

Question **1**

Correct

Mark 1.00 out of 1.00

arr.length = 7

```

public static void main(String[] args) {
    int[] arr = {1,3,2,4,6,5,7};
    for(int i=0;i<arr.length;i+=2){
        System.out.print(arr[i]+" ");
    }
}

```

indeks 0 = 1

indeks 1 = 3

...

i=0, i<7

i=2, i<7

i=4, i<7

i=6, i<7

i=8

Apakah luaran (*output*) dari program di atas?Answer:

output: 1 2 6 7

The correct answer is: 1 2 6 7

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:02	Saved: 1 2 6 7	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question **2**

Correct

Mark 1.00 out of 1.00

Kata khusus apa (**keyword**) apa yang digunakan untuk memanggil **constructor** yang ada pada **parent class**?

Answer:

The correct answer is: super

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:02	Saved: super	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question 3

Correct

Mark 1.00 out of 1.00

Perhatikan program berikut ini. Apa yang akan dicetak pada baris ke-26 ?

```
1 public class MyClass{           class: blueprint rumah
2     static int a;               objek: rumah
3     int b;
4
5     public MyClass(){
6         a++;
7         mysteryB();
8     }
9     public MyClass(int x){
10        b = x;
11        a++;
12        mysteryB();
13    }
14
15    public static void main(String[] args){
16        int a = 4;
17        System.out.println(a);
18
19        mysteryA();
20        MyClass obj1 = new MyClass();
21        obj1.mysteryB();
22        MyClass obj2 = new MyClass(5);
23        obj2.mysteryB();
24        MyClass.a++;
25        MyClass.mysteryA();
26        System.out.println(obj1.a); //baris ke-26
27        System.out.println(obj2.a);
28    }
29    public static void mysteryA(){
30        a++;
31    }
32    public void mysteryB(){
33        b++;
34        a += 3;
35    }
36 }
```

constructor: method yang dipanggil ketika bikin objek

Answer: 17

The correct answer is: 17

Response history

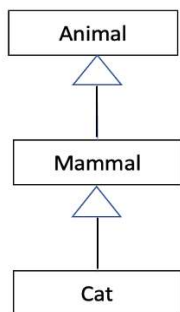
Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:06	Saved: 17	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question **4**

Correct

Mark 1.00 out of 1.00

Perhatikan gambar berikut ini:



```

class Animal
eat ()
sleep ()
reproduce ()

class Mammal
reproduce ()

class Cat
sleep ()
huntMice ()
purr ()
  
```

```

Cat Simon
eat ()
reproduce ()
sleep ()
huntMice ()
purr ()
  
```

Ketika **object Cat bernama Simon** memanggil method **reproduce()** (**simon.reproduce()**). Implementasi method pada **class** apa yang dipanggil? (Jawaban berupa nama **class**)

Answer:

The correct answer is: Mammal

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:07	Saved: Mammal	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question **5**

Correct

Mark 1.00 out of 1.00

Lengkapi code **soal (a)** untuk method **turnOn** sesuai deskripsi yang diberikan berikut ini.

Class Radio memiliki 2 instance variable: volumeLevel (yang menunjukkan volume radio) dan on (yang menunjukkan apakah radio dalam keadaan menyala atau tidak). Method **turnOn()** berfungsi untuk menyalakan radio. Method **turnOff()** untuk mematikan radio. Method volumeUp() untuk menambahkan volume radio sebanyak 1 level. Method volumeDown() untuk mengurangi volume radio sebanyak 1 level. Range level volume adalah 0-15. Volume radio bisa ditambahkan atau dikurangi ketika radio dalam keadaan menyala.

```
public class Radio{
    int volumeLevel;
    boolean on;

    // Soal (a)
    public void turnOn(){
        _____;
    }

    // Soal (b)
    public void turnOff(){
        _____;
    }

    public void volumeUp(){
        if(on && volumeLevel < 15) volumeLevel++;
    }

    public void volumeDown(){
        if(on && volumeLevel > 0) volumeLevel--;
    }
}
```

if(on==true)
if(on)

if(on==true && volumeLevel < 15) {
volumeLevel++;
}

Tuliskan jawaban Anda untuk **soal (a)** disini. Jangan menggunakan spasi pada jawaban.

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:08	Saved: part 1: this.on=true	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question **6**

Correct

Mark 1.00 out of 1.00

Bagaimana cara mendeklarasikan array satu dimensi berisi 10 elemen bertipe integer dalam Java didalam variable arr?

Answer: **int[] arr = new int[10];**The correct answer is: `int[] arr = new int[10];`

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:09	Saved: int[] arr = new int[10];	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question **7**

Correct

Mark 1.00 out of 1.00

```

1:public class ExampleA {
2:  int i = 10;
3:  static int k = 7;
4:  public static void main(String[] args){
5:      ExampleA myA = new ExampleA();
6:      myMethod();
7:      int j = myA.i;
8:  }
9:  public void myMethod(){
10:      i = i + k ;
11:  }
12:}

```

Pada code di atas, terjadi kesalahan pada baris ke-...

Answer:

The correct answer is: 6

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:10	Saved: 6	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question **8**

Correct

Mark 1.00 out of 1.00

Tuliskan apa luaran dari program berikut jika dijalankan!

```
public class NewCallFoo {
    public static void main(String[] args)
    {
        Foo2 f1 = new Foo2();
        System.out.println(f1.calcA(10,13,3,7));
    }
}

class Foo2{
    private int a1 = 10;
    private int a3 = -4;
    public double calcA(int a1, int a2, int a3, int a4)
    {
        return Math.sqrt(Math.pow(a2 - this.a1, 2) + Math.pow(a4 - a3, 2));
    }
}
```

Answer:

The correct answer is: 5.0

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:13	Saved: 5.0	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question 9

Correct

Mark 1.00 out of 1.00

```

public class DecimalToBinaryConverter {

    // Metode rekursif untuk mengonversi bilangan desimal positif ke biner
    public static String decimalToBinary(int n) {
        if (n == 0) {
            return "";
        }
        return decimalToBinary(n / 2) + (n % 2); // LENGKAPI POTONGAN PROGRAM INI
    }

    public static void main(String[] args) {
        int number = 10; // Contoh bilangan positif
        String binary = decimalToBinary(number);

        // Jika hasilnya kosong (untuk n = 0), set menjadi "0"
        if (binary.isEmpty()) {
            binary = "0";
        }

        System.out.println("Biner dari " + number + " adalah: " + binary);
    }
}

```

Lengkapi potongan kode yang hilang!

$$10 = 2^3 \cdot 1 + 2^2 \cdot 0 + 2^1 \cdot 1 + 2^0 \cdot 0$$

* expected output adalah: **Biner dari 10 adalah 1010**

** tulis jawaban dengan benar tanpa spasi [" "]

Answer:

The correct answer is: n / 2

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:19	Saved: n/2	Answer saved	

Step	Time	Action	State	Marks
3	15/04/25, 15:26	Attempt finished	Correct	1.00

Question **10**

Correct

Mark 1.00 out of 1.00

Apa luaran (*output*) dari program di bawah ini?

```
public class Test {

    public static void main (String[] argv) {
        hitung(4);
    }

    static void hitung(int N) {
        int total = 0;
        for (int i = N; i >= 0; i -= 4) {
            for (int j = N; j > 0; j /= 2) {
                for (int k = 0; k < N; k += 2) {
                    total++;
                }
            }
        }
        System.out.println(total);
    }
}
```

i=4, j=4, k=0
 i=4, j=4, k=2
 i=4, j=2, k=0
 i=4, j=2, k=2
 i=4, j=1, k=0
 i=4, j=1, k=2

 i=0, j=4, k=0
 i=0, j=4, k=2
 i=0, j=2, k=0
 i=0, j=2, k=2
 i=0, j=1, k=0
 i=0, j=1, k=2

Answer:

The correct answer is: 12

Response history

Step	Time	Action	State	Marks
1	15/04/25, 13:00	Started	Not yet answered	
2	15/04/25, 13:16	Saved: 12	Answer saved	
3	15/04/25, 15:26	Attempt finished	Correct	1.00