

# LAMPIRAN

## Program pertama

```
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program.js x tampil.html x
1 var n = prompt("Masukan nama anda:");
2 var c = confirm("Hai "+n+"! Apakah saya tampan?");
3 if (c == true) {
4     alert('Oh Thanks!!');
5 }else{
6     alert('Why?!!');
7 }

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program.js x tampil.html x
1 <!DOCTYPE html>
2 <html>
3     <head>
4         <script type="text/javascript" src="program.js"></script>
5     </head>
6 </html>
```

## Program kedua

```
alert.html x
1 <!DOCTYPE>
2 <html>
3     <head>
4         <title> Dialog ALert </title>
5     </head>
6     <body>
7         <script>
8             alert("Hello kawan! Selamat datang di MessageBox JavaScript!");
9         </script>
10    </body>
11 </html>
```

```
alert.html  confirm.html x  Untitled-1 ●

1  <!DOCTYPE>
2  <html>
3      <head>
4          <title> Dialog Confirm </title>
5      </head>
6      <body>
7          <script>
8              var yakin = confirm("Apakah kamu yakin akan meninggalkan halaman ini?");
9              if (yakin){
10                  document.write("ya!");
11              } else {
12                  document.write("Saya tetap di sini");
13              }
14          </script>
15      </body>
16  </html>

alert.html  confirm.html  prompt.html x

1  <!DOCTYPE>
2  <html>
3      <head>
4          <title> Dialog Prompt </title>
5      </head>
6      <body>
7          <script>
8              var nama = prompt("Siapa nama kamu?", "");
9              document.write("<p> Hello " + nama + "</p>");
10          </script>
11      </body>
12  </html>
```

## Program ketiga

```
return!  argumenarray.js x  array.html x  returningarray.js  kelas

1  <html lang="en">
2  <head>
3      <title>Mengambil data dari Array</title>
4  </head>
5  <body>
6      <script>
7          //Membuat Array
8          var products = ["Pensil", "Pulpen", "Penghapus"];
9
10         //Mengambil Hasil Array
11         document.write(products[1]);
12     </script>
13 </body>
14 </html>
```

### Program keempat

```
1 <html lang="en">
2 <head>
3   <title>Mengambil data dari Array</title>
4 </head>
5 <body>
6   <script>
7     //Membuat Array
8     var products = ["Pensil", "Pulpen", "Penghapus", "Penggaris"];
9     document.write("<ol>");
10    //Menggunakan Perulangan untuk Mencetak Semua Isi Array
11    for(let i=0; i<products.length; i++){
12      document.write('<li>' +products[i] + '</li>');
13    }
14    document.write("</ol>");
15  </script>
16 </body>
17 </html>
```

### Program kelima

```
1 <html>
2 <body>
3   <script language="JavaScript" type="text/javascript">
4     var angka;
5     while(angka != 5)
6     {
7       angka = prompt("Masukkan sebuah angka : ");
8     }
9     document.write("Anda telah memasukkan angka 5");
10  </script>
11 </body>
12 </html>
13
```

### Program keenam

```
Welcome JS Scripts.js X index.html
JS Scripts.js > myFunction
1 var txt = "";
2 var numbers = [45, 4, 9, 16, 25];
3 numbers.forEach(myFunction);
4
5 function myFunction(value, index, array)
6   document.write(txt + value + "<br>");
7 }
```

### Program ketujuh

```
Scripts.js
1  switch (new Date().getDay()) {
2      case 0:
3          console.log("Sunday");
4          break;
5      case 1:
6          console.log("Monday");
7          break;
8      case 2:
9          console.log("Tuesday");
10         break;
11         case 3:
12             console.log("Wednesday");
13             break;
14             case 4:
15                 console.log("Thursday");
16                 break;
17             case 5:
18                 console.log("Friday");
19                 break;
20             case 6:
21                 console.log("Saturday");
22                 break;
23         default:
24             console.log("WHERE ARE YOU LIVING!?");
25     }
26 }
```

### Program kedelapan

```
Welcome  Scripts.js  X  index.html
Scripts.js
1  alert("Selamat datang di Javascript pertamaku");
```

### Program kesembilan

```
Scripts.js > ...
1  var confirmation = confirm("Do you want to go to another world?");
2  if (confirmation) {
3      alert("You pick to go to another world received blessings from that world");
4  } else {
5      alert("You pick to stay on earth and survive to achieve your life goal");
6  }
```

### Program kesepuluh

```
js Scripts.js > ...  
1  var age = prompt("How old are you");  
2  alert("Your are " + age + " years old");|
```

### Program kesebelas

```
// jika menggunakan object  
var mahasiswa = {  
    nama : 'Zhafran Malik',  
    npm : 55412921,  
    kelas : '3IA14',  
    jurusan : 'Teknik Informatika',  
    IPSemester : [2.90, 3.10, 3.25, 2.88, 3.59],  
    IPKumulatif : function() {  
        var total = 0;  
        var ip = this.IPSemester;  
        for( var i = 0; i < ip.length; i++ ) {  
            total += ip[i];  
        }  
        return total/ip.length;  
    }  
}  
mahasiswa.IPKumulatif();
```

### Program keduabelas

```
// membuat object mobil  
var mobil = {  
    nama : 'XPander',  
    merek : 'Mitsubitsi',  
    tipeMobil : 'Mini Jeep',  
    tahunDibuat : 2007,  
    warna : 'putih',  
    majuKencang : function () {  
        console.log('Mobil ini melaju dengan kecepatan 300Km/h');  
    },  
    majuPelan : function () {  
        console.log('Mobil ini melaju dengan kecepatan 10Km/h');  
    },  
    mundur : function () {  
        console.log('Mobil ini melaju kebelakang');  
    },  
    stop : function () {  
        console.log('Mobil ini berhenti');  
    }  
};
```



## Program ketigabelas

C:\Download\Sublime Text\javascript\index.html - Sublime Text (UNREGISTERED)

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```
index.html x object.js x
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <title>Javascript</title>
6 </head>
7 <body>
8   <script src="object.js"></script>
9 </body>
10 </html>
11
```

C:\Download\Sublime Text\javascript\object.js - Sublime Text (UNREGISTERED)

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```
index.html x object.js x
1 // Membuat Object
2 // Object Literal
3 var mhs = {
4   nama : 'Muhammad Alif',
5   npm : '51627187',
6   email : 'alif@student.gunadarma.ac.id',
7   jurusan : 'Teknik Informatika'
8 }
9
10 var mhs2 = {
11   nama : 'Muhammad Daffa',
12   npm : '51624312',
13   email : 'daffa@student.gunadarma.ac.id',
14   jurusan : 'Sistem Informasi'
15 }
```

## Program keempatbelas

```
// Function Declaration
function buatObjectMahasiswa(nama, npm, email, jurusan) {
  var mhs = {};
  mhs.nama = nama;
  mhs.npm = npm;
  mhs.email = email;
  mhs.jurusan = jurusan;
  return mhs;
}
```

```
var mhs3 = buatObjectMahasiswa('Nafeesha', 56172651, 'nafee@gmail.com', 'Psikologi')
```

### Program kelimabelas

```
// Constructor
function Mahasiswa(nama, npm, email, jurusan) {
    this.nama = nama;
    this.npm = npm;
    this.email = email;
    this.jurusan = jurusan;
}
```

```
var mhs4 = new Mahasiswa('Nanda', 67389204, 'nanda@yahoo.com', 'Manajemen');
```

### Program keenambelas

📁 C:\Download\Sublime Text\javascript\index.html - Sublime Text (UNREGISTERED)

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```
index.html x object.js x
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4     <meta charset="UTF-8">
5     <meta name="viewport" content="width=device-width, initial-scale=1.0">
6     <meta http-equiv="X-UA-Compatible" content="ie=edge">
7     <title>Belajar Objek Javascript</title>
8     <script>
9         var orang = {
10             namaDepan : "Ahmad",
11             namaBelakang : "Agus",
12             tampilkanNama : function(){
13                 alert(`Nama : ${this.namaDepan} ${this.namaBelakang}`);
14             }
15         };
16
17         orang.tampilkanNama();
18     </script>
19 </head>
20 </html>
21
```