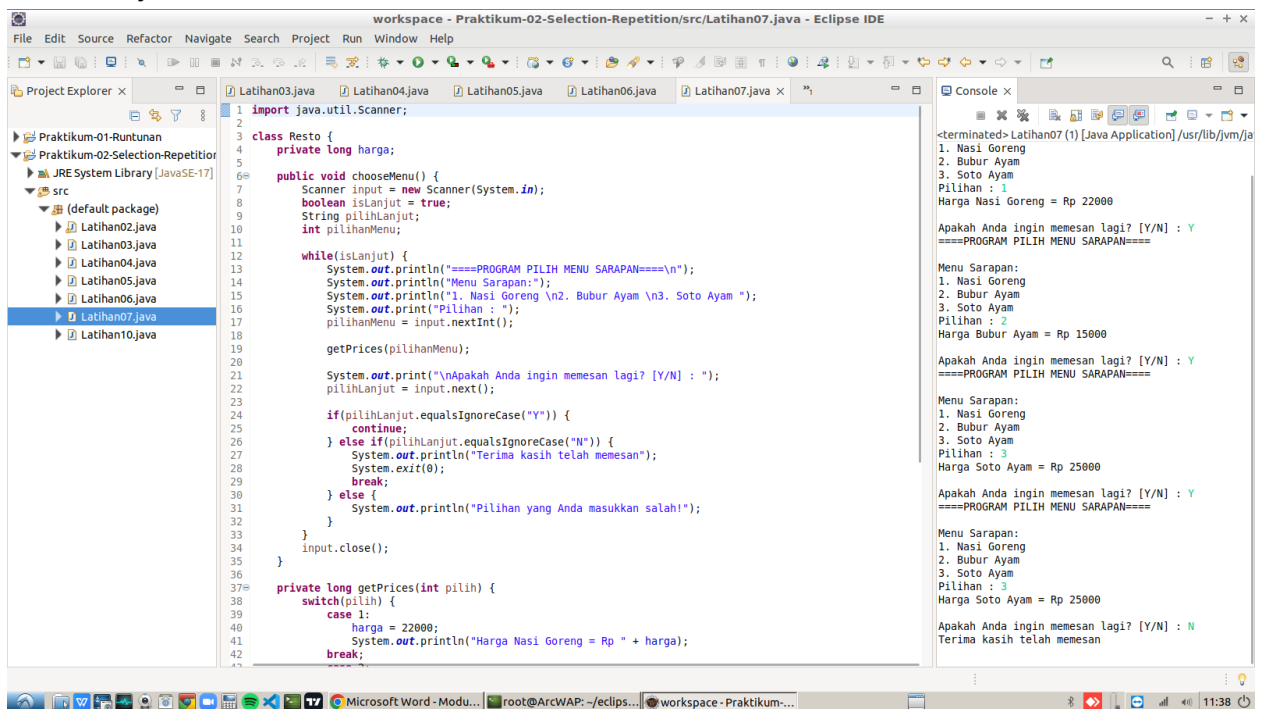
            switch(pilih) {
                case 1 :
                    System.out.println("Anda memesan Nasi Goreng dengan harga Rp22.000,-");
                    break;
                case 2 :
                    System.out.println("Anda memesan Bubur Ayam dengan harga Rp15.000,-");
                    break;
                case 3 :
                    System.out.println("Anda memesan Soto Ayam dengan harga Rp 25.000,-");
                    break;
                default :
                    System.out.println("Maaf menu yang anda masukan salah.");
            }

            System.out.print("Apakah Anda ingin memesan kembali y/n? ");
            jawab = inputUser.nextLine();
        } while (jawab.equalsIgnoreCase("y"));
    }
}
```

Console Output:

```
<terminated> Latihan06 (1) [Java Application] /usr/lib/jvm/ja
Menu Sarapan :
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Pilih Menu = 1
Anda memesan Nasi Goreng dengan harga Rp22.000,-
Apakah Anda ingin memesan kembali y/n? Y
Menu Sarapan :
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Pilih Menu = 2
Anda memesan Bubur Ayam dengan harga Rp15.000,-
Apakah Anda ingin memesan kembali y/n? Y
Menu Sarapan :
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Pilih Menu = 3
Anda memesan Soto Ayam dengan harga Rp 25.000,-
Apakah Anda ingin memesan kembali y/n? N
```

6. Latihan07.java



The screenshot shows the Eclipse IDE with the file `Latihan07.java` open. The code defines a `Resto` class with a `chooseMenu` method that uses a `Scanner` to take user input and a `while` loop to repeatedly display menu prices for Nasi Goreng, Bubur Ayam, and Soto Ayam. The console output shows the program running and the user selecting menu items, with prices displayed for each choice.

```
import java.util.Scanner;

class Resto {
    private long harga;

    public void chooseMenu() {
        Scanner input = new Scanner(System.in);
        boolean isLanjut = true;
        String pilihLanjut;
        int pilihanMenu;

        while(isLanjut) {
            System.out.println("====PROGRAM PILIH MENU SARAPAN====\n");
            System.out.println("Menu Sarapan:");
            System.out.println("1. Nasi Goreng\n2. Bubur Ayam\n3. Soto Ayam");
            System.out.print("Pilihan : ");
            pilihanMenu = input.nextInt();

            getPrices(pilihanMenu);

            System.out.print("\nApakah Anda ingin memesan lagi? [Y/N] : ");
            pilihLanjut = input.next();

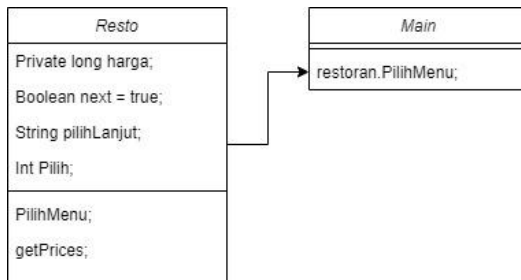
            if(pilihLanjut.equalsIgnoreCase("Y")) {
                continue;
            } else if(pilihLanjut.equalsIgnoreCase("N")) {
                System.out.println("Terima kasih telah memesan");
                System.exit(0);
            } else {
                System.out.println("Pilihan yang Anda masukkan salah!");
            }
        }
        input.close();
    }

    private long getPrices(int pilih) {
        switch(pilih) {
            case 1:
                harga = 22000;
                System.out.println("Harga Nasi Goreng = Rp " + harga);
                break;
        }
    }
}
```

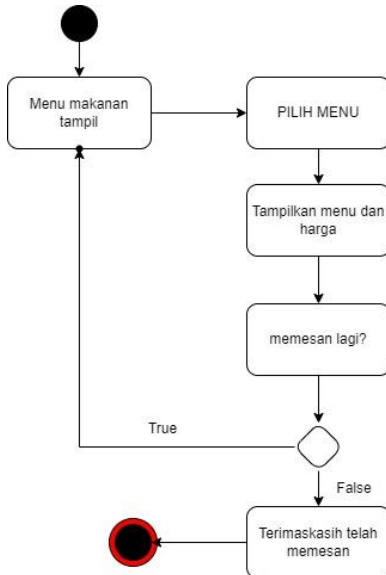
Console Output:

```
<terminated> Latihan07 (1) [Java Application] /usr/lib/jvm/ja
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Pilihan : 1
Harga Nasi Goreng = Rp 22000
Apakah Anda ingin memesan lagi? [Y/N] : Y
====PROGRAM PILIH MENU SARAPAN====
Menu Sarapan:
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Pilihan : 2
Harga Bubur Ayam = Rp 15000
Apakah Anda ingin memesan lagi? [Y/N] : Y
====PROGRAM PILIH MENU SARAPAN====
Menu Sarapan:
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Pilihan : 3
Harga Soto Ayam = Rp 25000
Apakah Anda ingin memesan lagi? [Y/N] : Y
====PROGRAM PILIH MENU SARAPAN====
Menu Sarapan:
1. Nasi Goreng
2. Bubur Ayam
3. Soto Ayam
Pilihan : 3
Harga Soto Ayam = Rp 25000
Apakah Anda ingin memesan lagi? [Y/N] : N
Terima kasih telah memesan
```

7. Latihan08



8. Latihan09



9. Latihan10.java

```

1 import java.util.Scanner;
2
3 public class Latihan10 {
4     public static void main(String[] args) {
5         Scanner input = new Scanner(System.in);
6
7         int pin = 212310035;
8         boolean valid = false, opsi = false;
9         int saldo = 500000, setor, tarik;
10
11         System.out.println("Selamat datang");
12         System.out.println("=====");
13         System.out.println("");
14         do {
15             System.out.print("Masukkan PIN : ");
16             int validation = input.nextInt();
17
18             if (validation == pin) {
19                 valid = true;
20             } else {
21                 valid = false;
22                 System.out.println("Maaf, PIN Salah");
23             }
24         } while (valid == false);
25
26         System.out.println("PIN Benar");
27         System.out.println("");
28
29         do {
30             System.out.println("Menu : ");
31             System.out.println("1. Lihat Saldo");
32             System.out.println("2. Setor Tunai");
33             System.out.println("3. Tarik Tunai");
34             System.out.println("4. Keluar");
35
36             System.out.print("Pilih Menu : ");
37             int menu = input.nextInt();
38
39             switch (menu) {
40                 case 1:
41                     System.out.println("Saldo anda : " + saldo);
42                     break;
  
```

The screenshot shows the Eclipse IDE with the file **Latihan10.java** open. The code implements a menu system with PIN validation and transaction options. The console output shows the program running successfully, displaying the menu and processing transactions.