public class TinggiBeratBadan {

private int tinggiBadan;

private int beratBadan;

public TinggiBeratBadan() {

}

public int getTinggiBadan() {

return tinggiBadan;

}

public void setTinggiBadan(int tinggiBadan) {

this.tinggiBadan = tinggiBadan;

}

public float getBeratBadan() {

return beratBadan;

}

public void setBeratBadan(int beratBadan) {

this.beratBadan = beratBadan;

}

public String idealCount(String jenisKelamin){

String statusIdeal = "Ideal";

if(jenisKelamin.equals("L") || jenisKelamin.equals("l")){

if(beratBadan >= 57 && beratBadan <= 70){

statusIdeal = "Ideal";

}else{

statusIdeal = "Belum Ideal";

}

}

if(jenisKelamin.equals("P") || jenisKelamin.equals("p")){

if(beratBadan >= 52 && beratBadan <= 66){

statusIdeal = "Ideal";

}else{

statusIdeal = "Belum Ideal";

}

}

return statusIdeal;

}

}

Keterangan Source Code :

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