

Learning Outcomes

- Differentiate the differences between conventional programming and OOP
- Describe the main features of OOP

Topic

- Session 01 - Introduction

Sub Topics

- My First Program in Java
- Data Type
- Arithmetic operator
- Logical Operator
- Selection

Soal

Case

Yummy Delivery Boba is one of the famous boba shops that you can order many kinds of boba. As a famous boba shop, everyday they have so many transaction data that occur. To help them manage the company data, you are asked to create an application using Java language. Here are the rules:

- There are 3 main menus :
 1. **Order Boba**
 2. **Pay**
 3. **Exit**
- If user chooses “**Order Boba**”, then the program will:
 - Display the name and price of the bobas, such as:
 1. Fire Chocolate Boba (@ Rp. 75000,-)
 2. Water Green Tea Boba (@ Rp. 55000,-)
 - Then, user is asked to choose which boba user wants. Validate the **input** must be **between 1 and 2**.
 - And then, the boba will be added into the transaction.
- If user chooses “**Pay**”, then the program will:
 - If user has not order any boba yet, then show display a message “**You are not buy anything..**”, and back to main menu.
 - If user has order a boba(s), then **show** the ordered boba(s) with **total price** and ask user to pay.
 - Validate the payment should be **greater** than or **equal** to total price.
 - Finally, show the change of the payment with these following formula:

$\text{Change} = \text{payment} - \text{total price}$

- If user chooses “***Exit***”, then the program will end.

If anyone does not understand, ask your assistant!