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Tugas: Praktek minggu 2

Hello World

The screenshot shows the NetBeans IDE interface. The main editor displays the source code for a Java program named 'HelloWorld'. The code includes package declarations, comments with student information, and a main method that prints a character and its ASCII value. The output window shows the successful execution of the program.

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  package iseplutpi;
8
9  /**
10   * Nama: Isep Lutpi Nur
11   * NPM : 2113191079
12   * Kelas : A2
13   */
14
15  public class HelloWorld {
16      public static void main(String[] args) {
17          // TODO code application logic here
18          char kar; // deklarasi / penentuan variabel
19          kar = 'A';
20          System.out.print("Karakter adalah= ");
21          System.out.print(kar);
22
23          kar = 75; // Memberikan nilai ascii ke variabel
24          System.out.print("\nKarakter adalah = ");
25          System.out.print(kar);
26      }
27  }
```

Output:

```
SEMESTER - D:\Kampus\Semester4 x PBO (run) x
12:05
Karakter adalah= A
Karakter adalah = BUILD SUCCESSFUL (total time: 0 seconds)
```

Bilangan

The screenshot shows the NetBeans IDE interface. The main editor displays the source code for a Java program named 'Bilangan'. The code includes package declarations, comments with student information, and a main method that performs arithmetic operations (addition, subtraction, multiplication, and division) on two integers and prints the results. The output window shows the successful execution of the program.

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  package iseplutpi;
8
9  /**
10   * Nama: Isep Lutpi Nur
11   * NPM : 2113191079
12   * Kelas : A2
13   */
14
15  public class Bilangan {
16      public static void main(String[] args) {
17          int a = 100, b = 30; // nilai variabel A dan B
18
19          int jumlah = a+b; // operasi penjumlahan
20          int kurang = a-b; // operasi pengurangan
21          int kali = a*b; // operasi perkalian
22          float bagi = (float)a/b; // operasi pembagian
23
24          // Menampilkan hasil
25          System.out.println("Penjumlahan " + a + " + " + b + " = " + jumlah);
26          System.out.println("Pengurangan " + a + " - " + b + " = " + kurang);
27          System.out.println("Perkalian " + a + " * " + b + " = " + kali);
28          System.out.println("Pembagian " + a + " / " + b + " = " + bagi);
29      }
30  }
```

Output:

```
SEMESTER - D:\Kampus\Semester4 x PBO (run) x
12:05
Penjumlahan 100 + 30 = 130
Pengurangan 100 - 30 = 70
Perkalian 100 * 30 = 3000
Pembagian 100 / 30 = 3.3333333
BUILD SUCCESSFUL (total time: 0 seconds)
```

