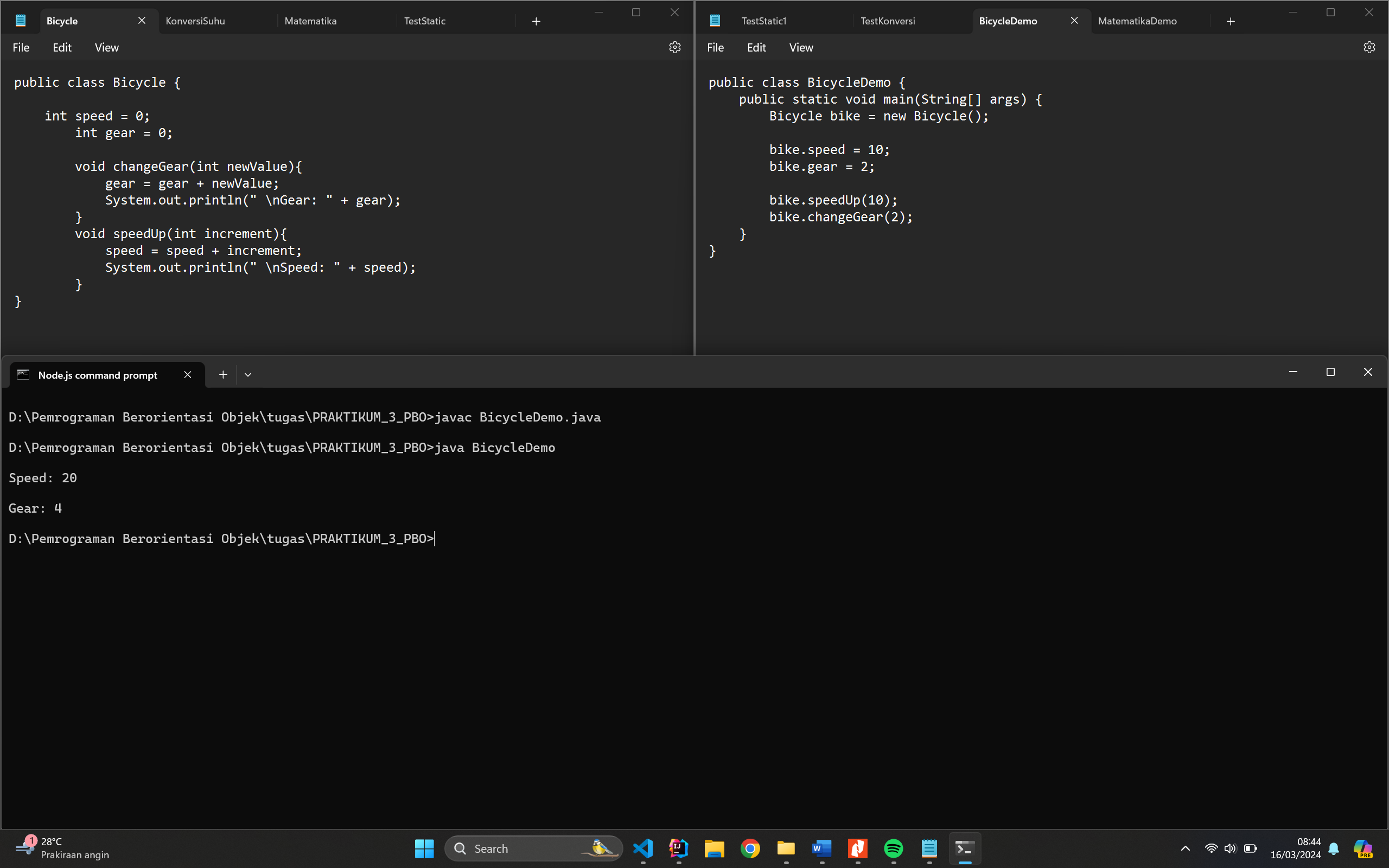
Nama : Restu Lestari Mulianingrum

NIM : A11.2022.14668

Kelompok : A11.4415

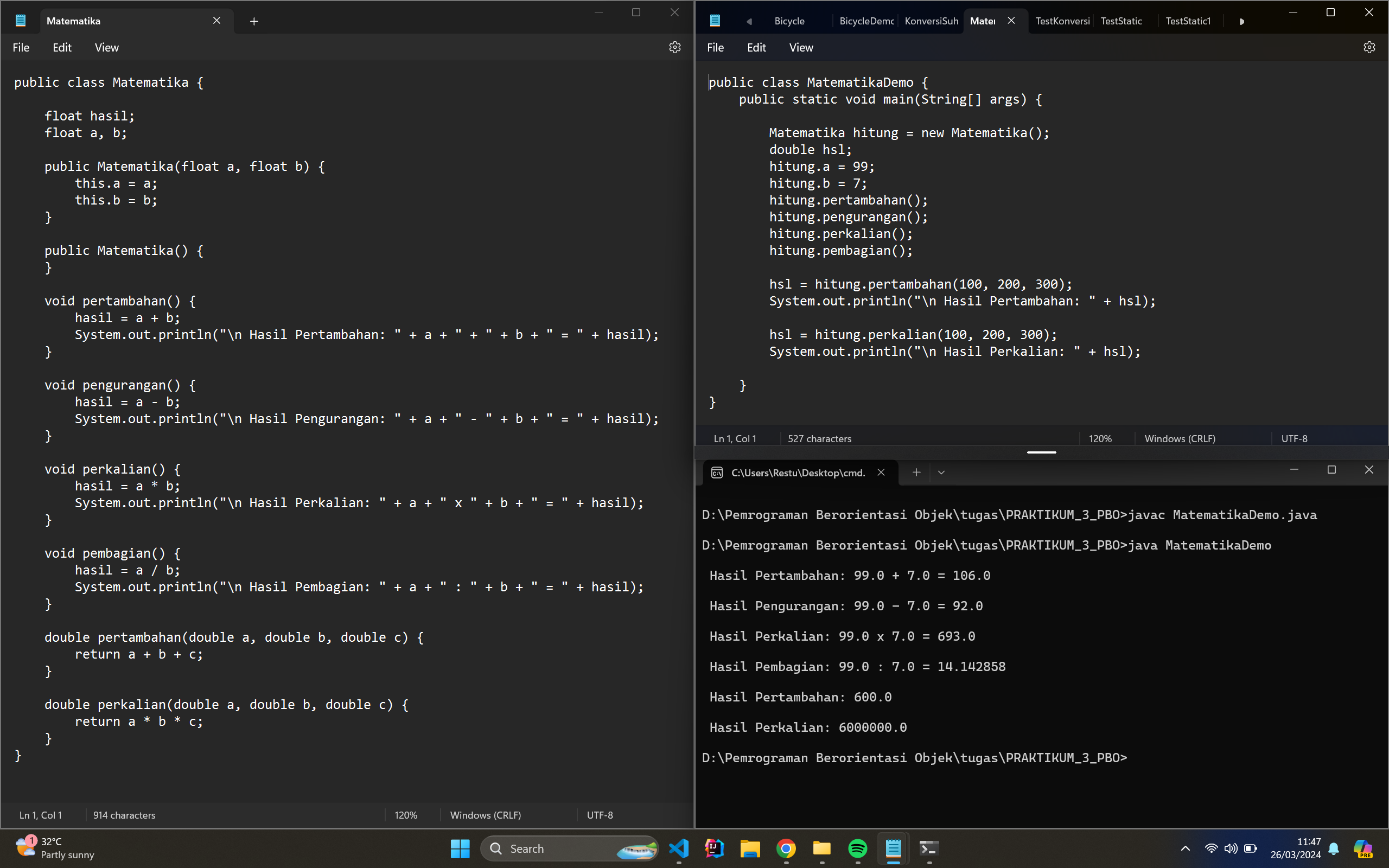
**PRAKTIKUM 3**

**Membuat class Bicycle dan BicycleDemo**



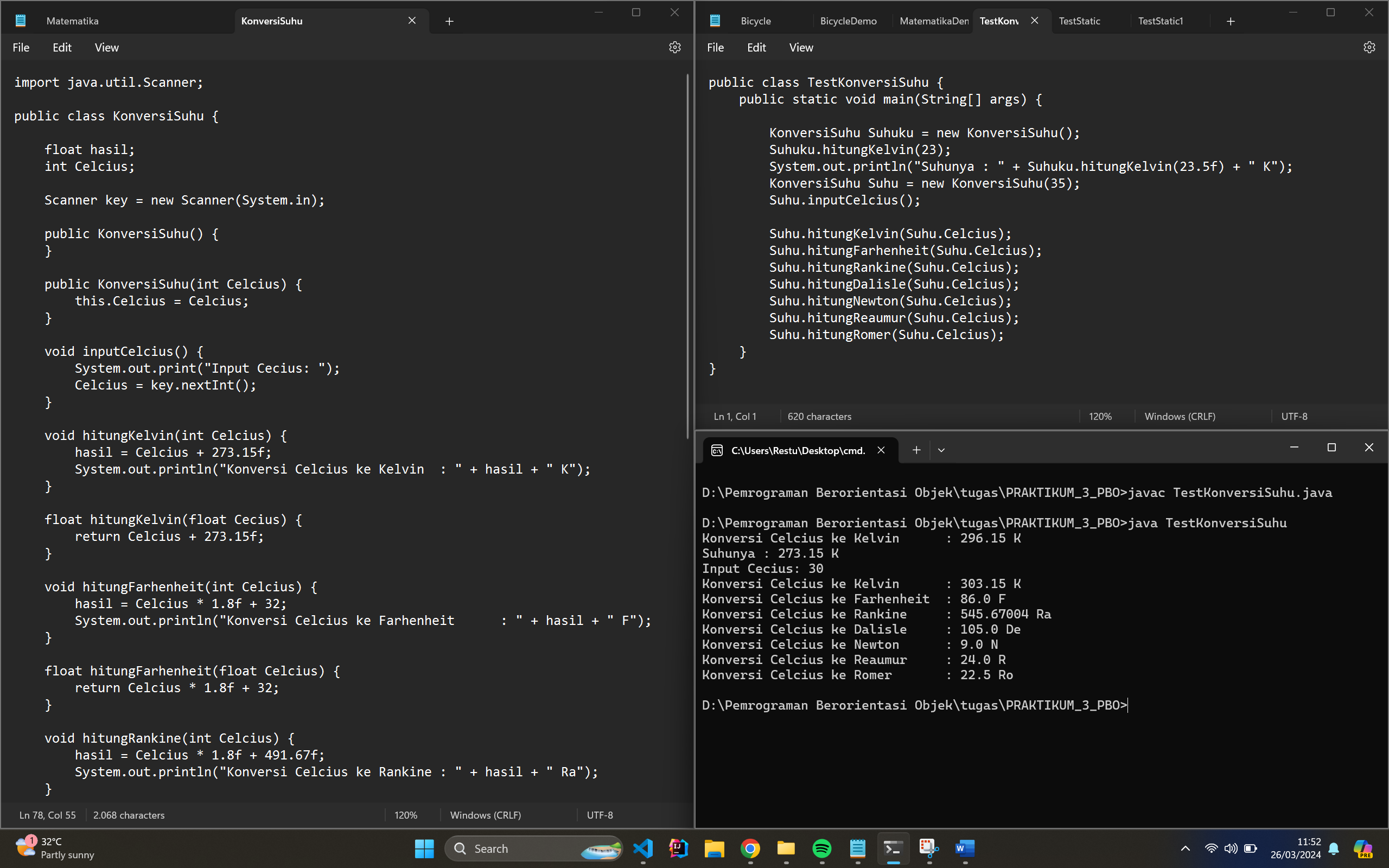
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| --- | --- |
| **Code Bicycle.java** | **Code BicycleDemo.java** |
| public class Bicycle {      int speed = 0;          int gear = 0;          void changeGear(int newValue){              gear = gear + newValue;              System.out.println(" \nGear: " + gear);          }          void speedUp(int increment){              speed = speed + increment;              System.out.println(" \nSpeed: " + speed);          }  } | 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);      }  } |
| **Output** | |
|  | |

**Latihan 1 (Program Operasi Matematika)**



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| --- |
| **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() {          hasil = a + b;          System.out.println("\n Hasil Pertambahan: " + a + " + " + b + " = " + hasil);      }      void pengurangan() {          hasil = a - b;          System.out.println("\n Hasil Pengurangan: " + a + " - " + b + " = " + hasil);      }      void perkalian() {          hasil = a \* b;          System.out.println("\n Hasil Perkalian: " + a + " x " + b + " = " + hasil);      }      void pembagian() {          hasil = a / b;          System.out.println("\n Hasil Pembagian: " + a + " : " + b + " = " + hasil);      }      double pertambahan(double a, double b, double c) {          return a + b + c;      }      double perkalian(double a, double b, double c) {          return a \* b \* c;      }  } |
| **Code MatematikaDemo.java** |
| public class MatematikaDemo {      public static void main(String[] args) {          Matematika hitung = new Matematika();          double hsl;          hitung.a = 99;          hitung.b = 7;          hitung.pertambahan();          hitung.pengurangan();          hitung.perkalian();          hitung.pembagian();          hsl = hitung.pertambahan(100, 200, 300);          System.out.println("\n Hasil Pertambahan: " + hsl);          hsl = hitung.perkalian(100, 200, 300);          System.out.println("\n Hasil Perkalian: " + hsl);      }  } |
| **Output** |
|  |

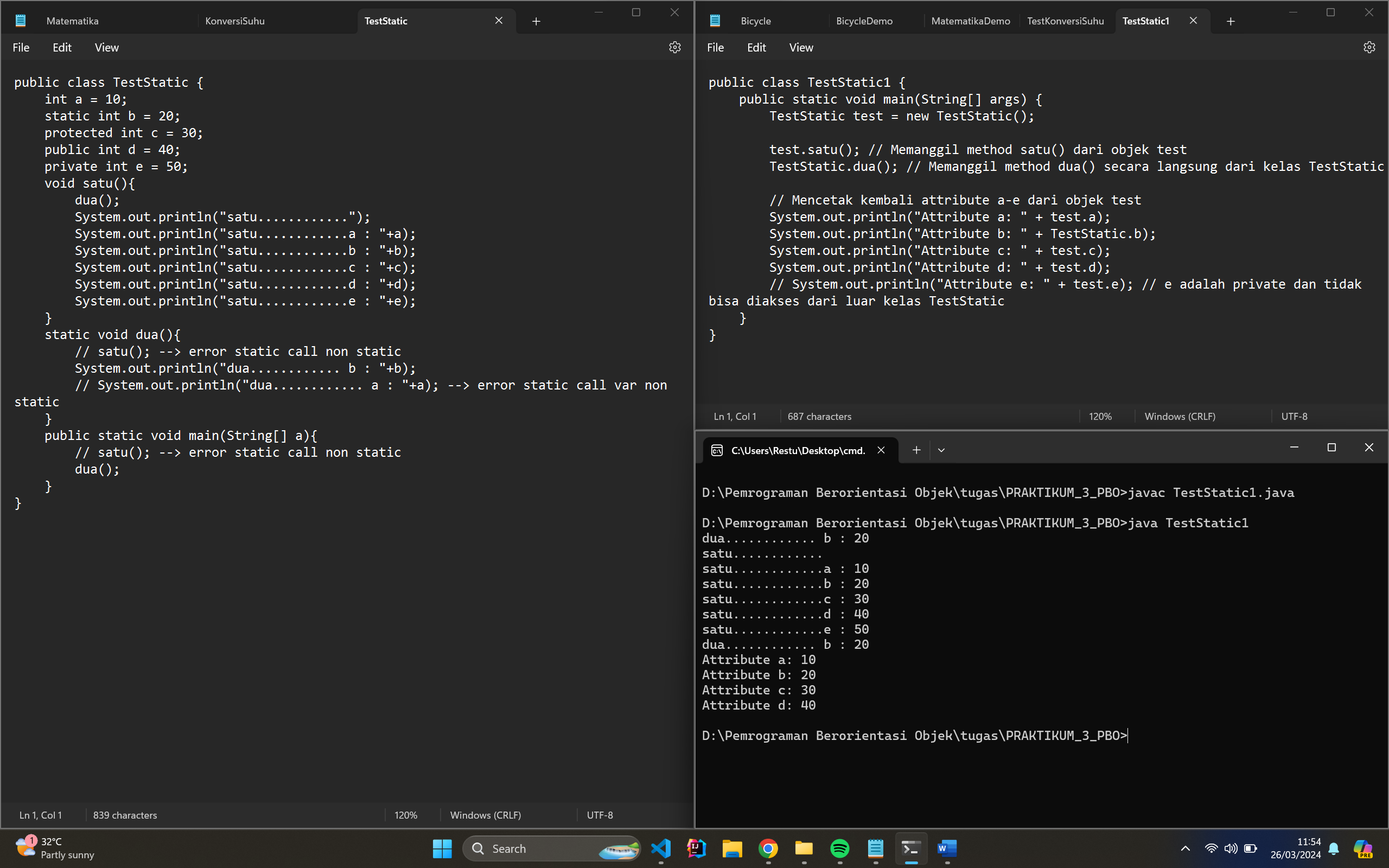
**Latihan 2 (Program konversi suhu dari Celcius)**

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| **Code KonversiSuhu.java** |
| import java.util.Scanner;  public class KonversiSuhu {      float hasil;      int Celcius;      Scanner key = new Scanner(System.in);      public KonversiSuhu() {      }      public KonversiSuhu(int Celcius) {          this.Celcius = Celcius;      }      void inputCelcius() {          System.out.print("Input Cecius: ");          Celcius = key.nextInt();      }      void hitungKelvin(int Celcius) {          hasil = Celcius + 273.15f;          System.out.println("Konversi Celcius ke Kelvin  : " + hasil + " K");      }      float hitungKelvin(float Cecius) {          return Celcius + 273.15f;      }      void hitungFarhenheit(int Celcius) {          hasil = Celcius \* 1.8f + 32;          System.out.println("Konversi Celcius ke Farhenheit  : " + hasil + " F");      }      float hitungFarhenheit(float Celcius) {          return Celcius \* 1.8f + 32;      }      void hitungRankine(int Celcius) {          hasil = Celcius \* 1.8f + 491.67f;          System.out.println("Konversi Celcius ke Rankine : " + hasil + " Ra");      }      float hitungRankine(float Celcius) {          return Celcius \* 1.8f + 491.67f;      }      void hitungDalisle(int Celcius) {          hasil = (100 - Celcius) \* 1.5f;          System.out.println("Konversi Celcius ke Dalisle : " + hasil + " De");      }      float hitungDalisle(float Celcius) {          return (100 - Celcius) \* 1.5f;      }      void hitungNewton(int Celcius) {          hasil = Celcius \* 33 / 100;          System.out.println("Konversi Celcius ke Newton  : " + hasil + " N");      }      float hitungNewton(float Celcius) {          return Celcius \* 33 / 100;      }      void hitungReaumur(int Celcius) {          hasil = Celcius \* 0.8f;          System.out.println("Konversi Celcius ke Reaumur : " + hasil + " R");      }      float hitungReaumur(float Celcius) {          return Celcius \* 0.8f;      }      void hitungRomer(int Celcius) {          hasil = Celcius \* 21 / 40 + 7.5f;          System.out.println("Konversi Celcius ke Romer   : " + hasil + " Ro");      }      float hitungRomer(float Celcius) {          return Celcius \* 21 / 40 + 7.5f;      }  } |
| **Code TestKonversiSuhu.java** |
| public class TestKonversiSuhu {      public static void main(String[] args) {          KonversiSuhu Suhuku = new KonversiSuhu();          Suhuku.hitungKelvin(23);          System.out.println("Suhunya : " + Suhuku.hitungKelvin(23.5f) + " K");          KonversiSuhu Suhu = new KonversiSuhu(35);          Suhu.inputCelcius();          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);      }  } |

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| **Output** |
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**Latihan 3**

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| **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 static call non static          System.out.println("dua............ b : "+b);          // System.out.println("dua............ a : "+a); --> error static call var non static      }      public static void main(String[] a){          // satu(); --> error static 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      }  } |
| **Output** |
|  |