- SOAL NOMOR 1

```
* 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 soall;
- /**
   * @author Afif Raihan
  public class Soal1 {
      /**
      * @param args the command line arguments
      */
三
      public static void main(String[] args) {
         int[][] isi = new int[4][10];
          isi[0][0] = 2;
          isi[0][1] = 4;
          isi[0][2] = 6;
          isi[1][0] = 1;
          isi[1][1] = 3;
          isi[1][2] = 5;
          isi[1][3] = 7;
          isi[1][4] = 9;
          isi[1][5] = 11;
          isi[1][6] = 13;
          isi[2][0] = 0;
          isi[3][0] = 1;
          isi[3][1] = 2;
          isi[3][2] = 3;
          isi[3][3] = 4;
          isi[3][4] = 5;
          isi[3][5] = 6;
          isi[3][6] = 7;
          isi[3][7] = 8;
          isi[3][8] = 9;
          isi[3][9] = 10;
          System.out.print(isi[0][0] + " ");
          System.out.print(isi[0][1] + " ");
          System.out.println(isi[0][2] + " ");
```

```
System.out.print(isi[1][0] + " ");
        System.out.print(isi[1][1] + " ");
        System.out.print(isi[1][2] + " ");
        System.out.print(isi[1][3] + " ");
        System.out.print(isi[1][4] + " ");
        System.out.print(isi[1][5] + " ");
        System.out.println(isi[1][6] + " ");
       System.out.println(isi[2][0]);
       System.out.print(isi[3][0] + " ");
        System.out.print(isi[3][1] + " ");
        System.out.print(isi[3][2] + " ");
        System.out.print(isi[3][3] + " ");
        System.out.print(isi[3][4] + " ");
        System.out.print(isi[3][5] + " ");
        System.out.print(isi[3][6] + " ");
       System.out.print(isi[3][7] + " ");
        System.out.print(isi[3][8] + " ");
        System.out.println(isi[3][9]);
}
```

OUTPUT NOMOR 1

Output - soal1 (run) X









```
run:
2 4 6
1 3 5 7 9 11 13
0
1 2 3 4 5 6 7 8 9 10
BUILD SUCCESSFUL (total time: 0 seconds)
```

- SOAL NOMOR 2

```
- /*
   * To change this license header, choose License Headers in Project Properties.
   * To change this template file, choose Tools | Templates
   ^{\star} and open the template in the editor.
   */
  package soal2;
import java.util.Scanner;
₽ /**
   * @author Afif Raihan
  */
  public class Soal2 {
口
       * @param args the command line arguments
口
       public static void main(String[] args) {
          // TODO code application logic here
          int terkecil;
          Scanner bilangan = new Scanner(System.in);
          System.out.print("Bilangan 1: ");
          int bill = bilangan.nextInt();
          System.out.print("Bilangan 2: ");
          int bil2 = bilangan.nextInt();
          if(bill>bil2){
              terkecil = bil2;
          }else{
              terkecil = bil2;
          int fpb =0;
           for (int i = 1; i < terkecil+1; i++) {</pre>
              if(bill%i==0&&bil2%i==0){
                   fpb = i;
               }
           System.out.println("FPB DARI " +bill +" dan "+bil2 +" = " + fpb);
   }
```

- OUTPUT NOMOR 2

```
Output - soal2 (run) ×

run:
Bilangan 1: 12
Bilangan 2: 8
FPB DARI 12 dan 8 = 4
BUILD SUCCESSFUL (total time: 5 seconds)
```