package zooracer;

import java.util.Scanner;

public class ZooRacer {

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

int jarakTempuh = 10;

Kelinci kelinci = new Kelinci();

KuraKura kuraKura = new KuraKura();

Singa singa = new Singa();

do {

menu();

int menuInput = input.nextInt();

switch (menuInput) {

case 1:

System.out.print("Kecepatan Kelinci (KM/s) : ");

int kecepatanKelinci = input.nextInt();

kelinci.setNama("Kelinci");

kelinci.setKecepatanLari(kecepatanKelinci);

System.out.print("Kecepatan Kura-kura (KM/s) : ");

int kecepatanKura = input.nextInt();

kuraKura.setNama("Kura-kura");

kuraKura.setKecepatanLari(kecepatanKura);

System.out.print("Kecepatan Singa (KM/s) : ");

int kecepatanSinga = input.nextInt();

singa.setNama("Singa");

singa.setKecepatanLari(kecepatanSinga);

break;

case 2:

System.out.println("Lomba sudah dimulai...");

break;

case 3:

System.out.println("Waktu Tempuh "+kelinci.getNama()+" : "+kelinci.hitungKecepatan(jarakTempuh,

kelinci.getKecepatanLari()));

System.out.println("Waktu Tempuh "+kuraKura.getNama()+" : "+kuraKura.hitungKecepatan(jarakTempuh, kuraKura.getKecepatanLari()));

System.out.println("Waktu Tempuh "+singa.getNama()+" : "+singa.hitungKecepatan(jarakTempuh, singa.getKecepatanLari()));

break;

case 4:

break;

}

} while (true);

}

public static void menu() {

System.out.println("======= Selamat Datang Di Game ZOO Racer ========");

System.out.println("=== Menu Program ===");

System.out.println("1. Masukkan nilai kecepatan (1-10)");

System.out.println("2. Mulai Lomba");

System.out.println("3. Lihat Pemenang");

System.out.println("4. Keluar");

System.out.print("Masukkan menu : ");

}

}

Keterangan Source Code :

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