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POSTTEST 2

➢ CLASS MAIN

```
1
2   package furniture;
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(source: System.in);
11
12          while (true) {
13              System.out.println(x: "=====================================");
14              System.out.println(x: "     Pendataan Furniture BaekStarla   ");
15              System.out.println(x: "=====================================");
16              System.out.println(x: "                MENU:");
17              System.out.println(x: "           1. ADD Data");
18              System.out.println(x: "           2. Display Data");
19              System.out.println(x: "           3. Edit Data");
20              System.out.println(x: "           4. Delete Data");
21              System.out.println(x: "           5. EXIT");
22              System.out.println(x: "=====================================");
23              System.out.print(s: "Enter Your Choice: ");
24
```

```
25              int choice = scanner.nextInt();
26
27              switch (choice) {
28                  case 1:
29                      System.out.print(s: "Nama Barang: ");
30                      String name = scanner.next();
31
32                      System.out.print(s: "Merk Barang: ");
33                      String merk = scanner.next();
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:
43                      if (items.size() == 0) {
44                          System.out.println(x: "Data masih kosong.");
45                      } else {
46                          System.out.println(x: "Data:");
47                          for (int i = 0; i < items.size(); i++) {
48                              furniture p = items.get(index: i);
49                              System.out.println("Data ke " + (i+1) + ". " +
50                                                 "\nNama Barang : " + p.getName() +
51                                                 "\nMerk Barang : " + p.getMerk() + " tahun" +
52                                                 "\nHarga Barang:" + " Rp. " + p.getHarga() );
53                          }
54                      }
```

```
                    break;
                case 3:
                    if (items.size() == 0) {
                        System.out.println("Data masih kosong.");
                    } else {
                        System.out.print("Nomor data yang ingin diubah: ");
                        int index = scanner.nextInt();
                        if (index > items.size() || index <= 0) {
                            System.out.println("Nomor data tidak valid.");
                        } else {
                            System.out.print("Masukkan Nama Barang baru: ");
                            String newName = scanner.next();

                            System.out.print("Masukkan Merk Barang baru: ");
                            String newMerk = scanner.next();

                            System.out.print("Masukkan Harga Barang baru: ");
                            int newHarga = scanner.nextInt();

                            furniture newItem = new furniture(name:newName, merk:newMerk, harga:newHa
                            items.set(index-1, element:newItem);
                            System.out.println("Data berhasil diubah.");
                        }
                    }
                    break;
```

```
                case 4:
                    if (items.size() == 0) {
                        System.out.println("Data masih kosong.");
                    } else {
                        System.out.print("Nomor data yang ingin dihapus: ");
                        int index = scanner.nextInt();
                        if (index > items.size() || index <= 0) {
                            System.out.println("Nomor data tidak valid.");
                        } else {
                            items.remove(index-1);
                            System.out.println("Data berhasil dihapus.");
                        }
                    }
                    break;
                case 5:
                    System.out.println("Terima kasih telah menggunakan program ini.");
                    System.exit(status: 0);
                    break;
                default:
                    System.out.println("Pilihan tidak valid.");
                    break;
            }
        }
    }
}
```

➢ CLASS FURNITURE

```java

package furniture;

public class furniture {
    private String name;
    private String merk;
    private int harga;

    public furniture(String name, String merk, int harga) {
        this.name = name;
        this.merk = merk;
        this.harga = harga;
    }

    public String getName() {
        return name;
    }

    public String getMerk() {
        return merk;
    }
```

```java

    public int getHarga() {
        return harga;

    }

    public void setName(String name) {
        this.name = name;
    }

    public void setMerk(String merk) {
        this.merk = merk;
    }

    public void setHarga(int harga) {
        this.harga = harga;
    }
}
```