1. Menghitung luas segitiga

package segitiga ;

import java.io.\*;

public class LuasSegitiga {

public static BufferedReader Stdin = new BufferedReader (new InputStreamReader (System.in));

public static void main(String[] args) throws IOException

{

System.out.println("Menghitung Luas Segitiga");

System.out.println("Masukkan Alas : ");

String input = Stdin.readLine ();

int a = Integer.parseInt(input);

System.out.println("Masukkan Tinggi : ");

input = Stdin.readLine ();

int b = Integer.parseInt (input);

System.out.println("Luas" +" = "+(a\*b/2));

}

}

1. Menampilkan bilangan ganjil dan genap

import java.util.Scanner;

public class helloworld {

public static void main(String[] args) {

Scanner datain = new Scanner (System.in);

Scanner input=new Scanner(System.in);

int bil;

System.out.println("PROGRAM MENAMPILKAN BILANGAN GANJIL & GENAP");

System.out.print("Masukan Bilangan = ");

bil=input.nextInt();

if (bil%2==0){

System.out.println("Bilangan "+bil+" adalah bilangan genap");

}else {

System.out.println("Bilangan "+bil+" adalah bilangan ganjil");

}

}

}