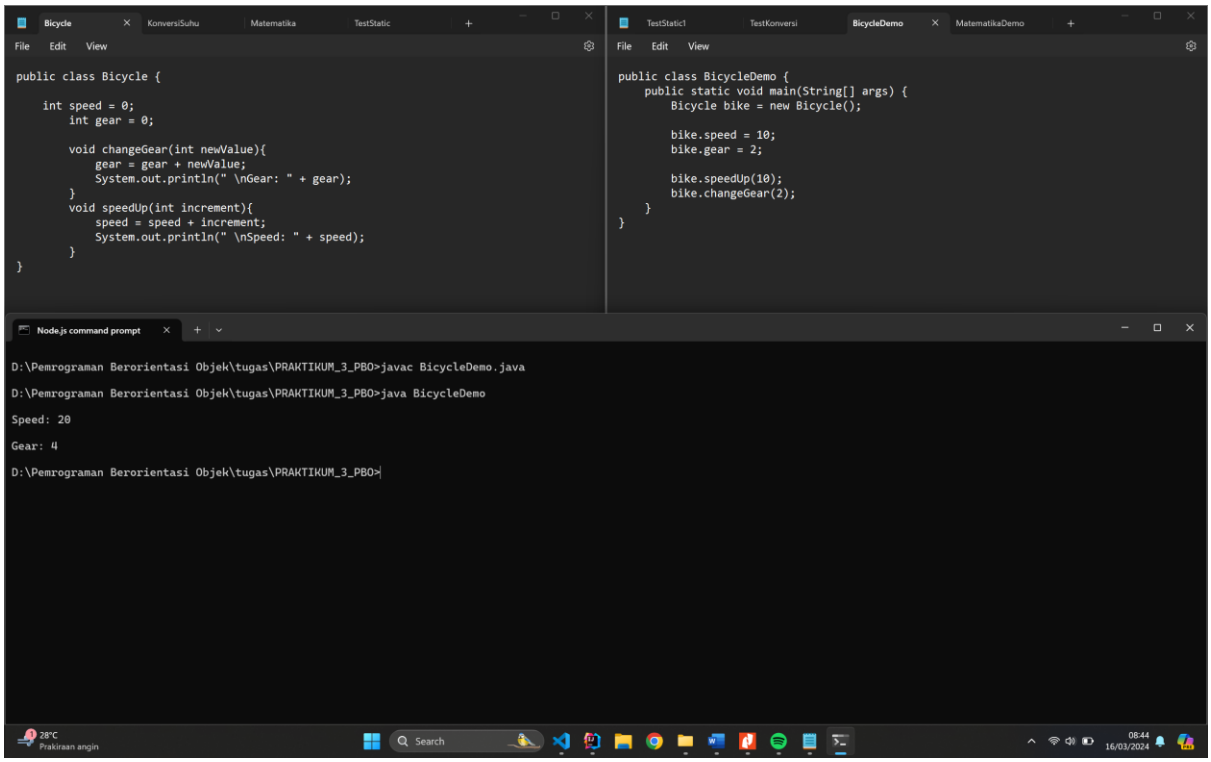
Nama : Restu Lestari Mulianingrum

NIM : A11.2022.14668

Kelompok : A11.4415

PRAKTIKUM 3

Membuat class Bicycle dan BicycleDemo



Code Bicycle.java:

```
public class Bicycle {

    int speed = 0;
        int gear = 0;

        void changeGear(int newValue){
            gear = gear + newValue;
            System.out.println(" \nGear: " + gear);
        }
        void speedUp(int increment){
            speed = speed + increment;
```

```
            System.out.println(" \nSpeed: " + speed);
        }
}
```

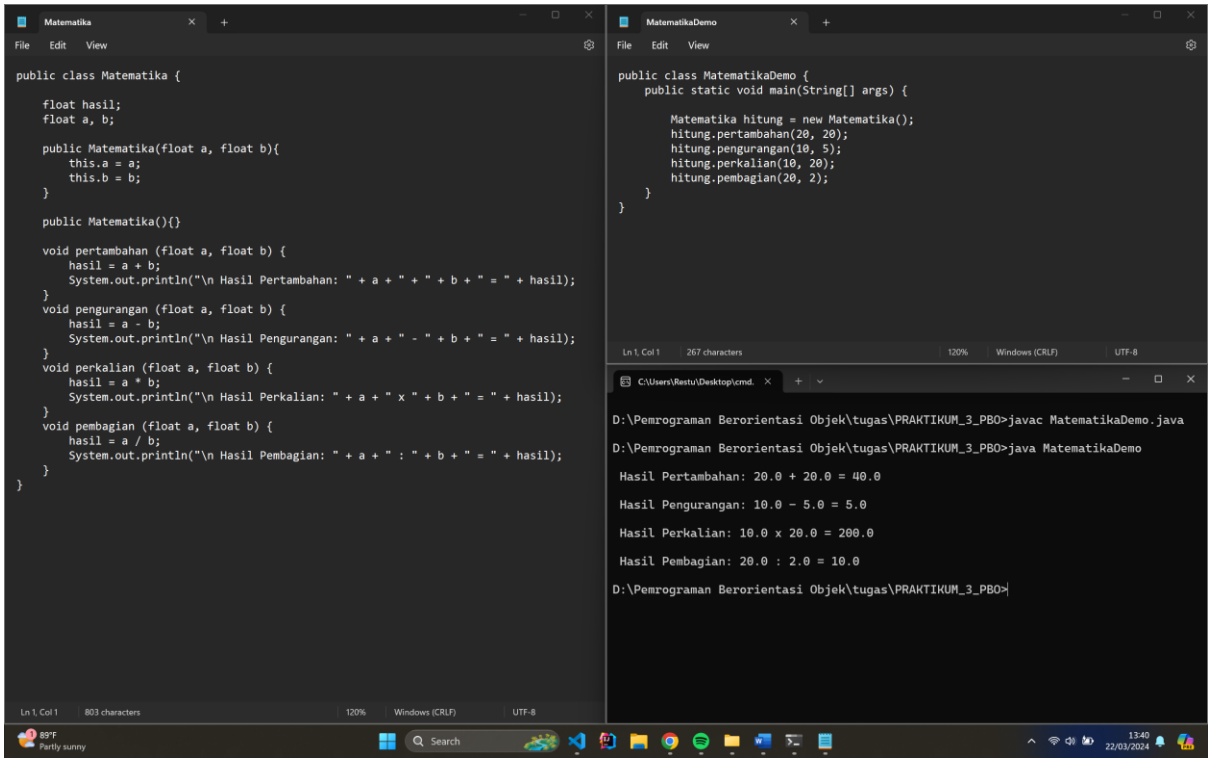
Code BicycleDemo.java:

```
public class BicycleDemo {
    public static void main(String[] args) {
        Bicycle bike = new Bicycle();

        bike.speed = 10;
        bike.gear = 2;

        bike.speedUp(10);
        bike.changeGear(2);
    }
}
```

Latihan 1



Code Matematika.java :

```
public class Matematika {

    float hasil;
    float a, b;

    public Matematika(float a, float b){
        this.a = a;
        this.b = b;
    }

    public Matematika(){}

    void pertambahan (float a, float b) {
        hasil = a + b;
        System.out.println("\n Hasil Pertambahan: " + a + " + " + b + " = " +
hasil);
    }
    void pengurangan (float a, float b) {
        hasil = a - b;
        System.out.println("\n Hasil Pengurangan: " + a + " - " + b + " = " +
hasil);
    }
    void perkalian (float a, float b) {
```

```
        hasil = a * b;
        System.out.println("\n Hasil Perkalian: " + a + " x " + b + " = " +
hasil);
    }
    void pembagian (float a, float b) {
        hasil = a / b;
        System.out.println("\n Hasil Pembagian: " + a + " : " + b + " = " +
hasil);
    }
}
```

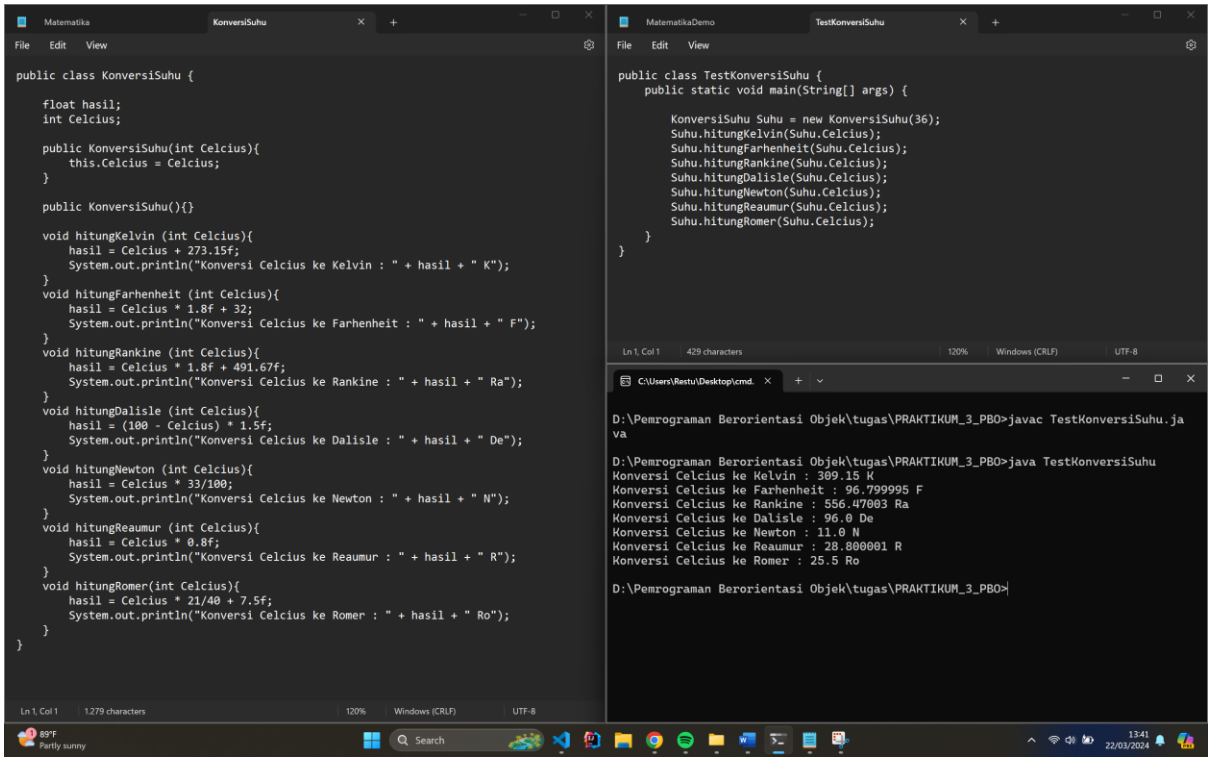
Code MatematikaDemo.java:

```
public class MatematikaDemo {
    public static void main(String[] args) {

        Matematika hitung = new Matematika();
        hitung.pertambahan(20, 20);
        hitung.pengurangan(10, 5);
        hitung.perkalian(10, 20);
        hitung.pembagian(20, 2);
    }
}
```

Latihan 2

Program konversi suhu, dari Celcius



Code KonversiSuhu.java

```
public class KonversiSuhu {

    float hasil;
    int Celcius;

    public KonversiSuhu(int Celcius){
        this.Celcius = Celcius;
    }

    public KonversiSuhu(){}

    void hitungKelvin (int Celcius){
        hasil = Celcius + 273.15f;
        System.out.println("Konversi Celcius ke Kelvin : " + hasil + " K");
    }
    void hitungFarhenheit (int Celcius){
        hasil = Celcius * 1.8f + 32;
        System.out.println("Konversi Celcius ke Farhenheit : " + hasil + "
F");
    }
    void hitungRankine (int Celcius){
```

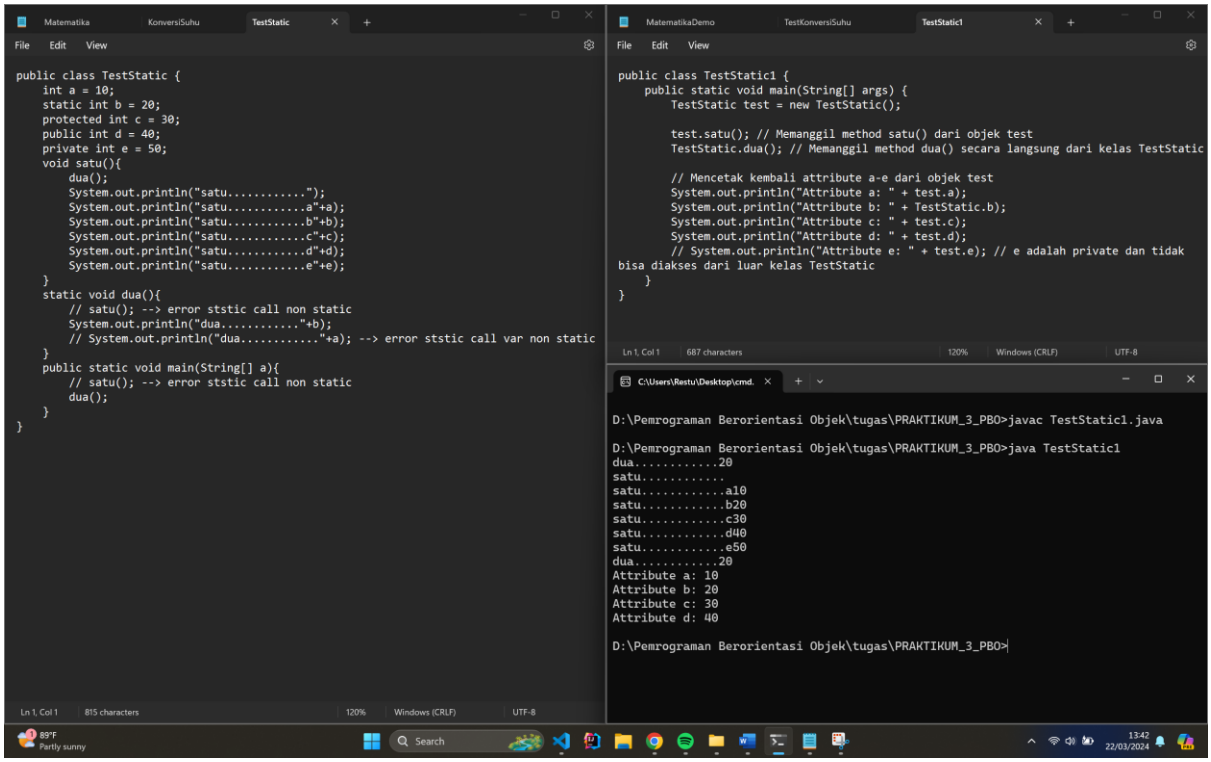
```
        hasil = Celcius * 1.8f + 491.67f;
        System.out.println("Konversi Celcius ke Rankine : " + hasil + " Ra");
    }
    void hitungDalisle (int Celcius){
        hasil = (100 - Celcius) * 1.5f;
        System.out.println("Konversi Celcius ke Dalisle : " + hasil + " De");
    }
    void hitungNewton (int Celcius){
        hasil = Celcius * 33/100;
        System.out.println("Konversi Celcius ke Newton : " + hasil + " N");
    }
    void hitungReaumur (int Celcius){
        hasil = Celcius * 0.8f;
        System.out.println("Konversi Celcius ke Reaumur : " + hasil + " R");
    }
    void hitungRomer(int Celcius){
        hasil = Celcius * 21/40 + 7.5f;
        System.out.println("Konversi Celcius ke Romer : " + hasil + " Ro");
    }
}
```

Code TestKonversi.java

```
public class TestKonversiSuhu {
    public static void main(String[] args) {

        KonversiSuhu Suhu = new KonversiSuhu(36);
        Suhu.hitungKelvin(Suhu.Celcius);
        Suhu.hitungFarhenheit(Suhu.Celcius);
        Suhu.hitungRankine(Suhu.Celcius);
        Suhu.hitungDalisle(Suhu.Celcius);
        Suhu.hitungNewton(Suhu.Celcius);
        Suhu.hitungReaumur(Suhu.Celcius);
        Suhu.hitungRomer(Suhu.Celcius);
    }
}
```

Latihan 3



Code TestStatic.java

```
public class TestStatic {
    int a = 10;
    static int b = 20;
    protected int c = 30;
    public int d = 40;
    private int e = 50;
    void satu(){
        dua();
        System.out.println("satu.....");
        System.out.println("satu.....a"+a);
        System.out.println("satu.....b"+b);
        System.out.println("satu.....c"+c);
        System.out.println("satu.....d"+d);
        System.out.println("satu.....e"+e);
    }
    static void dua(){
        // satu(); --> error ststic call non static
        System.out.println("dua....."+b);
        // System.out.println("dua....."+a); --> error ststic call var
non static
    }
    public static void main(String[] a){
        // satu(); --> error ststic call non static
```

```
        dua();
    }
}
```

Code TestStatic1.java

```
public class TestStatic1 {
    public static void main(String[] args) {
        TestStatic test = new TestStatic();

        test.satu(); // Memanggil method satu() dari objek test
        TestStatic.dua(); // Memanggil method dua() secara langsung dari kelas
TestStatic

        // Mencetak kembali attribute a-e dari objek test
        System.out.println("Attribute a: " + test.a);
        System.out.println("Attribute b: " + TestStatic.b);
        System.out.println("Attribute c: " + test.c);
        System.out.println("Attribute d: " + test.d);
        // System.out.println("Attribute e: " + test.e); // e adalah private
dan tidak bisa diakses dari luar kelas TestStatic
    }
}
```