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## SourceCode

### Class Utama/MainClass

The screenshot shows the Visual Studio Community 2019 interface with the MainClass.cs file open. The code implements a state machine for a character named Kodebauah. It defines a MainClass with a Main method that initializes the character and prints its initial state. The character has four states: Berdiri, Jongkok, Tengkurap, and Selesai. The program reads commands from the console to change the character's state. If an invalid command is entered, it prints a message asking for a valid key.

```
using System;
namespace modul3
{
    class MainClass
    {
        public static void Main(string[] args)
        {
            //kodebauah kode = new kodebauah();
            Console.WriteLine(kodebauah.getKodebauah(kodebauah.Buah.Apricot));
            //PosisiKarakterGame = new PosisiKarakterGame();
            Posisi.Karakter 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("Karakter " + screenName[(int)state] + "\n");
                Console.WriteLine("Masukan 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 == "d")
                        {
                            state = State.Tengkurap;
                        }
                        break;
                    case State.Jongkok:
                        if (command == "w")
                        {
                            state = State.Berdiri;
                            Console.WriteLine("\nPosisi standby");
                        }
                        else if (command == "s")
                        {
                            state = State.Tengkurap;
                            Console.WriteLine("\nPosisi istirahat");
                        }
                        else if (command == "d")
                        {
                            state = State.Selesai;
                        }
                }
            } while (true);
        }
    }
}
```

### Class kodebauah

The screenshot shows the Visual Studio Community 2019 interface with the kodebauah.cs file open. This class contains a static method getKodebauah that returns a string representing a fruit based on its index. It also contains a static method getKodebauah that takes an input name and returns the corresponding fruit index. The class defines an enum Buah with values: Apel, Aprikot, Alpukat, Pisang, Paprika, Blackberry, Ceri, Kelapa, Jagung, Kurma, Durian, Anggur, Melon, Semangka.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Threading.Tasks;
namespace modul3
{
    public class kodebauah
    {
        public enum Buah
        {
            Apel,
            Aprikot,
            Alpukat,
            Pisang,
            Paprika,
            Blackberry,
            Ceri,
            Kelapa,
            Jagung,
            Kurma,
            Durian,
            Anggur,
            Melon,
            Semangka
        }
        public static string getKodebauah(Buah inputNamaBuah)
        {
            string[] Kodebauah = {"A00", "B00", "C00", "D00", "E00", "F00", "G00", "H00", "I00", "J00", "K00", "L00", "M00", "N00", "O00"};
            return Kodebauah[(int)inputNamaBuah];
        }
    }
}
```

## Output

```
☒ Terminal - modul3
```

B00

Karakter berdiri

Masukkan tombol : W

Karakter terbang

Masukkan tombol : S

posisi standby

Karakter berdiri

Masukkan tombol : Selesai

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