

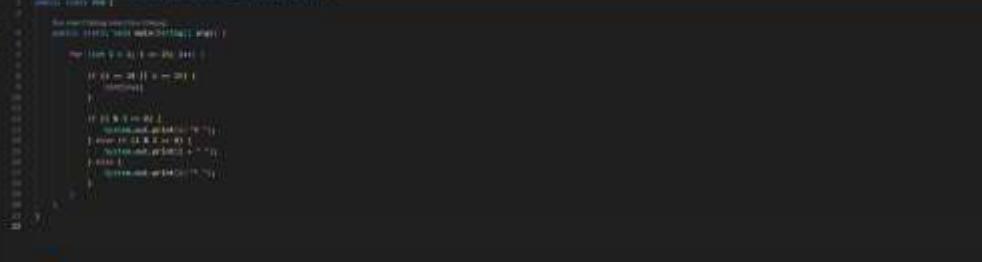
Jobsheet 1

Nama: Bambang Singgih Permana

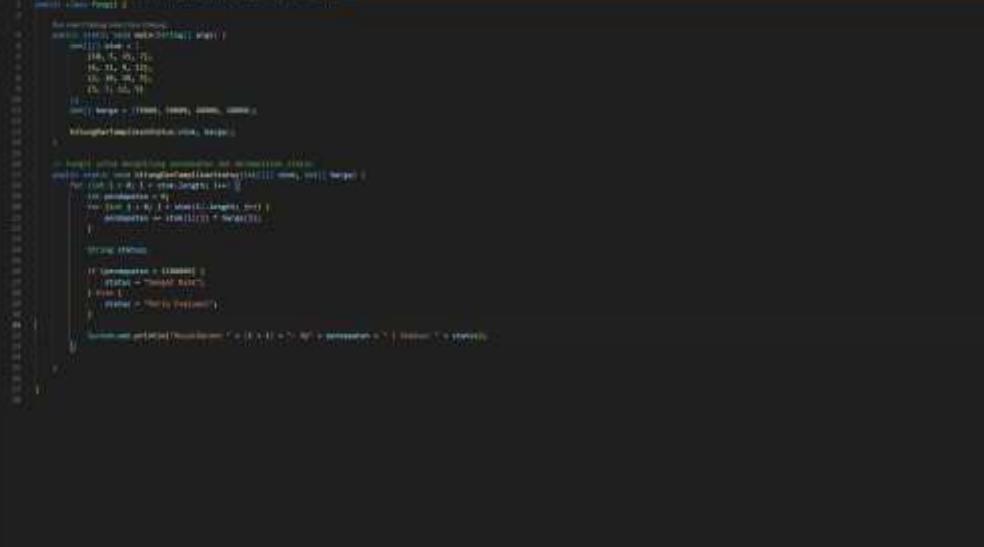
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Kelas: 2c

```
public class Main {
    public static void main(String[] args) {
        for (int i = 1; i <= 10; i++) {
            System.out.println(i);
        }
    }
}
```



```
public class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello World!");
    }
}
```

The screenshot shows a Java IDE interface with a dark theme. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, Help, and a search bar. The left sidebar contains project navigation, file lists, and a package tree. The main editor area displays Java code for a class named `GameLogic`. The code includes imports for `java.util.List`, `java.util.ArrayList`, `java.util.LinkedList`, and `java.util.Random`. It defines a private variable `list` of type `ArrayList<String>` and a private variable `random` of type `Random`. The class has a constructor that initializes the list with 100 elements containing "Rock", "Paper", and "Scissors". It includes methods for adding items to the list, removing items, and selecting a random item. A `main` method demonstrates the usage of the class by creating an instance, adding items, removing items, and printing the list.

```
import java.util.List;
import java.util.ArrayList;
import java.util.LinkedList;
import java.util.Random;

public class GameLogic {
    private List<String> list;
    private Random random;

    public GameLogic() {
        list = new ArrayList<String>(100);
        list.add("Rock");
        list.add("Paper");
        list.add("Scissors");
        for (int i = 0; i < 97; i++) {
            list.add(random.nextInt(3));
        }
    }

    public void add(String item) {
        list.add(item);
    }

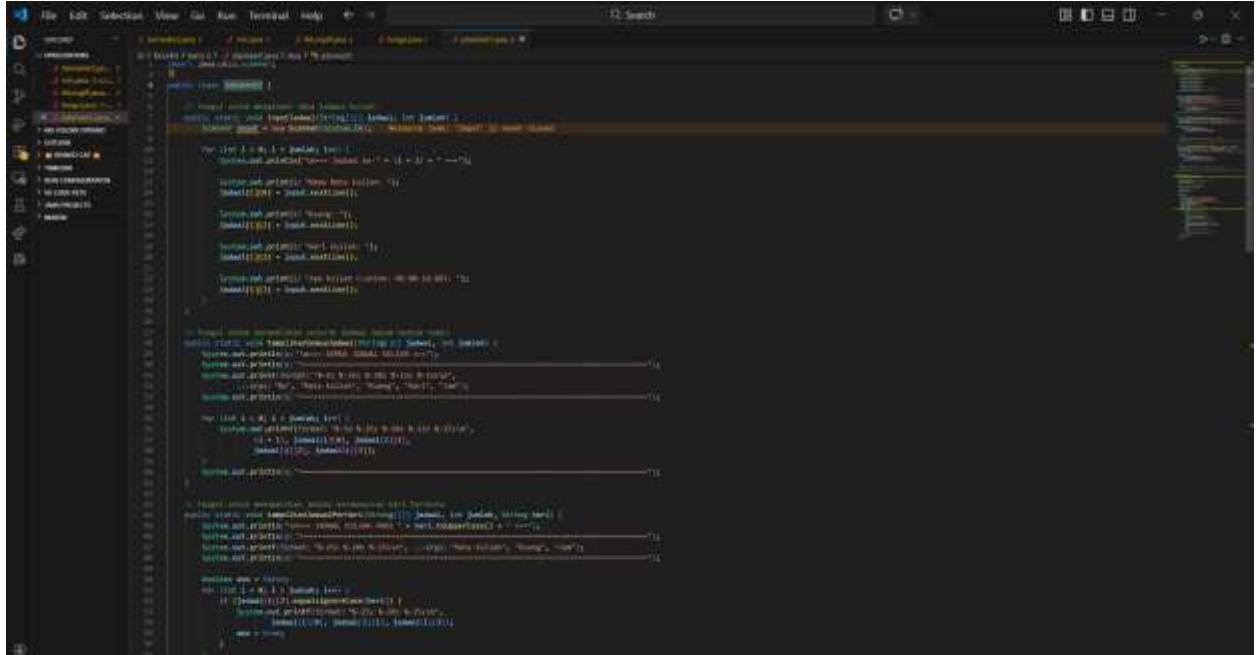
    public void remove(String item) {
        list.remove(item);
    }

    public String select() {
        if (list.size() == 0) {
            return null;
        }
        int index = random.nextInt(list.size());
        return list.get(index);
    }

    public static void main(String[] args) {
        GameLogic gameLogic = new GameLogic();
        gameLogic.add("Rock");
        gameLogic.remove("Rock");
        System.out.println(gameLogic.select());
    }
}
```



```
● PS C:\Users\ASUS> & 'D:\Java\bin\java.exe' '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'C:\Users\ASUS\App
RoyalGarden 1: Rp1970000 | Status: Sangat Baik
RoyalGarden 2: Rp1660000 | Status: Sangat Baik
RoyalGarden 3: Rp1300000 | Status: Perlu Evaluasi
RoyalGarden 4: Rp1535000 | Status: Sangat Baik
○ PS C:\Users\ASUS>
```



The screenshot shows a Java IDE interface with a dark theme. On the left is a file tree with several Java files like `Main.java`, `Garden.java`, and `Customer.java`. The main window displays the Java code for `Main.java`:

```
public class Main {
    public static void main(String[] args) {
        RoyalGarden garden1 = new RoyalGarden("Rp1970000", "Sangat Baik");
        RoyalGarden garden2 = new RoyalGarden("Rp1660000", "Sangat Baik");
        RoyalGarden garden3 = new RoyalGarden("Rp1300000", "Perlu Evaluasi");
        RoyalGarden garden4 = new RoyalGarden("Rp1535000", "Sangat Baik");

        System.out.println("Royal Garden 1: " + garden1);
        System.out.println("Royal Garden 2: " + garden2);
        System.out.println("Royal Garden 3: " + garden3);
        System.out.println("Royal Garden 4: " + garden4);
    }
}
```

Below the code, the output of the program is shown in the terminal pane:

```
Royal Garden 1: Rp1970000 | Status: Sangat Baik
Royal Garden 2: Rp1660000 | Status: Sangat Baik
Royal Garden 3: Rp1300000 | Status: Perlu Evaluasi
Royal Garden 4: Rp1535000 | Status: Sangat Baik
```