

```
PS C:\Praktikum\Pemrograman Web Lanjut\Modul 3> node latihan1.js
20
```

```
1  let x = 10;
2
3  if(x > 5) {
4      let y = x * 2;
5      console.log(y);
6  } else {
7      let z = x + 2;
8      console.log(z);
9  }
```

```
1  let language = "French";
2  let greeting = "Selamat Pagi";
3
4  if(language === "English"){
5      greeting = "Good Morning!";
6  } else if (language === "French"){
7      greeting = "Bonjour!"
8  } else if (language === "Japanese"){
9      greeting = "Ohayou Gozaimasu!";
10 }
11
12 console.log(greeting);
```

```
PS C:\Praktikum\Pemrograman Web Lanjut\Modul 3> node latihan2.js
Bonjour!
```

```
1  let language = "French";
2  let greeting = null;
3
4  switch(language){
5      case "English":
6          greeting = "Good Morning!";
7          break;
8      case "French":
9          greeting = "Bonjour!";
10         break;
11         case "Japanese":
12             greeting = "Ohayou Gozaimasu!";
13             break;
14         default:
15             greeting = "Selamat Pagi!";
16     }
17     console.log(greeting);
```

```
PS C:\Praktikum\Pemrograman Web Lanjut\Modul 3> node latihan3.js
Bonjour!
```

```
1  let score = 90;
2  let result = '';
3
4  if (score >= 90) {
5      result = 'Selamat! Anda mendapatkan nilai A.';
6  } else if (score >= 80) {
7      result = 'Anda mendapatkan nilai B.';
8  } else if (score >= 70) {
9      result = 'Anda mendapatkan nilai C.';
10 } else if (score >= 60) {
11     result = 'Anda mendapatkan nilai D.';
12 } else {
13     result = 'Anda mendapatkan nilai E.';
14 }
15
16 console.log(result);
```

```
PS C:\Praktikum\Pemrograman Web Lanjut\Modul 3> node tugas.js
Selamat! Anda mendapatkan nilai A.
```