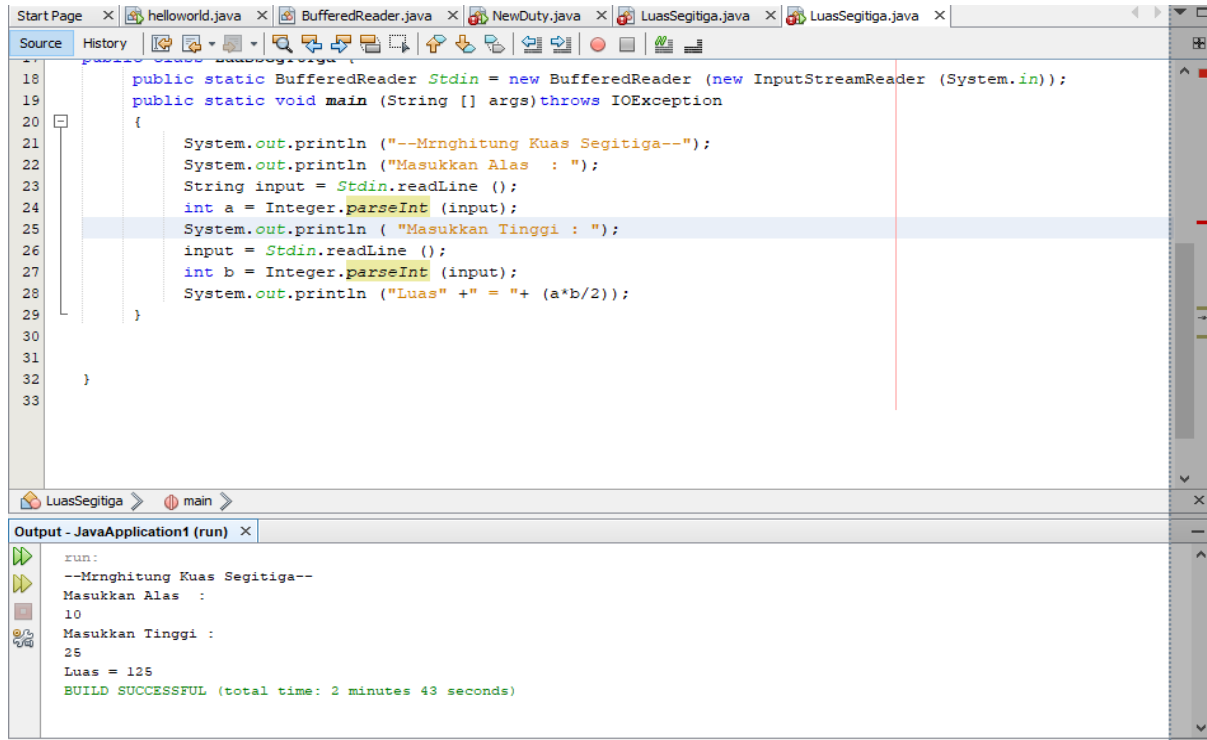


## a) Menghitung Luas Segitiga dengan Metode BufferedReader

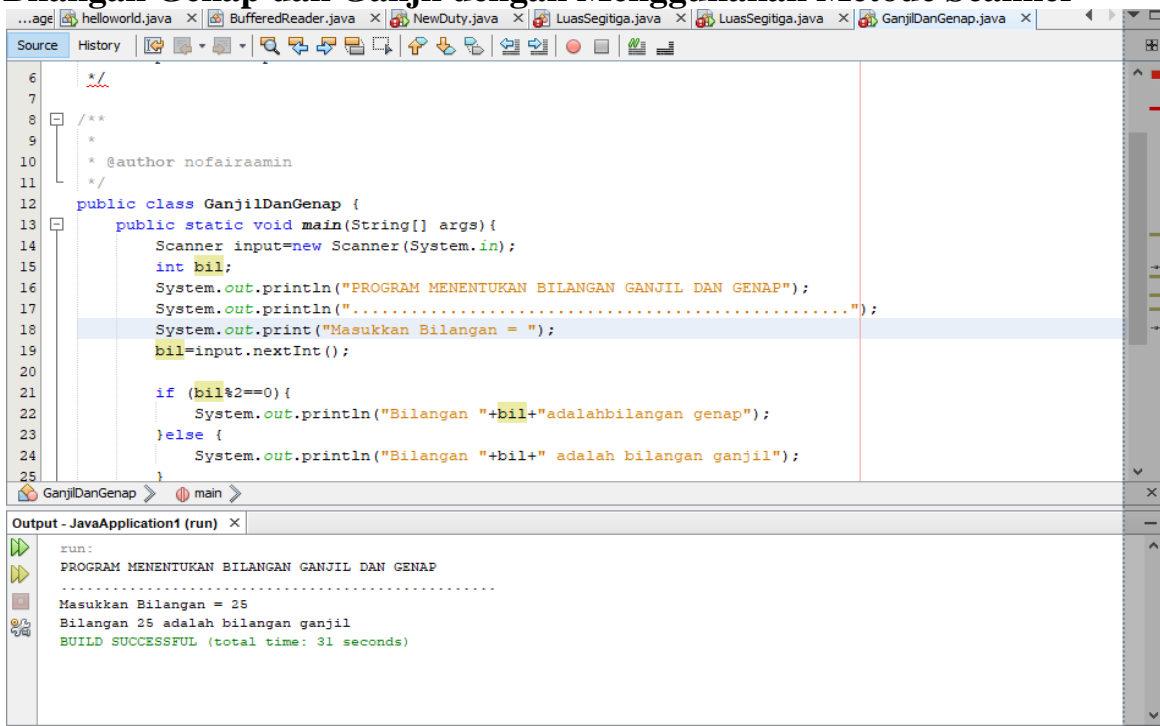


```
18 public static BufferedReader Stdin = new BufferedReader (new InputStreamReader (System.in));
19 public static void main (String [] args) throws IOException
20 {
21     System.out.println ("--Mrnghitung Kuas Segitiga--");
22     System.out.println ("Masukkan Alas : ");
23     String input = Stdin.readLine ();
24     int a = Integer.parseInt (input);
25     System.out.println ( "Masukkan Tinggi : ");
26     input = Stdin.readLine ();
27     int b = Integer.parseInt (input);
28     System.out.println ("Luas" + " = " + (a*b/2));
29 }
30
31
32
33
```

Output - JavaApplication1 (run) X

```
run:
--Mrnghitung Kuas Segitiga--
Masukkan Alas :
10
Masukkan Tinggi :
25
Luas = 125
BUILD SUCCESSFUL (total time: 2 minutes 43 seconds)
```

## b) Bilangan Genap dan Ganjil dengan Menggunakan Metode Scanner



```
6
7
8 /**
9  *
10  * @author nofairaamin
11  */
12 public class GanjilDanGenap {
13     public static void main(String[] args){
14         Scanner input=new Scanner(System.in);
15         int bil;
16         System.out.println("PROGRAM MENENTUKAN BILANGAN GANJIL DAN GENAP");
17         System.out.println(".....");
18         System.out.print("Masukkan Bilangan = ");
19         bil=input.nextInt();
20
21         if (bil%2==0){
22             System.out.println("Bilangan "+bil+"adalahbilangan genap");
23         }else {
24             System.out.println("Bilangan "+bil+" adalah bilangan ganjil");
25         }
26     }
27 }
```

GanjilDanGenap X main X

Output - JavaApplication1 (run) X

```
run:
PROGRAM MENENTUKAN BILANGAN GANJIL DAN GENAP
.....
Masukkan Bilangan = 25
Bilangan 25 adalah bilangan ganjil
BUILD SUCCESSFUL (total time: 31 seconds)
```