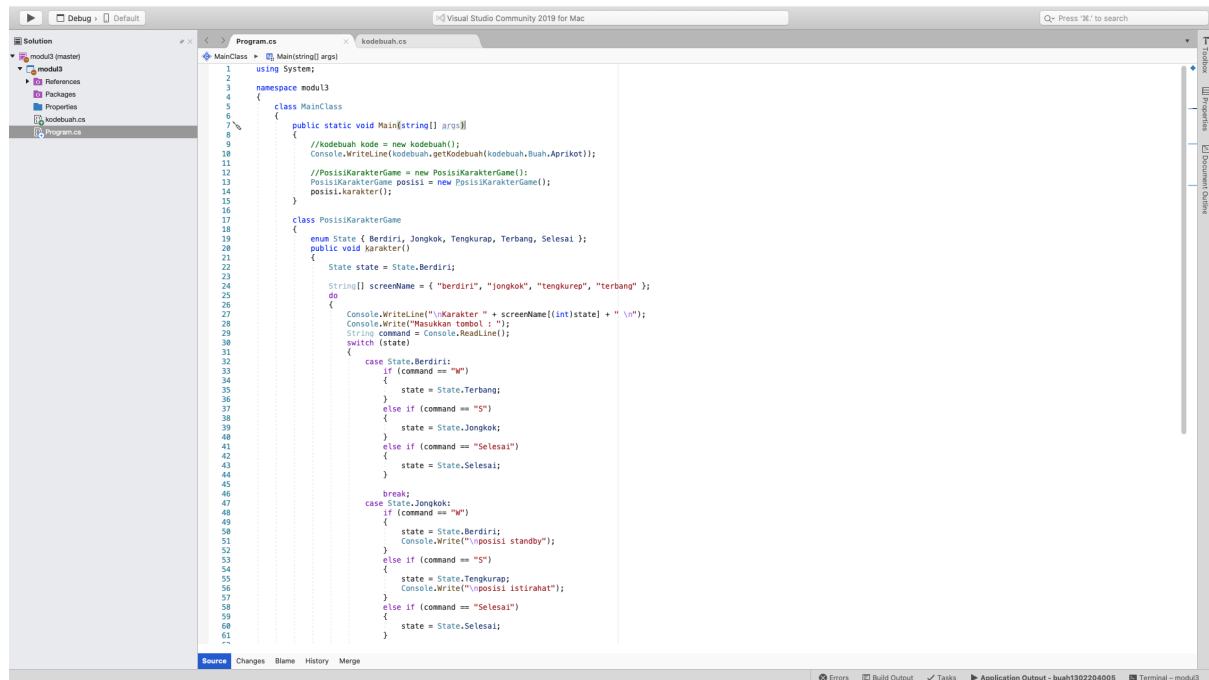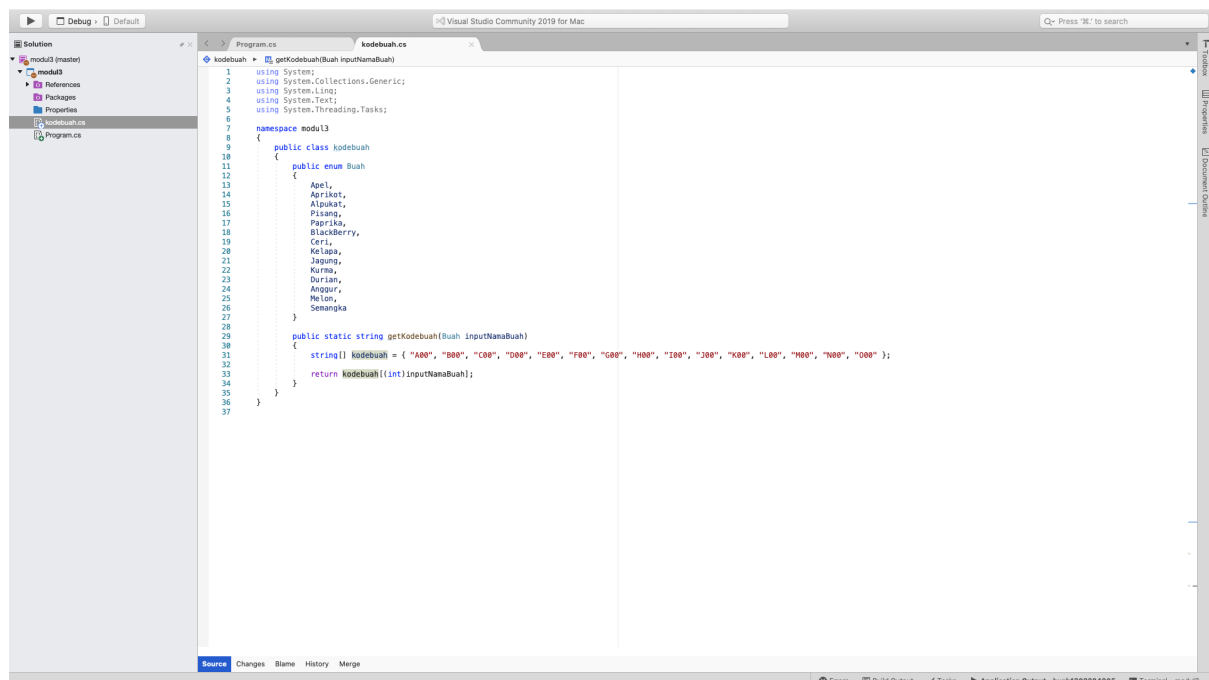Elia Angga
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SE4402

SourceCode
Class Utama/MainClass


```csharp
using System;

namespace modul3
{
    class MainClass
    {
        public static void Main(string[] args)
        {
            //kodebuah kode = new kodebuah();
            Console.WriteLine(kodebuah.getKodebuah(kodebuah.Buah.Aprikot));

            //PosisiKarakterGame = new PosisiKarakterGame();
            PosisiKarakterGame posisi = new PosisiKarakterGame();
            posisi.karakter();
        }

        class PosisiKarakterGame
        {
            enum State { Berdiri, Jongkok, Tengkurap, Terbang, Selesai };
            public void karakter()
            {
                State state = State.Berdiri;

                String[] screenName = { "berdiri", "jongkok", "tengkurep", "terbang" };
                do
                {
                    Console.WriteLine("\nKarakter " + screenName[(int)state] + " \n");
                    Console.Write("Masukkan tombol : ");
                    String command = Console.ReadLine();
                    switch (state)
                    {
                        case State.Berdiri:
                            if (command == "W")
                            {
                                state = State.Terbang;
                            }
                            else if (command == "S")
                            {
                                state = State.Jongkok;
                            }
                            else if (command == "Selesai")
                            {
                                state = State.Selesai;
                            }

                            break;
                        case State.Jongkok:
                            if (command == "W")
                            {
                                state = State.Berdiri;
                                Console.Write("\nposisi standby");
                            }
                            else if (command == "S")
                            {
                                state = State.Tengkurap;
                                Console.Write("\nposisi istirahat");
                            }
                            else if (command == "Selesai")
                            {
                                state = State.Selesai;
                            }
```

Class kodebuah


```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace modul3
{
    public class kodebuah
    {
        public enum Buah
        {
            Apel,
            Aprikot,
            Alpukat,
            Pisang,
            Paprika,
            BlackBerry,
            Ceri,
            Kelapa,
            Jagung,
            Kurma,
            Durian,
            Anggur,
            Melon,
            Semangka
        }

        public static string getKodebuah(Buah inputNamaBuah)
        {
            string[] kodebuah = { "A00", "B00", "C00", "D00", "E00", "F00", "G00", "H00", "I00", "J00", "K00", "L00", "M00", "N00", "O00" };

            return kodebuah[(int)inputNamaBuah];
        }
    }
}
```

Output

```
> Terminal – modul3

B00

Karakter berdiri

Masukkan tombol : W

Karakter terbang

Masukkan tombol : S

posisi standby
Karakter berdiri

Masukkan tombol : Selesai
```