Kode ada di dalem folder "Code"
Screenshot hasil:

1. Palindrome

```
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> java Palindrome
Enter a string
katak
Array awal [k, a, t, a, k]
Array palindrome [k, a, t, a, k]
The string is a palindrome
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> java Palindrome
Enter a string
misteri
Array awal [m, i, s, t, e, r, i]
Array palindrome [i, r, e, t, s, i, m]
The string is NOT a palindrome
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code>
```

2. Exponentiation

```
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> java Exponentiation
Enter the base:
2
Enter the exponent:
3
Result: 8
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> java Exponentiation
Enter the base:
3
Enter the exponent:
2
Result: 9
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code>
```

3. Play with Asterisk

```
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> javac .\PlayWithAsterisk.java
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> java PlayWithAsterisk
Enter the level:
4
   *
  * *
 * * *
* * * *
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> java PlayWithAsterisk
Enter the level:
6
     *
    * *
   * * *
  * * * *
 * * * * *
* * * * * *
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code>
```

4. Cetak Tabel Perkalian

```
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> javac CetakTabelPerkalian.java
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> java CetakTabelPerkalian
Enter the level:
4
1 2 3 4
2 4 6 8
3 6 9 12
4 8 12 16
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code> java CetakTabelPerkalian
Enter the level:
5
1 2 3 4 5
2 4 6 8 10
3 6 9 12 15
4 8 12 16 20
5 10 15 20 25
PS D:\Training\Java Springboot Alterra\Training Java Alterra\Day 3\Code>
```