

# Tugas Praktikum OOP Modul 1

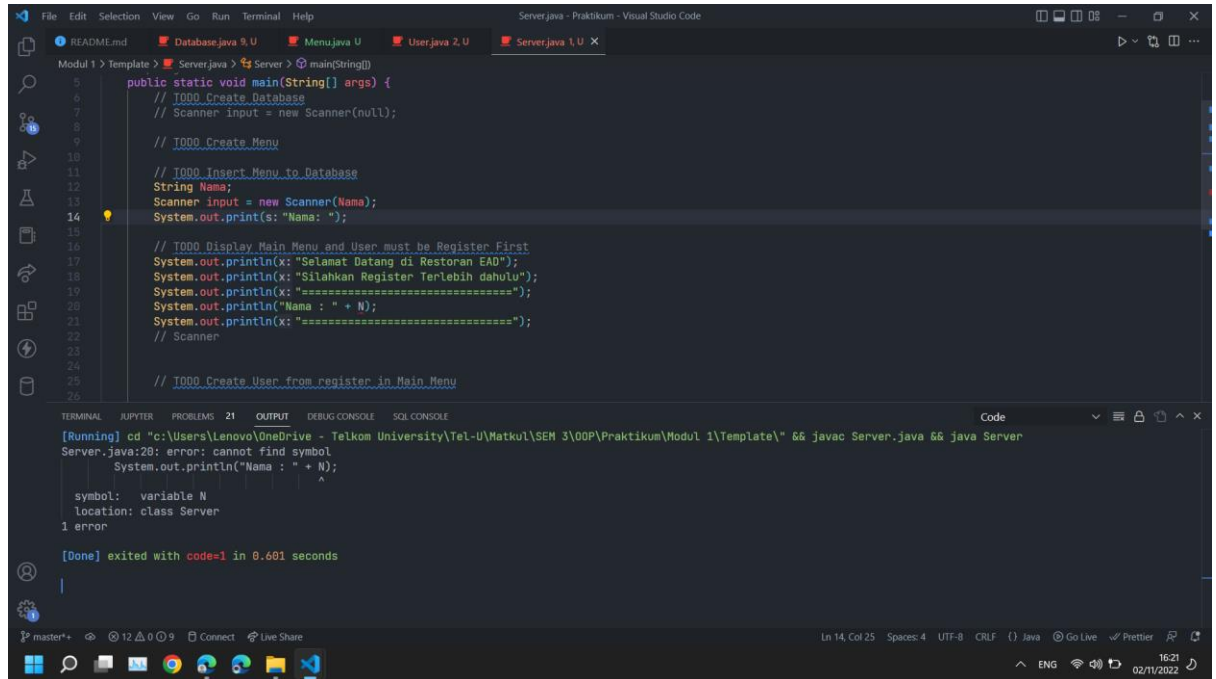
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Link : <https://github.com/ryanmoehs/OOP-FATH-RYAN-1202210047/tree/master/Modul%201>

## 1. Screenshot Server.java



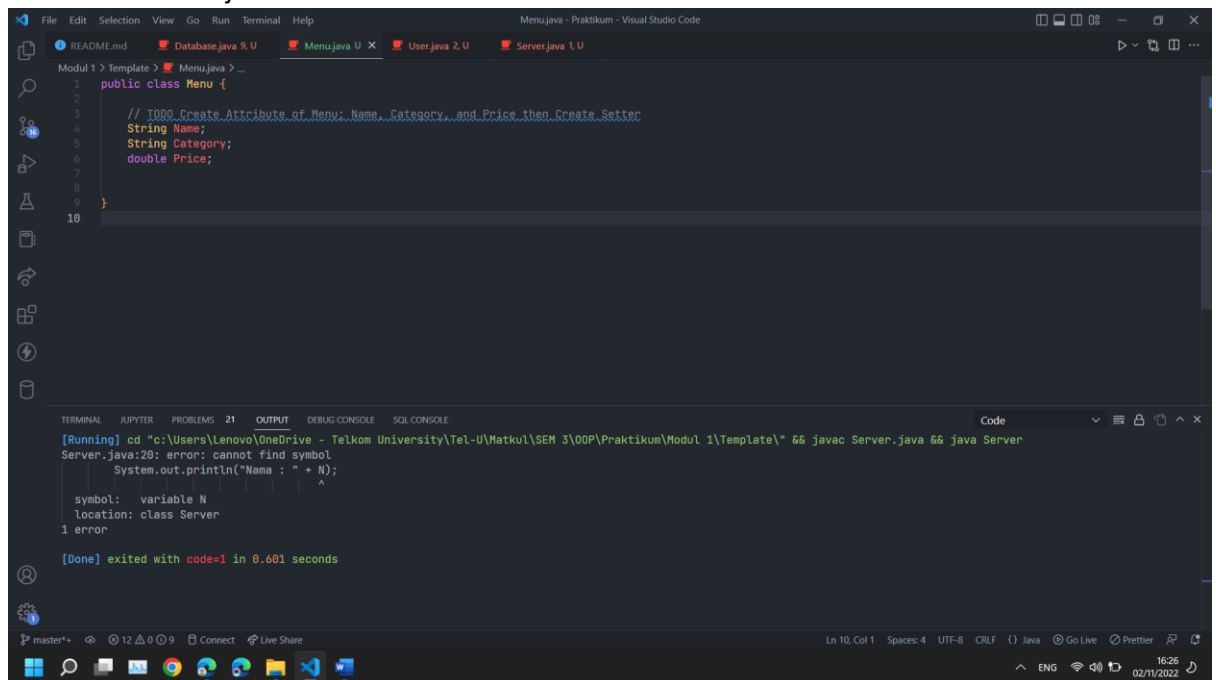
The screenshot shows the Visual Studio Code editor with the `Server.java` file open. The code is a Java class with a `main` method. It includes comments for TODO items and uses `Scanner` for input. The terminal output shows the execution of the program, which ends with an error: `symbol: variable N location: class Server 1 error`. The error message is displayed in the `OUTPUT` panel.

```
public static void main(String[] args) {  
    // TODO Create Database  
    // Scanner input = new Scanner(null);  
  
    // TODO Create Menu  
  
    // TODO Insert Menu to Database  
    String Nama;  
    Scanner input = new Scanner(Nama);  
    System.out.println("Nama: ");  
  
    // TODO Display Main Menu and User must be Register First  
    System.out.println(x: "Selamat Datang di Restoran EAD");  
    System.out.println(x: "Silahkan Register Terlebih dahulu");  
    System.out.println(x: "=====");  
    System.out.println("Nama : " + N);  
    System.out.println(x: "=====");  
    // Scanner  
  
    // TODO Create User from register in Main Menu  
}
```

Terminal Output:

```
[Running] cd "c:\Users\Lenovo\OneDrive - Telkom University\Tel-U\Matkul\SEM 3\OOP\Praktikum\Modul 1\Template\" && javac Server.java && java Server  
Server.java:28: error: cannot find symbol  
    System.out.println("Nama : " + N);  
                                ^  
symbol:   variable N  
location: class Server  
1 error  
  
[Done] exited with code=1 in 0.681 seconds
```

## 2. Screenshot Menu.java



The screenshot shows the Visual Studio Code editor with the `Menu.java` file open. The code is a Java class with a `Menu` class. It includes comments for TODO items and defines attributes for `Name`, `Category`, and `Price`. The terminal output shows the execution of the program, which ends with an error: `symbol: variable N location: class Server 1 error`. The error message is displayed in the `OUTPUT` panel.

```
public class Menu {  
    // TODO Create Attribute of Menu: Name, Category, and Price then Create Setter  
    String Name;  
    String Category;  
    double Price;  
}
```

Terminal Output:

```
[Running] cd "c:\Users\Lenovo\OneDrive - Telkom University\Tel-U\Matkul\SEM 3\OOP\Praktikum\Modul 1\Template\" && javac Server.java && java Server  
Server.java:28: error: cannot find symbol  
    System.out.println("Nama : " + N);  
                                ^  
symbol:   variable N  
location: class Server  
1 error  
  
[Done] exited with code=1 in 0.681 seconds
```

## 3. Screenshot User.java

The screenshot shows the Visual Studio Code editor with the `User.java` file open. The code defines a `User` class with attributes `Name` and `NoHP`, and a `main` method that prints these values. The terminal at the bottom shows the command to compile and run the program, followed by the output of the `main` method.

```
1 public class User {
2
3     // TODO Create Attribute of User: Name and Phone Number then Create Setter
4     public String Name = "Ryan_S14589";
5     public String NoHP = "1202210847";
6
7     // TODO Create Method to Register User and Display User's Name and Phone Number and success message
8     // public String RegUser(){
9     //     return Name;
10    // }
11
12    Run | Debug
13    public static void main(String[] args) {
14        System.out.println("Name: " + Name);
15        System.out.println("No Handphone: " + NoHP);
16        System.out.println(x: "Register Success");
17    }
18
19 }
```

```
[Running] cd "c:\Users\Lenovo\OneDrive - Telkom University\Tel-U\Matkul\SEM 3\OOP\Praktikum\Modul 1\Template\" && javac Server.java && java Server
Server.java:20: error: cannot find symbol
    System.out.println("Name : " + N);
                               ^
  symbol:   variable N
  location: class Server
1 error

[Done] exited with code=1 in 0.681 seconds
```

#### 4. Screenshot Database.java

The screenshot shows the Visual Studio Code editor with the `Database.java` file open. The code defines a `Database` class with methods `CreateMenu`, `ShowMenu`, and `SearchMenu`. The terminal at the bottom shows the command to compile and run the program, followed by the output of the `main` method.

```
1 import java.util.List;
2 import java.util.ArrayList;
3
4 public class Database {
5     // TODO Create List of Menu Object to Store Menu from Menu Class
6
7     public void CreateMenu{
8
9     }
10    // TODO Create Method to Insert Menu to Database
11    public void ShowMenu{
12
13    }
14    // TODO Create Method to Show Menu from Database
15    public void ShowMenu{
16
17    }
18    // TODO Create Method to Search Menu from Database
19    public void SearchMenu{
20
21    }
22
23 }
```

```
The most similar command is
credential-manager-core
Enumerating objects: 21, done.
Counting objects: 100% (21/21), done.
Delta compression using up to 16 threads
Compressing objects: 100% (19/19), done.
Writing objects: 100% (19/19), 2.79 MiB | 687.00 KiB/s, done.
Total 19 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/ryanmoehs/OOP-FATH-RYAN-1202210847.git
7edf189..65a80df master -> master

C:\Users\Lenovo\OneDrive - Telkom University\Tel-U\Matkul\SEM 3\OOP\Praktikum\Modul 1>
```