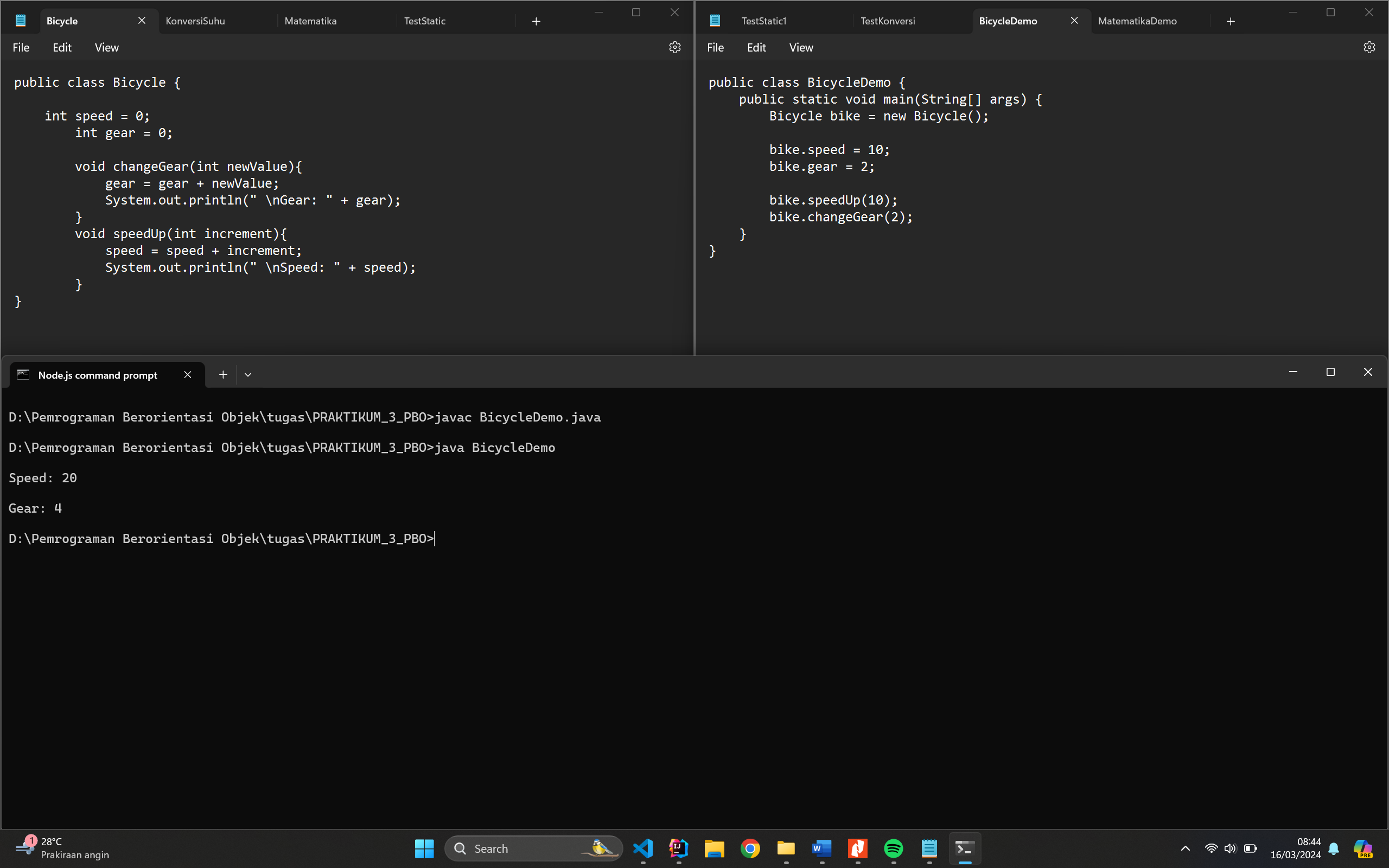
Nama : Restu Lestari Mulianingrum

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;

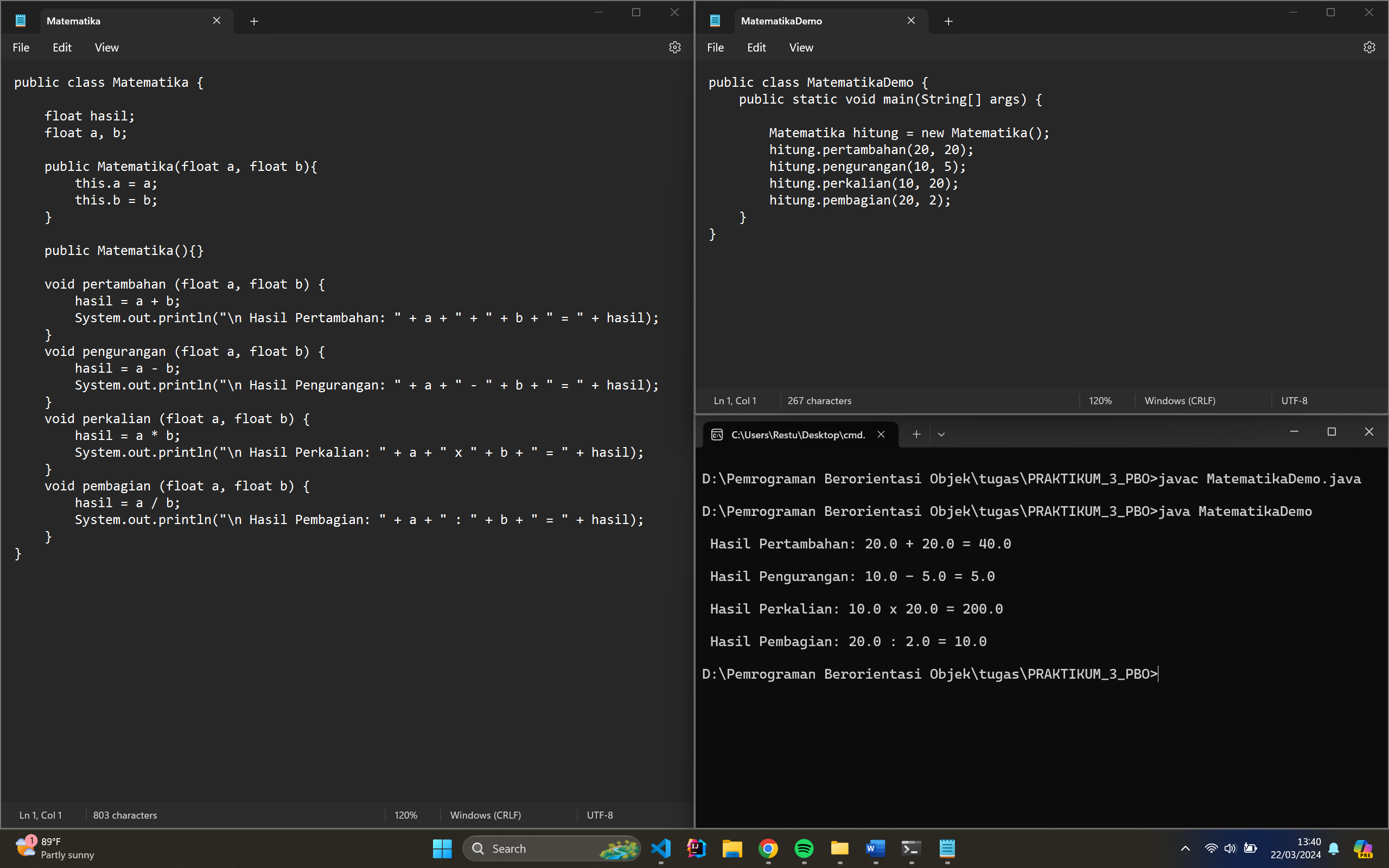
        bike.speedUp(10);

        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);

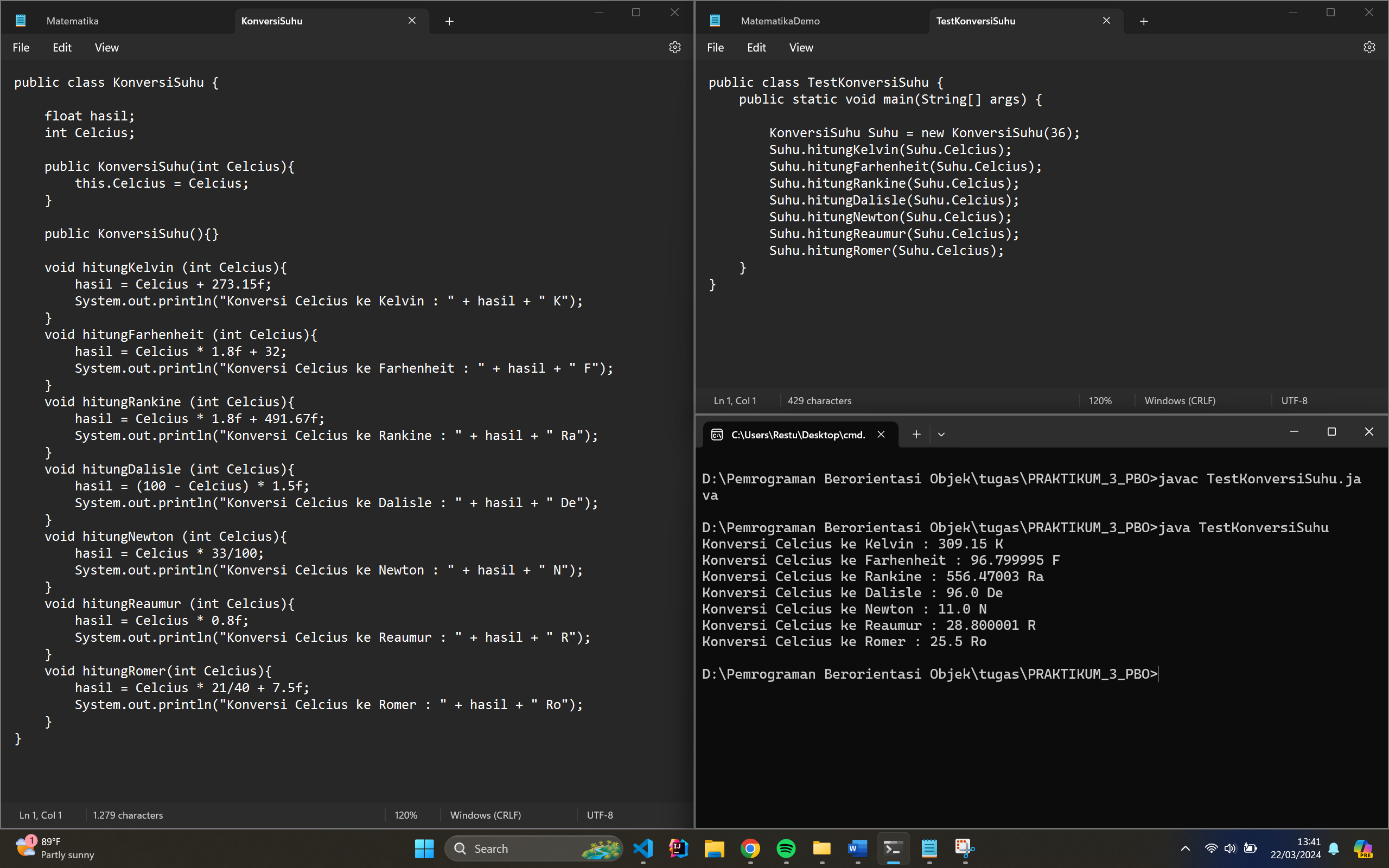
        hitung.pembagian(20, 2);

    }

}

**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);

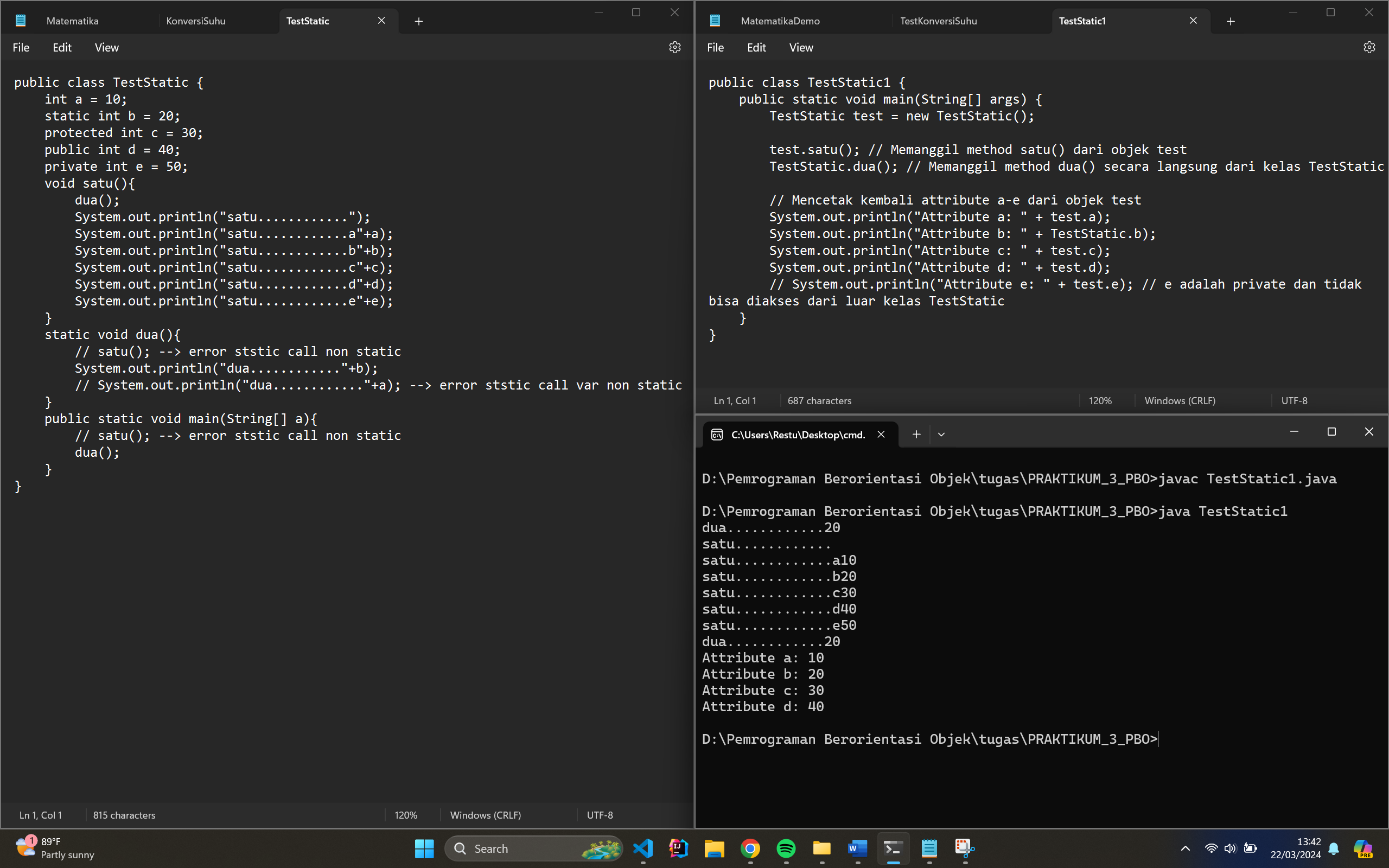
        Suhu.hitungReaumur(Suhu.Celcius);

        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

    }

}