Nama: Febyola Pappang Allo

NIM : 2109106137 Kelas : C'21 (C2)

POSTTEST 2

> CLASS MAIN

```
package furniture;
 4 = import java.util.ArrayList;
   import java.util.Scanner;
     public class main {
8 -
        public static void main(String[] args) {
            ArrayList<furniture> items = new ArrayList<>();
10
            Scanner scanner = new Scanner(source: System.in);
11
12
            while (true) {
               System.out.println(x: "======="");
13
               System.out.println(x: " Pendataan Furniture BaekStarla ");
14
               System.out.println(x: "========");
15
               System.out.println(x: "
                                              MENU:");
16
               System.out.println(x: "

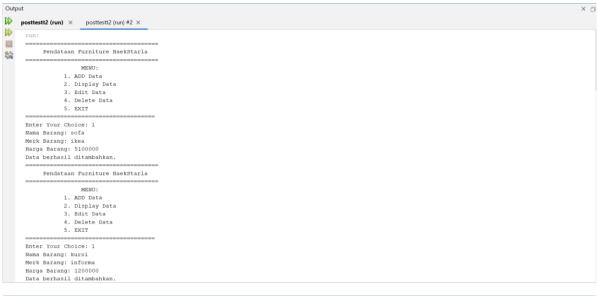
    ADD Data");

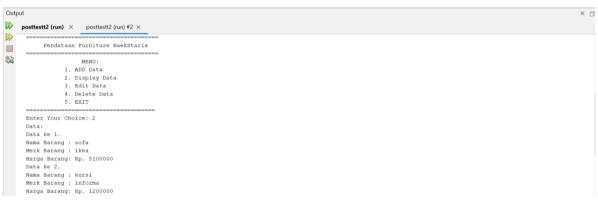
17
               System.out.println(x: "
                                          Display Data");
18
                                            3. Edit Data");
               System.out.println(x: "
19
               System.out.println(x: "
20
                                            4. Delete Data");
               System.out.println(x: "
                                           5. EXIT");
21
               System.out.println(x: "========");
22
               System.out.print(s: "Enter Your Choice: ");
23
24
```

```
25
                   int choice = scanner.nextInt();
26
 <u>Q</u>
                   switch (choice) {
28
                       case 1:
29
                           System.out.print(s: "Nama Barang: ");
30
                           String name = scanner.next();
31
                          System.out.print(s: "Merk Barang: ");
32
                           String merk = scanner.next();
33
34
35
                           System.out.print(s: "Harga Barang: ");
36
                           int harga = scanner.nextInt();
37
38
                           furniture its = new furniture(name, merk, harga);
39
                           items.add(e: its);
40
                           System.out.println(x: "Data berhasil ditambahkan.");
41
                          break;
42
                       case 2:
<u>Q</u>
                           if (items.size() == 0) {
                               System.out.println(x: "Data masih kosong.");
44
45
                           } else {
46
                               System.out.println(x: "Data:");
                               for (int i = 0; i < items.size(); i++) {</pre>
47
48
                                    furniture p = items.get(index: i);
                                    System.out.println("Data ke " + (i+1) + ". " +
49
50
                                                        "\nNama Barang : " + p.getName() +
                                                       "\nMerk Barang : " + p.getMerk() +
V
52
                                                        "\nHarga Barang:" + " Rp. " + p.getHarga() );
53
```

```
55
                           break;
 56
                        case 3:
 94
                            if (items.size() == 0) {
                                System.out.println(x: "Data masih kosong.");
 58
 59
                            } else {
 60
                                System.out.print(s: "Nomor data yang ingin diubah: ");
 61
                                int index = scanner.nextInt();
                                if (index > items.size() || index <= 0) {</pre>
 62
 63
                                    System.out.println(x: "Nomor data tidak valid.");
 64
                                } else {
 65
                                    System.out.print(s: "Masukkan Nama Barang baru: ");
                                    String newName = scanner.next();
 66
 67
                                    System.out.print(s: "Masukkan Merk Barang baru: ");
 68
                                    String newMerk = scanner.next();
 69
 70
 71
                                    System.out.print(s: "Masukkan Harga Barang baru: ");
 72
                                    int newHarga = scanner.nextInt();
 73
 74
                                    furniture newItem = new furniture(name: newName, merk: newMerk, harga: newHa
 75
                                    items.set(index-1, element:newItem);
                                     System.out.println(x: "Data berhasil diubah.");
 76
 77
 78
 79
                            break:
 80
                        case 4:
                            if (items.size() == 0) {
 82
                               System.out.println(x: "Data masih kosong.");
83
                            } else {
 84
                                System.out.print(s: "Nomor data yang ingin dihapus: ");
                                int index = scanner.nextInt();
8.5
86
                                if (index > items.size() || index <= 0) {</pre>
87
                                    System.out.println(x: "Nomor data tidak valid.");
 88
                                } else {
89
                                    items.remove(index-1);
                                    System.out.println(x: "Data berhasil dihapus.");
 90
 91
 92
 93
                            break:
 94
                        case 5:
95
                            System.out.println(x: "Terima kasih telah menggunakan program ini.");
96
                            System.exit(status: 0);
97
                            break;
                        default:
98
99
                            System.out.println(x: "Pilihan tidak valid.");
100
                            break:
101
102
103
104
       }
```

• OUTPUT







```
Dutput

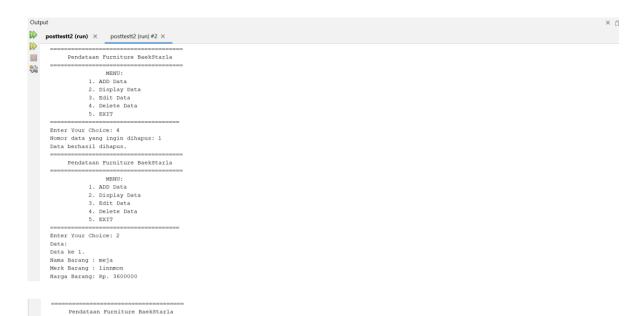
posttestt2 (run) × posttestt2 (run) #2 ×

Pendataan Furniture BaekStarla

MENU:

1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

Enter Your Choice: 2
Data:
Data ke 1.
Nama Barang: sofa
Merk Barang: ikea
Harya Barang: Rp. $100000
Data ke 2.
Nama Barang: meja
Merk Barang: meja
Merk Barang: linnmon
Harga Barang: Rp. 3600000
```



MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

Enter Your Choice: 5
Terima kasih telah menggunakan program ini.
BUILD SUCCESSFUL (total time: 1 minute 28 seconds)

> CLASS FURNITURE

```
2
     package furniture;
 3
 4
     public class furniture {
       private String name;
 5
         private String merk;
 6
 7
        private int harga;
 8
 9 🖃
       public furniture(String name, String merk, int harga) {
10
            this.name = name;
             this.merk = merk;
11
12
             this.harga = harga;
13
14
15
         public String getName() {
         return name;
16
17
18
19 📮
         public String getMerk() {
         return merk;
20
21
```

```
22
23 🗐
         public int getHarga() {
         return harga;
24
25
26
27
28 📮
         public void setName(String name) {
29
         this.name = name;
30
31
32 📮
         public void setMerk(String merk) {
         this.merk = merk;
33
34
35
36
         public void setHarga(int harga) {
37
         this.harga = harga;
38
39
```