SAFRIZAL RAHMAN Laporan Latihan Praktikum

Algoritma Dan Struktur Data

Link Github: https://github.com/safrizalrahman46/JOBSHEET2 SEM2

TAMBAHAN METHOD BAYAR, TOTAL, HITUNG DISKON

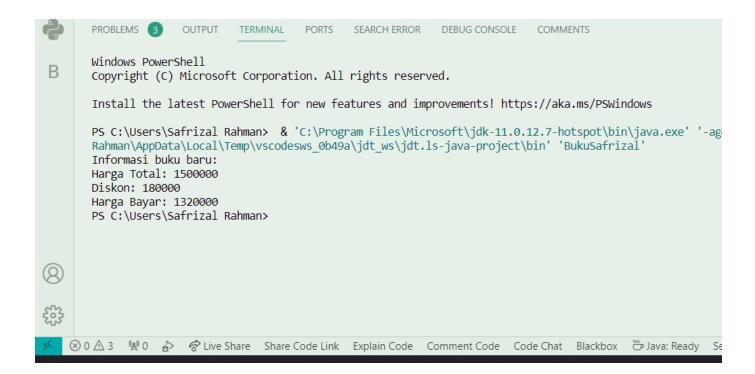
```
/**
 * BukuSafrizal
 */
public class BukuSafrizal {
//Atribut
String jdl, pengarang;
int halaman, stok, harga, hitungHargaBayar,
hitungHargaDiskon, hitungDiskon;
public static void main(String[] args) {
        BukuSafrizal BukuSafrizalRahman = new
BukuSafrizal("Only Love", "Andreas Bondes", 368, 19,
150000);
        // Menampilkan informasi buku baru
        System.out.println("Informasi buku baru:");
        // BukuSafrizalRahman.tampilInformasi();
        // Menghitung harga total
        int jumlahTerjual = 10;
        int hargaTotal =
BukuSafrizalRahman.hitungHargaTotal(jumlahTerjual);
```

```
System.out.println("Harga Total: " +
hargaTotal);
        // Menghitung diskon
        int diskon =
BukuSafrizalRahman.hitungDiskon(hargaTotal);
        System.out.println("Diskon: " + diskon);
        // Menghitung harga bayar
        int hargaBayar =
BukuSafrizalRahman.hitungHargaBayar(hargaTotal, diskon);
        System.out.println("Harga Bayar: " +
hargaBayar);
}
    public BukuSafrizal(){
    }
public BukuSafrizal(String jdul, String pgg, int hlm,
int stok, int hg){
    jdl = jdul;
    pengarang = pgg;
    halaman = hlm;
    this.stok = stok;
    harga = hg;
```

```
void tampilinformasi(){
      System.out.println("Judul BUku Yaw = " + jdl);
      //System.out.println("=============
========");
      //System.out.println("=============
System.out.println("Pengarang Buku yaw = " +
pengarang);
      System.out.println("Jumlah Halaman Bukunye
Berapa = " + halaman);
      //System.out.println("============
========"");
      //System.out.println("=============
=========");
      System.out.println("Sisa Stok Berapa Bos = " +
stok);
      System.out.println("HargaNyee = " + harga);
      //System.out.println("============
========");
      //System.out.println("==============
========");
   }
// void terjual(int jmlh){
     stok -= jmlh;
//
// }
//Setelah DImodif
// void terjual(int jmlh){
     if(stok > 0){
//
         stok -= jmlh;
```

```
// } else {
//
           System.out.println("Stok habis, Belum
Kulakan.");
//
      }
    // }
    void terjual(int jml){
        stok -= jml;
    }
    void Kulakan(int jmlh){
        stok += jmlh;
    }
    void gantiHarga(int jmlh){
        stok -= jmlh;
    }
    // Menghitung harga total
    public int hitungHargaTotal(int jmlh) {
        return jmlh * harga;
    }
    // Menghitung diskon
    public int hitungDiskon(int total) {
        int diskon;
        if (total > 150000) {
           diskon = total * 12 / 100;
        } else if (total > 75000) {
            diskon = total * 5 / 100;
        } else {
            diskon = 0;
```

```
return diskon;
    }
    // Menghitung harga bayar
    public int hitungHargaBayar(int total, int diskon) {
        return total - diskon;
    }
public BUKUSAFRIZAL(String jdul, String pgg, int hlm,
int stok, int hg){
    jdl = jdul;
    pengarang = pgg;
    halaman = hlm;
    this.stok = stok;
    harga = hg;
}
```



```
/**
 * DragonSafrizal
 */
public class DragonSafrizal {

   public static void main(String[] args) {

   }
   // Atribut
   private int x;
   private int y;
   private int width;
   private int height;

   // Konstruktor
```

```
public DragonSafrizal(int x, int y, int width, int
height) {
        this.x = x;
        this.y = y;
        this.width = width;
        this.height = height;
    }
    // Bergerak ke kiri
    public void moveLeft() {
        if (x > 0) {
           X--;
        } else {
            detectCollision();
    }
    // Bergerak ke kanan
    public void moveRight() {
        if (x < width - 1) {
            X++;
        } else {
            detectCollision();
        }
    }
    // Bergerak ke atas
    public void moveUp() {
        if (y > 0) {
           y--;
        } else {
            detectCollision();
```

```
}
    // Bergerak ke bawah
    public void moveDown() {
        if (y < height - 1) {</pre>
           y++;
        } else {
            detectCollision();
        }
    }
    // Mencetak posisi dragon
    public void printPosition() {
        System.out.println("Posisi dragon: (" + x + ", "
+ y + ")");
    }
    // Mendeteksi tabrakan dan mencetak "Game Over"
    public void detectCollision() {
        System.out.println("Game Over!");
    }
}
```

```
Windows PowerShell
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Install the latest PowerShell for new features and improvements!

PS C:\Users\Safrizal Rahman> & 'C:\Program Files\Microsoft\jdk-1 Rahman\AppData\Local\Temp\vscodesws_46f83\jdt_ws\jdt.ls-java-program Posisi DragonSafrizal: (5, 5)
Posisi DragonSafrizal: (4, 5)
Posisi DragonSafrizal: (5, 4)
Posisi DragonSafrizal: (5, 5)
PS C:\Users\Safrizal Rahman>
```

```
igava -cp /tmp/ebJn2YC61h DragonSafrizal

x
dash: 2: x: not found

y
dash: 3: y: not found

xxy
dash: 4: xxy: not found

y
dash: 5: y: not found

y
dash: 6: y: not found

y
dash: 7: y: not found

y
dash: 8: x--: not found

x--
dash: 8: x--: not found

y--
dash: 9: y--: not found

x++
dash: 10: x++: not found
```

Versi Kedua tidak Berhenti

```
import java.util.Random;
public class DragonSafrizal2 {
    private int x;
    private int y;
    private int width;
    private int height;
    private Random random;
    public DragonSafrizal2(int x, int y, int width, int
height) {
        this.x = x;
        this.y = y;
        this.width = width;
        this.height = height;
        random = new Random();
    }
    public void moveLeft() {
        if (x > 0 \&\& x <= width) {
            X--;
        } else {
            detectCollision();
        }
    }
    public void moveRight() {
        if (x >= 0 \&\& x < width) {
            X++;
```

```
} else {
            detectCollision();
        }
    }
    public void moveUp() {
        if (y > 0 \&\& y <= height) {
        } else {
            detectCollision();
        }
    }
    public void moveDown() {
        if (y >= 0 \&\& y < height) {
            y++;
        } else {
            detectCollision();
        }
    }
    public void printPosition() {
        System.out.println("Posisi DragonSafrizal2: (" +
x + ", " + y + ")");
    }
    public void detectCollision() {
        if (x < 0 | | x > width | | y < 0 | | y > height) {
            System.out.println("Game Over");
            System.exit(0);
        }
```

```
// Method untuk menggerakkan dragon secara acak
    public void moveRandomly() {
        int direction = random.nextInt(4); // 0: Left,
1: right, 2: up, 3: down
        switch (direction) {
            case 0:
                moveLeft();
                break;
            case 1:
                moveRight();
                break;
            case 2:
                moveUp();
                break;
            case 3:
                moveDown();
                break;
        }
    }
    // Method untuk menjalankan permainan dengan dragon
bergerak secara acak setiap beberapa detik
    public void playGame(int durationInSeconds) {
        long endTime = System.currentTimeMillis() +
durationInSeconds * 1000:
        while (System.currentTimeMillis() < endTime) {</pre>
            moveRandomly();
            printPosition();
            try {
                Thread.sleep(1000); // Pause selama 1
detik
```

```
} catch (InterruptedException e) {
                e.printStackTrace();
            }
        }
    }
    public static void main(String[] args) {
        DragonSafrizal2 dragon = new DragonSafrizal2(5,
5, 10, 10);
        dragon.printPosition();
        dragon.moveLeft();
        dragon.printPosition();
        dragon.moveRight();
        dragon.printPosition();
        dragon.moveUp();
        dragon.printPosition();
        dragon.moveDown();
        dragon.printPosition();
        // Menjalankan permainan dengan durasi 10 detik
        dragon.playGame(10);
    }
```

