

Putra Strata Tandika Setyawan

2311104050

S1SE0702

Jurnal Modul 8

```
Please insert the amount of money to transfer:
100000
Transfer fee = 6500
Total amount = 106500
Select transfer method:
1. RTO (real-time)
2. SKN
3. RTGS
4. BI FAST
=> 4
Please type "yes" to confirm the transaction:
yes
The transfer is completed

D:\Setya\Clone\KPL_Putra-Strata-Tandika-Setyawan_2311104050\08_Runtime_Configuration_dan_Internationalization\Jurnal\modul8_2311104050\modul8_2311104050\bin\Debug\net8.0\mo
dul8_2311104050.exe (process 6976) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

## 1. Pertama buat file bank\_transfer\_config.json

```
bank_transfer_config.json X
ndika-Setyawan.2311104050 > 08_Runtime_Configuration_dan_Internationalization > Jurnal > modul8_2311104050 > modul8_2311104050 > bin > Debug > net8.0 > {} bank_transfer_config.json > .
1  {
2    "lang": "en",
3    "transfer": {
4      "threshold": 25000000,
5      "low_fee": 6500,
6      "high_fee": 15000
7    },
8    "methods": [ "RTO (real-time)", "SKN", "RTGS", "BI FAST" ],
9    "confirmation": {
10     "en": "yes",
11     "id": "ya"
12   }
13 }
```

## 2. Lalu membuat class BankTransferConfig.cs

```
using System;
using System.IO;
using System.Text.Json;

public static class BankTransferConfig
{
    private const string configFilePath = "bank_transfer_config.json";

    public static BankTransferConfigModel LoadConfig()
    {
        if (File.Exists(configFilePath))
        {
            string json = File.ReadAllText(configFilePath);
            BankTransferConfigModel? config =
            JsonSerializer.Deserialize<BankTransferConfigModel>(json);
            if (config != null) return config;
        }
    }
}
```

```

        // Return default config jika file tidak ditemukan atau gagal
        dibaca
        return new BankTransferConfigModel
        {
            lang = "en",
            transfer = new Transfer
            {
                threshold = 25000000,
                low_fee = 6500,
                high_fee = 15000
            },
            methods = new List<string> { "RTO (real-time)", "SKN", "RTGS",
"BI FAST" },
            confirmation = new Confirmation
            {
                en = "yes",
                id = "ya"
            }
        };
    }
}

```

### 3. Membuat class lagi BankTransferConfigModel.cs

```

using System.Collections.Generic;

public class BankTransferConfigModel
{
    public string? lang { get; set; }
    public Transfer? transfer { get; set; }
    public List<string>? methods { get; set; }
    public Confirmation? confirmation { get; set; }
}

public class Transfer
{
    public int threshold { get; set; }
    public int low_fee { get; set; }
    public int high_fee { get; set; }
}

public class Confirmation
{
    public string? en { get; set; }
    public string? id { get; set; }
}

```

### 4. Gabungkan semua class di program.cs

```

class Program
{
    static void Main(string[] args)
    {
        var config = BankTransferConfig.LoadConfig();

        string message = config.lang == "en"
            ? "Please insert the amount of money to transfer:"

```

```

        : "Masukkan jumlah uang yang akan di-transfer:";
        Console.WriteLine(message);

        int amount = int.Parse(Console.ReadLine());
        int fee = amount <= config.transfer.threshold ?
config.transfer.low_fee : config.transfer.high_fee;
        int total = amount + fee;

        if (config.lang == "en")
        {
            Console.WriteLine($"Transfer fee = {fee}");
            Console.WriteLine($"Total amount = {total}");
        }
        else
        {
            Console.WriteLine($"Biaya transfer = {fee}");
            Console.WriteLine($"Total biaya = {total}");
        }

        Console.WriteLine(config.lang == "en" ? "Select transfer method:" :
"Pilih metode transfer:");
        for (int i = 0; i < config.methods.Count; i++)
        {
            Console.WriteLine($"{i + 1}. {config.methods[i]}");
        }

        Console.Write("=> ");
        Console.ReadLine(); // input pilihan metode (boleh tidak dipakai)

        string confirmPrompt = config.lang == "en"
            ? $"Please type \"{config.confirmation.en}\" to confirm the
transaction:"
            : $"Ketik \"{config.confirmation.id}\" untuk mengkonfirmasi
transaksi:";
        Console.WriteLine(confirmPrompt);
        string userConfirm = Console.ReadLine();

        bool isConfirmed = (config.lang == "en" && userConfirm ==
config.confirmation.en)
            || (config.lang == "id" && userConfirm ==
config.confirmation.id);

        if (isConfirmed)
        {
            Console.WriteLine(config.lang == "en" ? "The transfer is
completed" : "Proses transfer berhasil");
        }
        else
        {
            Console.WriteLine(config.lang == "en" ? "Transfer is cancelled"
: "Transfer dibatalkan");
        }
    }
}

```