

LATIHAN 16. Penugasan

```
int a = 10;
int b = 20;
int c = 0;

System.out.println("Nilai a = " + a);
System.out.println("Nilai b = " + b);
System.out.println("Nilai c = " + c + "\n");

c = a + b;
System.out.println("c = a + b = " + c);
c += a;
System.out.println("c += a = " + c);
c -= a;
System.out.println("c -= a = " + c);
c *= a;
System.out.println("c *= a = " + c);
a = 10;
c = 15;
c /= a;
System.out.println("c /= a = " + c);
```

```
a = 10;
c = 15;
c %= a;
System.out.println("c %= a = " + c);
c <<= 2;
System.out.println("c <<= 2 = " + c);
c >>= 2;
System.out.println("c >>= 2 = " + c);
c >>= 2;
System.out.println("c >>= a = " + c);
c &= a;
System.out.println("c &= 2 = " + c);
c ^= a;
System.out.println("c ^= a = " + c);
c |= a;
System.out.println("c |= a = " + c);
```

Output - PBO6-10110269-Latihan16-Penugasan

run:

```
Nilai a = 10
Nilai b = 20
Nilai c = 0
```

```
c = a + b = 30
c += a = 40
c -= a = 30
c *= a = 300
c /= a = 1
c %= a = 5
c <<= 2 = 20
c >>= 2 = 5
c >>= a = 1
c &= 2 = 0
c ^= a = 10
c |= a = 10
```

BUILD SUCCESSFUL (



TUGAS – PERTEMUAN 9

1. Kerjakan ulang dari **latihan 1 sampai 16** di pertemuan 9 ini
2. Pahami setiap maksud dari **code** nya.
3. Jalankan sampai **buildnya success** di tiap latihannya.
4. Buat masing-masing latihan tersebut ke dalam masing-masing project yang berbeda dengan ketentuan nama project : **Namalatihan**. Contoh : **Latihan1-Menampilkan Value ke Layar**
5. Didalam codingan, berikan **comment identitas diri** diatas nama class seperti terlihat pada slide selanjutnya di **GAMBAR 1 – CONTOH IDENTITAS TUGAS**.
8. **PUSH** setiap project dari latihan 1 - 16 ke akun guthub masing-masing. dengan subject **NAMAKELAS-PERT9-NIM-NAMAMAHASISWA**, contoh : **JAVA-PERT9-A2.xxx-NAMAANDA**

