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## POSTTEST 2

### ➤ CLASS MAIN

```
1 package furniture;
2
3
4 import java.util.ArrayList;
5 import java.util.Scanner;
6
7 public class main {
8     public static void main(String[] args) {
9         ArrayList<furniture> items = new ArrayList<>();
10        Scanner scanner = new Scanner(System.in);
11
12        while (true) {
13            System.out.println("=====");
14            System.out.println("    Pendataan Furniture BaekStarla    ");
15            System.out.println("=====");
16            System.out.println("                MENU:");
17            System.out.println("            1. ADD Data");
18            System.out.println("            2. Display Data");
19            System.out.println("            3. Edit Data");
20            System.out.println("            4. Delete Data");
21            System.out.println("            5. EXIT");
22            System.out.println("=====");
23            System.out.print("Enter Your Choice: ");
24
25            int choice = scanner.nextInt();
26
27            switch (choice) {
28                case 1:
29                    System.out.print("Nama Barang: ");
30                    String name = scanner.next();
31
32                    System.out.print("Merk Barang: ");
33                    String merk = scanner.next();
34
35                    System.out.print("Harga Barang: ");
36                    int harga = scanner.nextInt();
37
38                    furniture its = new furniture(name, merk, harga);
39                    items.add(its);
40                    System.out.println("Data berhasil ditambahkan.");
41                    break;
42                case 2:
43                    if (items.size() == 0) {
44                        System.out.println("Data masih kosong.");
45                    } else {
46                        System.out.println("Data:");
47                        for (int i = 0; i < items.size(); i++) {
48                            furniture p = items.get(i);
49                            System.out.println("Data ke " + (i+1) + ". " +
50                                "\nNama Barang : " + p.getName() +
51                                "\nMerk Barang : " + p.getMerk() +
52                                "\nHarga Barang: " + " Rp. " + p.getHarga());
53                        }
54                    }
55            }
56        }
57    }
58 }
```

```

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

```

## • OUTPUT

```
Output
posttestt2 (run) × posttestt2 (run) #2 ×
run:
=====
Pendataan Furniture BaekStarla
=====
MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT
=====
Enter Your Choice: 1
Nama Barang: sofa
Merk Barang: ikea
Harga Barang: 5100000
Data berhasil ditambahkan.
=====
Pendataan Furniture BaekStarla
=====
MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT
=====
Enter Your Choice: 1
Nama Barang: kursi
Merk Barang: informa
Harga Barang: 1200000
Data berhasil ditambahkan.
```

```
Output
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
Harga Barang: Rp. 5100000
Data ke 2.
Nama Barang : kursi
Merk Barang : informa
Harga Barang: Rp. 1200000
```

```
Output
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: 3
Nomor data yang ingin diubah: 2
Masukkan Nama Barang baru: meja
Masukkan Merk Barang baru: linnmon
Masukkan Harga Barang baru: 3600000
Data berhasil diubah.
```

```
Output
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
Harga Barang: Rp. 5100000
Data ke 2.
Nama Barang : meja
Merk Barang : linnmon
Harga Barang: Rp. 3600000
```

```
Output
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: 4
Nomor data yang ingin dihapus: 1
Data berhasil dihapus.
=====
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 : meja
Merk Barang : linnmon
Harga Barang: Rp. 3600000
=====
Pendataan Furniture BaekStarla
=====
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

```
1
2 package furniture;
3
4 public class furniture {
5     private String name;
6     private String merk;
7     private int harga;
8
9     public furniture(String name, String merk, int harga) {
10         this.name = name;
11         this.merk = merk;
12         this.harga = harga;
13     }
14
15     public String getName() {
16         return name;
17     }
18
19     public String getMerk() {
20         return merk;
21     }
```

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