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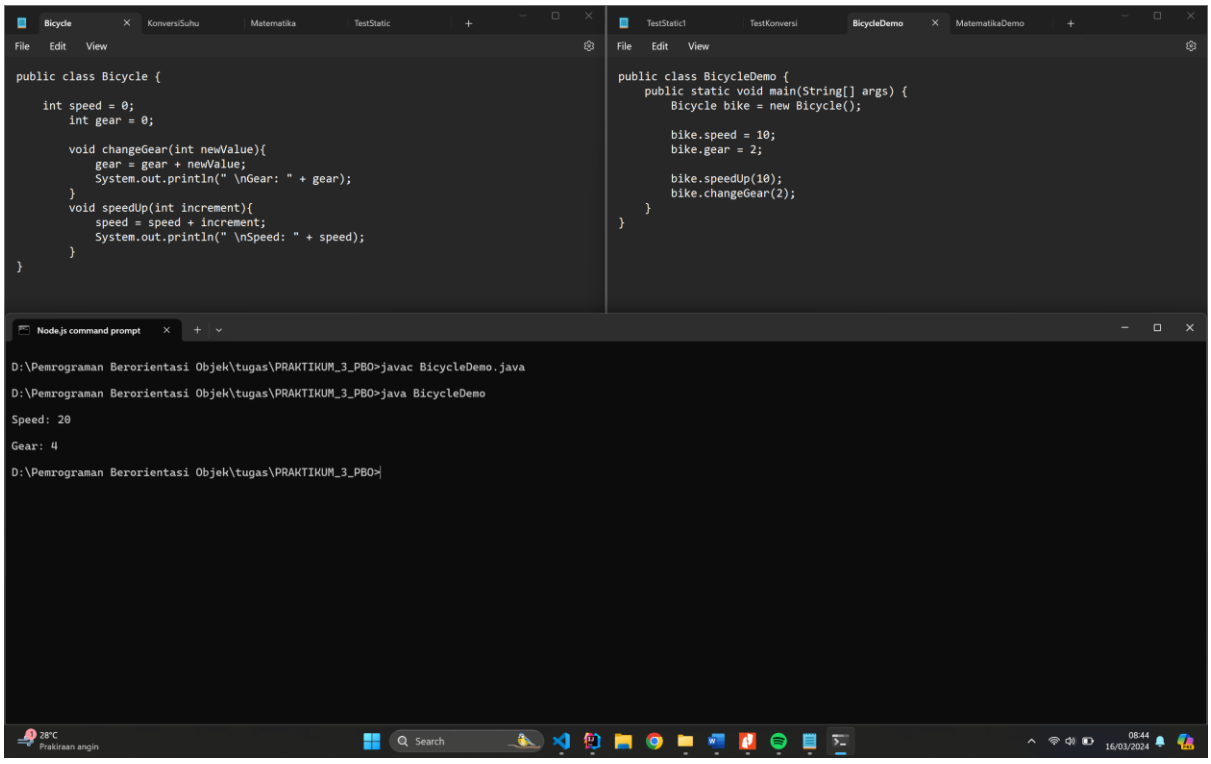
PRAKTIKUM 3

Membuat class Bicycle dan BicycleDemo



Code Bicycle.java:

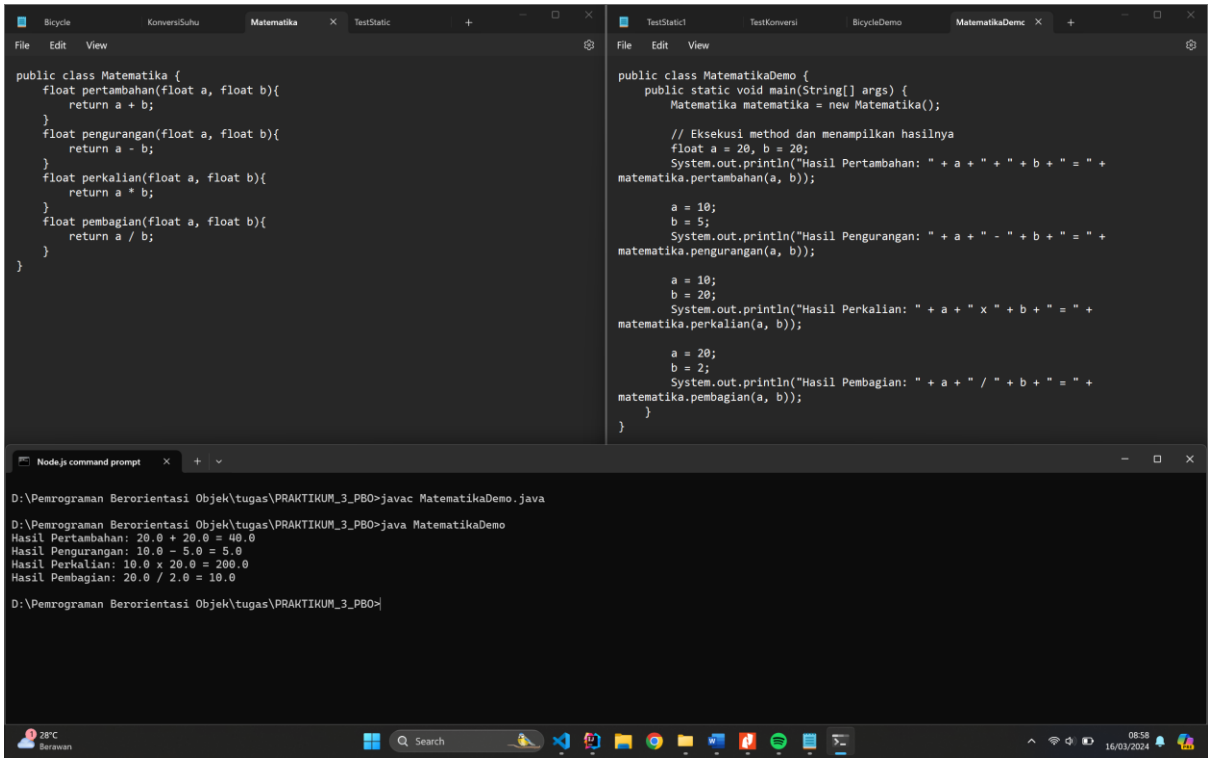
```
public class Bicycle {

    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 :

```java
public class Matematika {
    float pertambahan(float a, float b){
        return a + b;
    }
    float pengurangan(float a, float b){
        return a - b;
    }
    float perkalian(float a, float b){
        return a * b;
    }
    float pembagian(float a, float b){
        return a / b;
    }
}
```

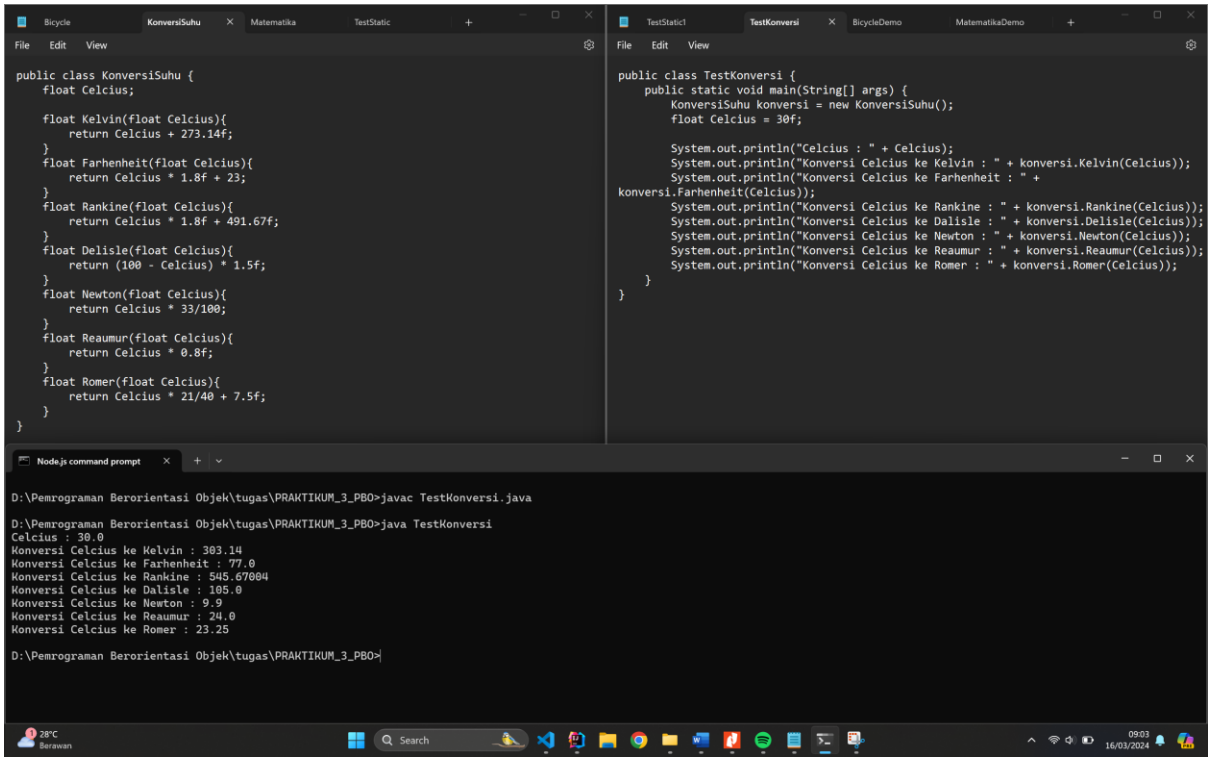
Code MatematikaDemo.java:

```java
public class MatematikaDemo {
    public static void main(String[] args) {
        Matematika matematika = new Matematika();

        // Eksekusi method dan menampilkan hasilnya
        float a = 20, b = 20;
```

```
        System.out.println("Hasil Pertambahan: " + a + " + " + b + " = " +
matematika.pertambahan(a, b));

        a = 10;
        b = 5;
        System.out.println("Hasil Pengurangan: " + a + " - " + b + " = " +
matematika.pengurangan(a, b));

        a = 10;
        b = 20;
        System.out.println("Hasil Perkalian: " + a + " x " + b + " = " +
matematika.perkalian(a, b));

        a = 20;
        b = 2;
        System.out.println("Hasil Pembagian: " + a + " / " + b + " = " +
matematika.pembagian(a, b));
    }
}
```

Latihan 2

Program konversi suhu, dari Celcius



Code KonversiSuhu.java

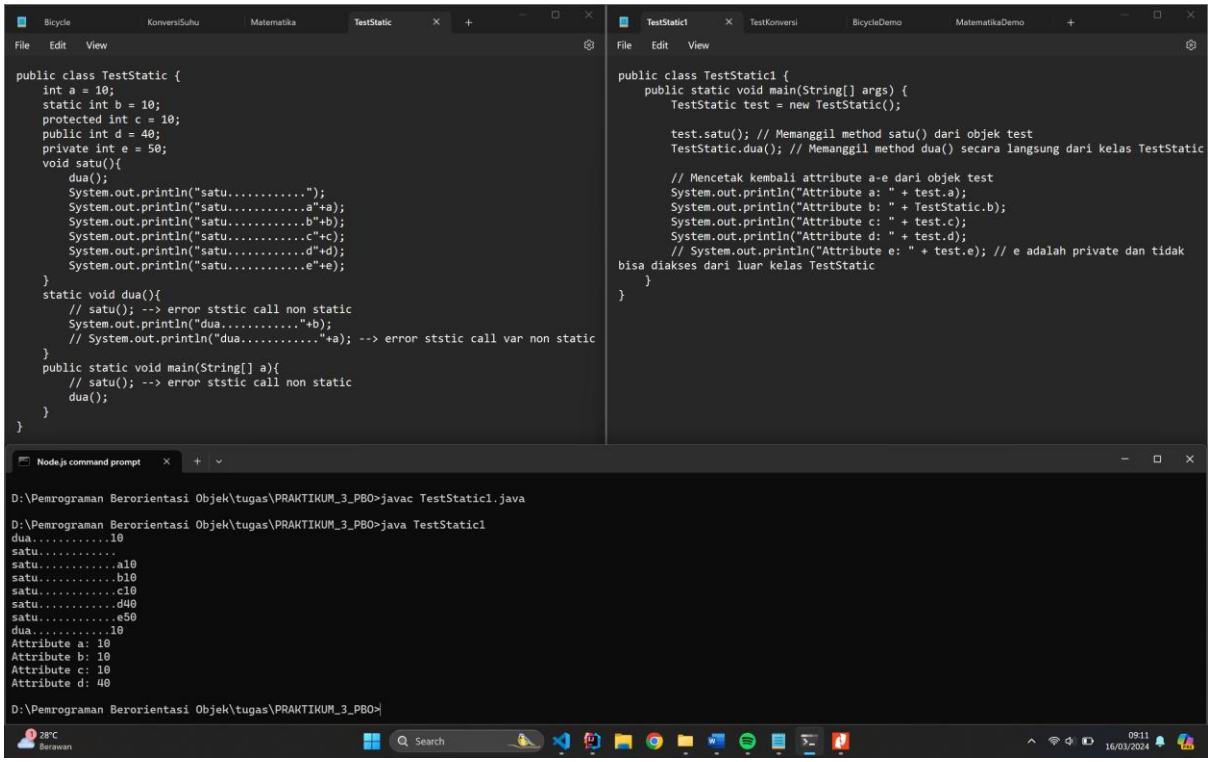
```
public class KonversiSuhu {
    float Celcius;

    float Kelvin(float Celcius){
        return Celcius + 273.14f;
    }
    float Farhenheit(float Celcius){
        return Celcius * 1.8f + 23;
    }
    float Rankine(float Celcius){
        return Celcius * 1.8f + 491.67f;
    }
    float Delisle(float Celcius){
        return (100 - Celcius) * 1.5f;
    }
    float Newton(float Celcius){
        return Celcius * 33/100;
    }
    float Reaumur(float Celcius){
        return Celcius * 0.8f;
    }
    float Romer(float Celcius){
```

```
        return Celcius * 21/40 + 7.5f;
    }
}
```

Code TestKonversi.java

```
public class TestKonversi {
    public static void main(String[] args) {
        KonversiSuhu konversi = new KonversiSuhu();
        float Celcius = 30f;

        System.out.println("Celcius : " + Celcius);
        System.out.println("Konversi Celcius ke Kelvin : " +
konversi.Kelvin(Celcius));
        System.out.println("Konversi Celcius ke Farhenheit : " +
konversi.Farhenheit(Celcius));
        System.out.println("Konversi Celcius ke Rankine : " +
konversi.Rankine(Celcius));
        System.out.println("Konversi Celcius ke Dalisle : " +
konversi.Delisle(Celcius));
        System.out.println("Konversi Celcius ke Newton : " +
konversi.Newton(Celcius));
        System.out.println("Konversi Celcius ke Reaumur : " +
konversi.Reaumur(Celcius));
        System.out.println("Konversi Celcius ke Romer : " +
konversi.Romer(Celcius));
    }
}
```

Latihan 3



Code TestStatic.java

```
public class TestStatic {
    int a = 10;
    static int b = 10;
    protected int c = 10;
    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
    }
}
```