**LEMBAR KERJA PESERTA DIDIK**

**Nama Lengkap : Juang Danovadil Faomasi Zebua**

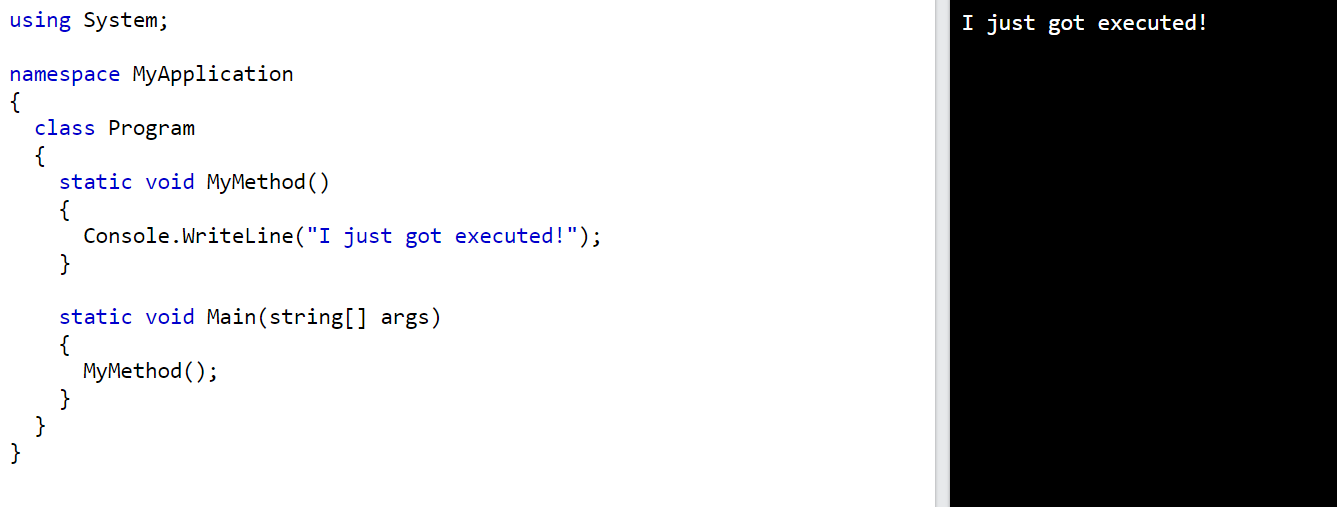
**Kelas : X PPLG 1**

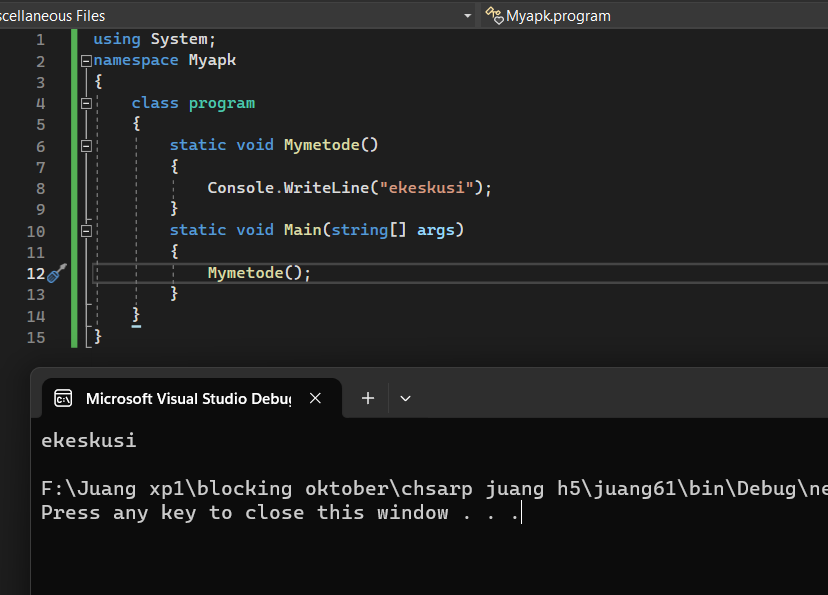
**Hari/Tanggal : Jumat 27-10-23**

**Judul Praktikum : METODE**

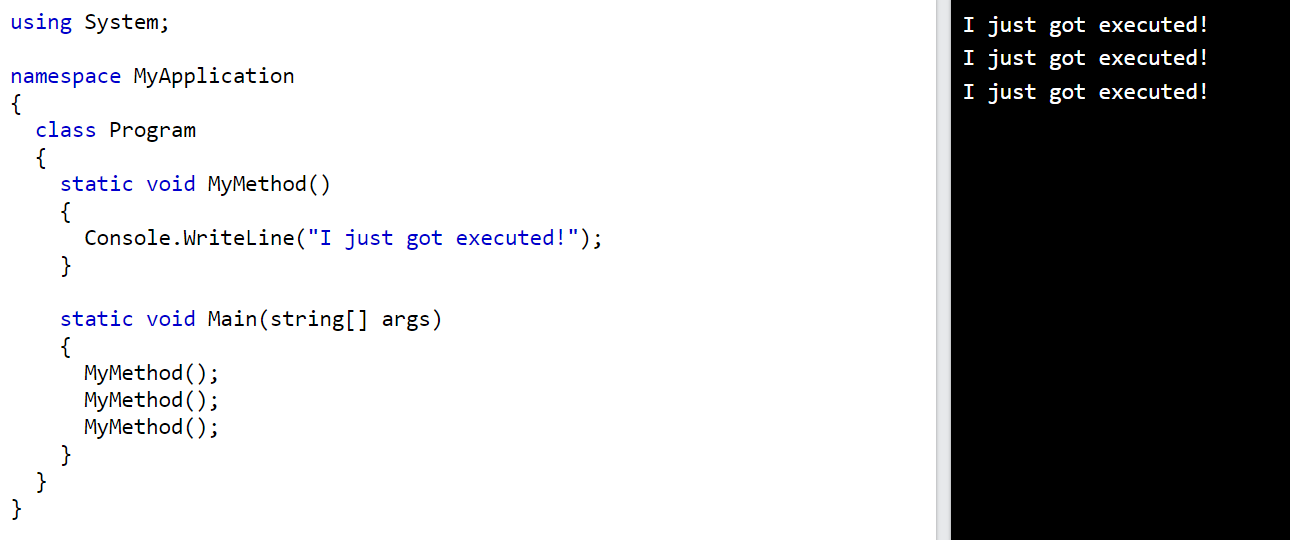
**PELAKSANAAN PRAKTIKUM**

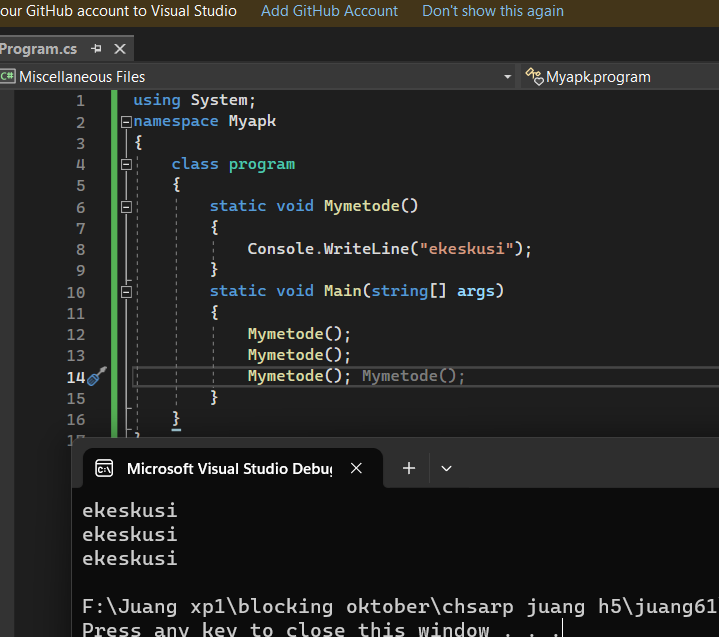
**Latihan 6.1**



Hasil Output: 

**Latihan 6.2**

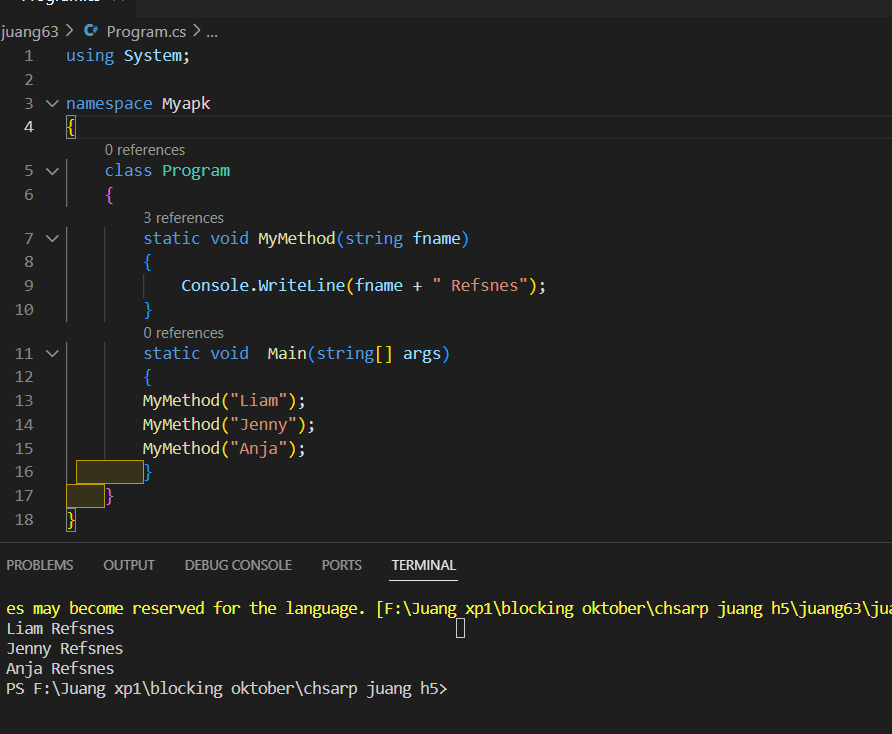


Hasil Output: 

**Latihan 6.3**

A screenshot of a computer

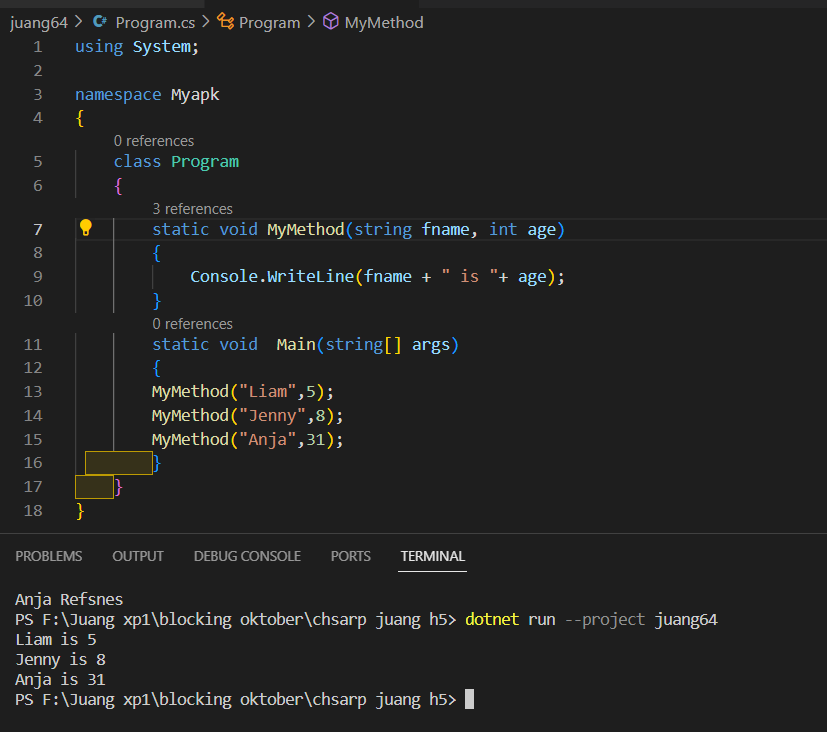
Description automatically generated

Hasil Output: 

**Latihan 6.4**

A white background with black text

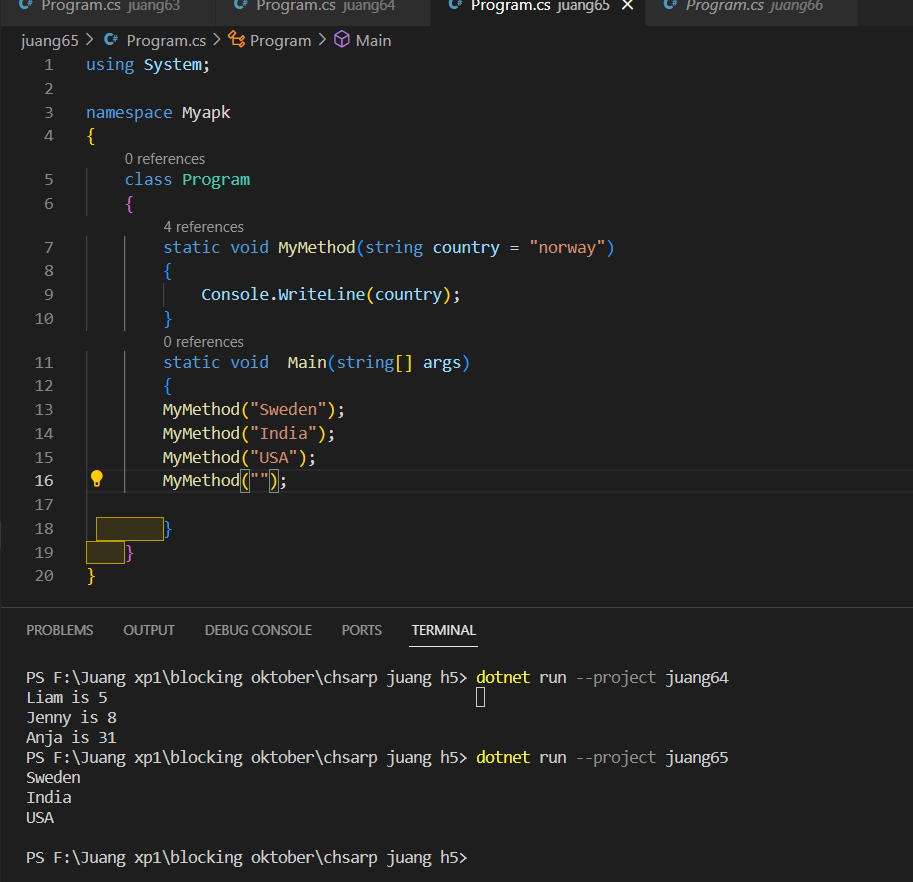
Description automatically generated

Hasil Output: 

**Latihan 6.5**

A screenshot of a computer code

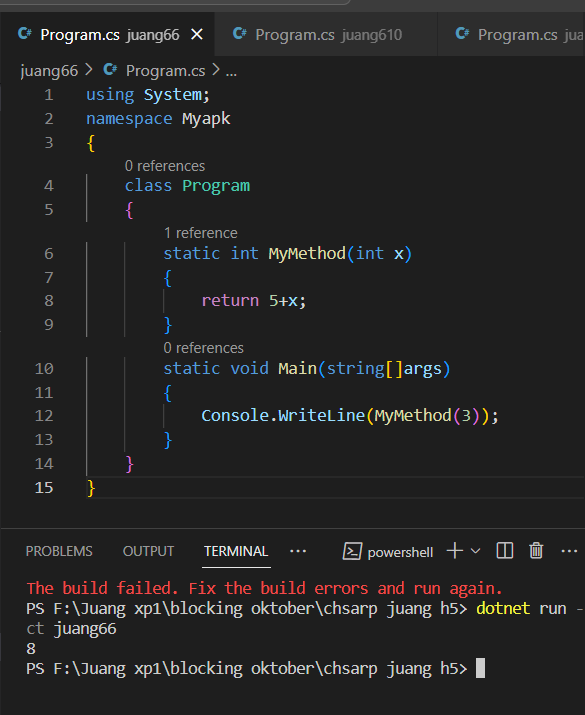
Description automatically generated

Hasil Output: 

**Latihan 6.6**

A computer screen shot of a computer code

Description automatically generated

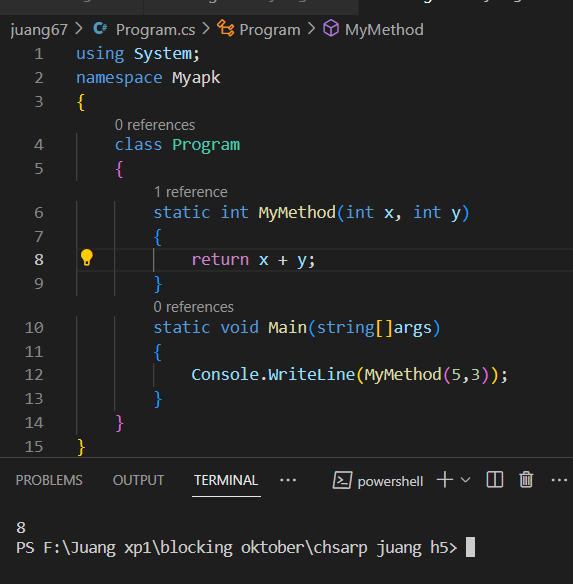
Hasil Output: 

**Latihan 5.7**

**Latihan 6.7**

A screenshot of a computer code

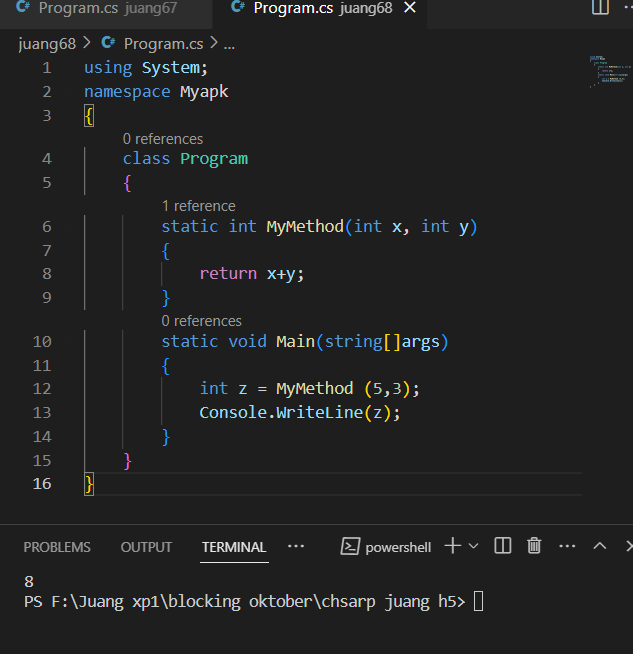
Description automatically generated

Hasil Output: 

**Latihan 6.8**

A white background with black text

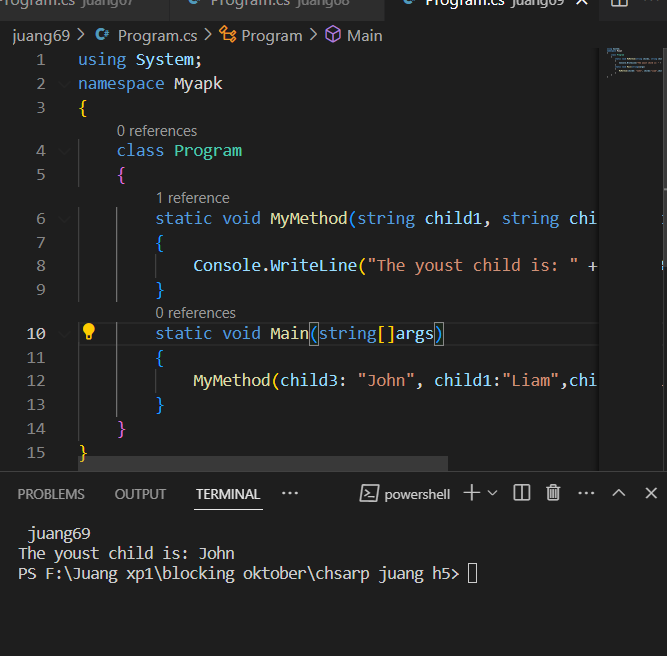
Description automatically generated

Hasil Output: 

**Latihan 6.9**

A screenshot of a computer code

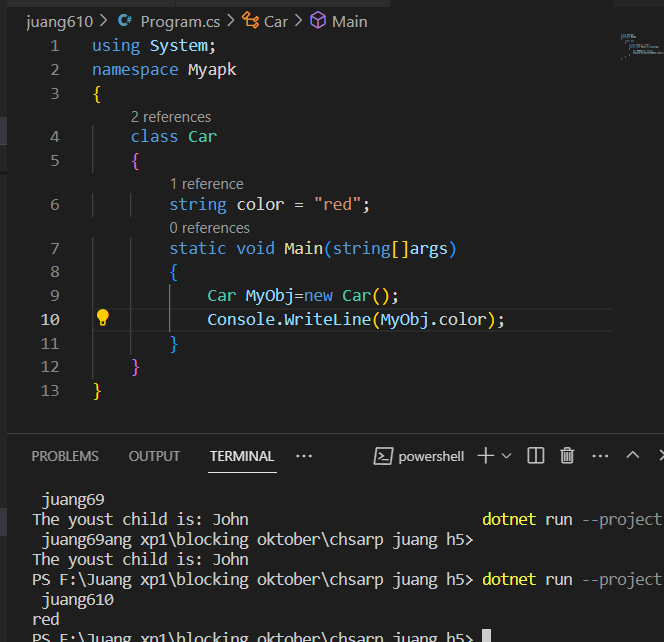
Description automatically generated

Hasil Output: 

**Latihan 6.10**

A computer code with black text

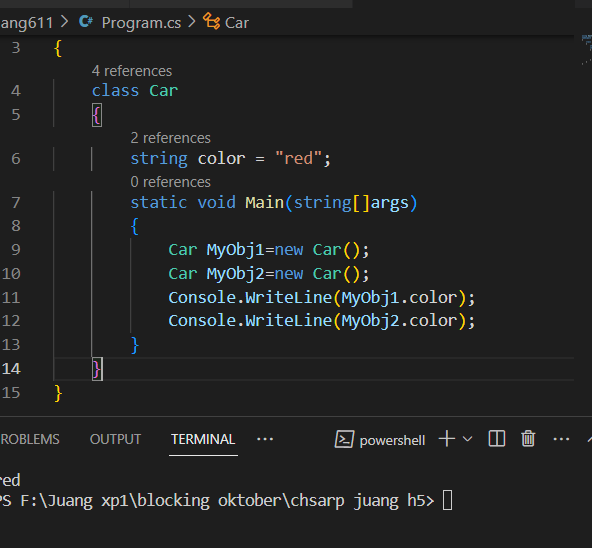
Description automatically generated

Hasil Output: 

**Latihan 6.11**

A computer code with black text

Description automatically generated

Hasil Output: 

**Latihan 6.12**

Dalam satu projek kita akan memiliki dua class. Silahkan buat kode program di bawah ini pada main class **program.cs**

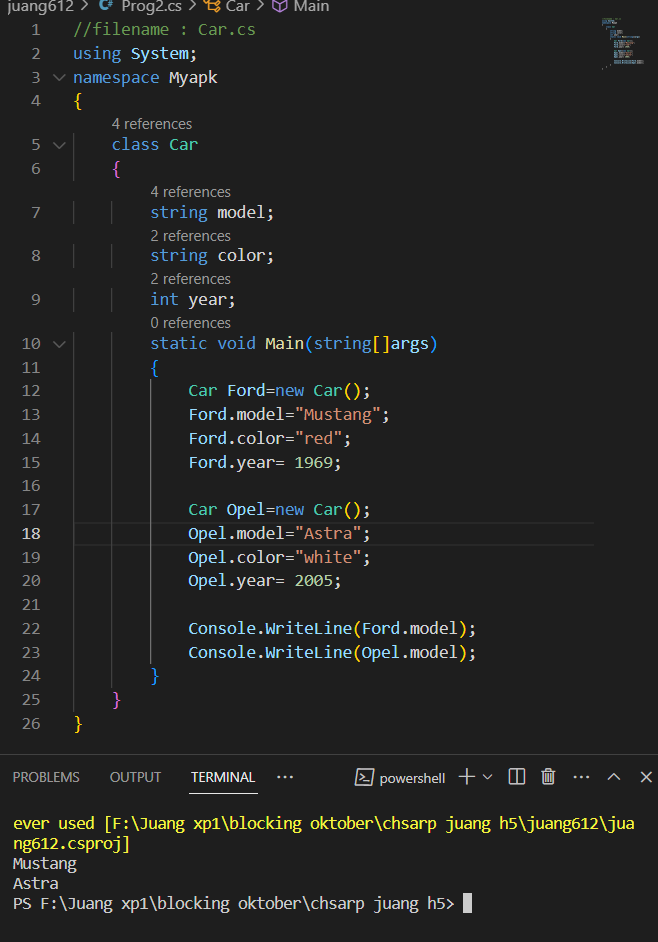
A screenshot of a computer

Description automatically generated

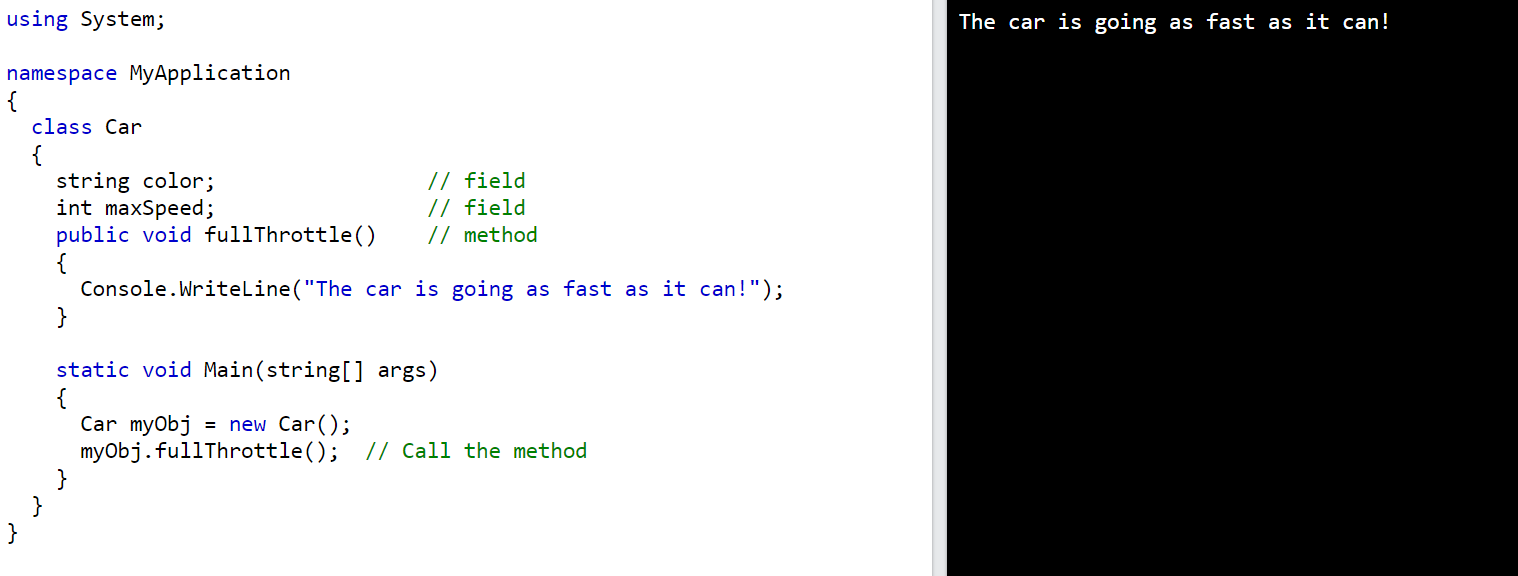
Kemudian buat file/program baru dalam projek yang sama dengan nama **prog2.cs**

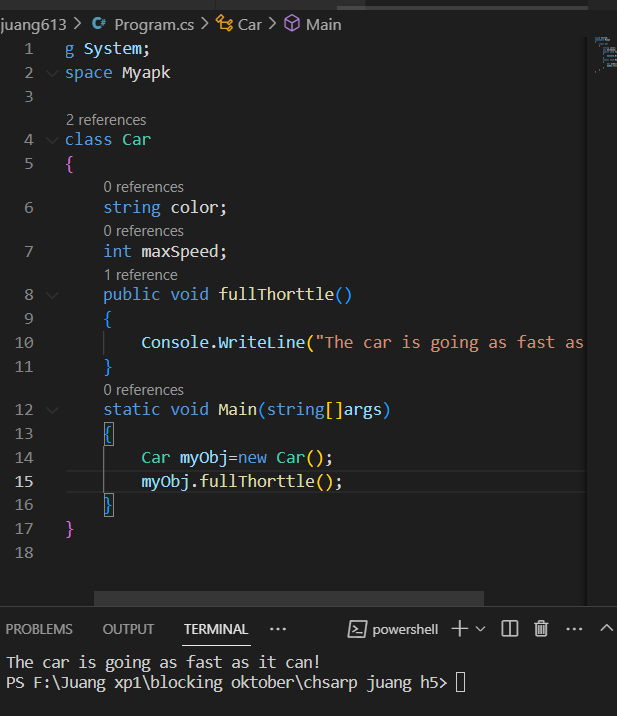
A screenshot of a computer program

Description automatically generated

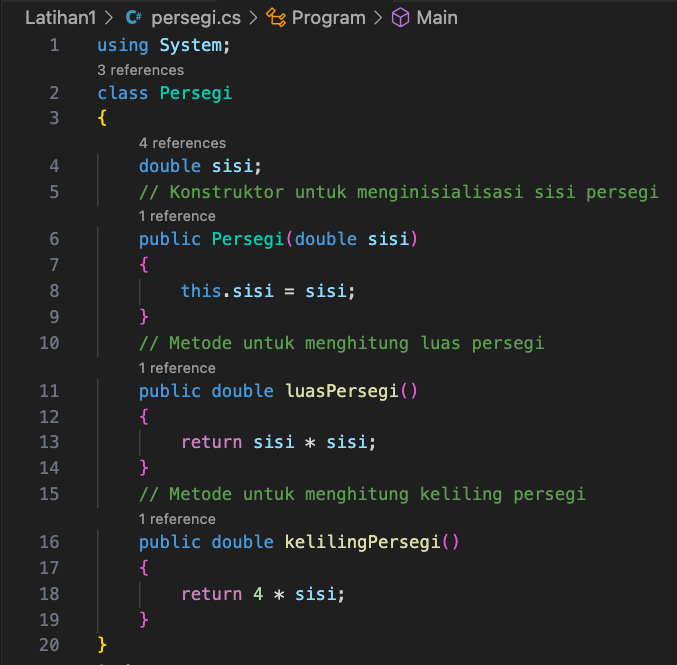
Hasil Output: 

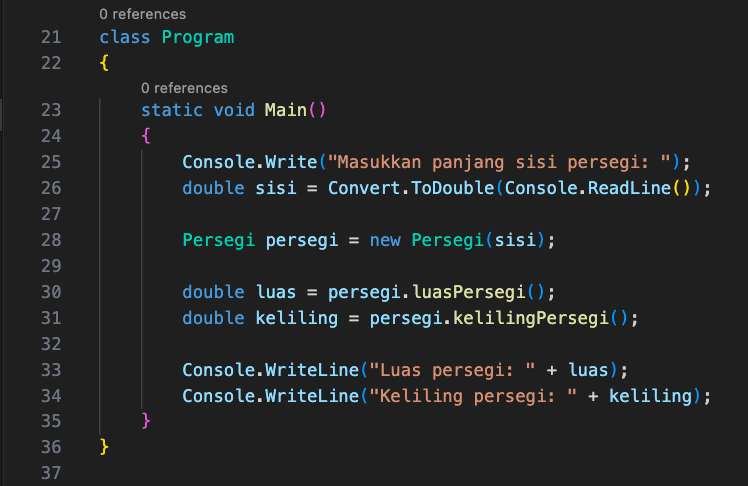
**Latihan 6.13**

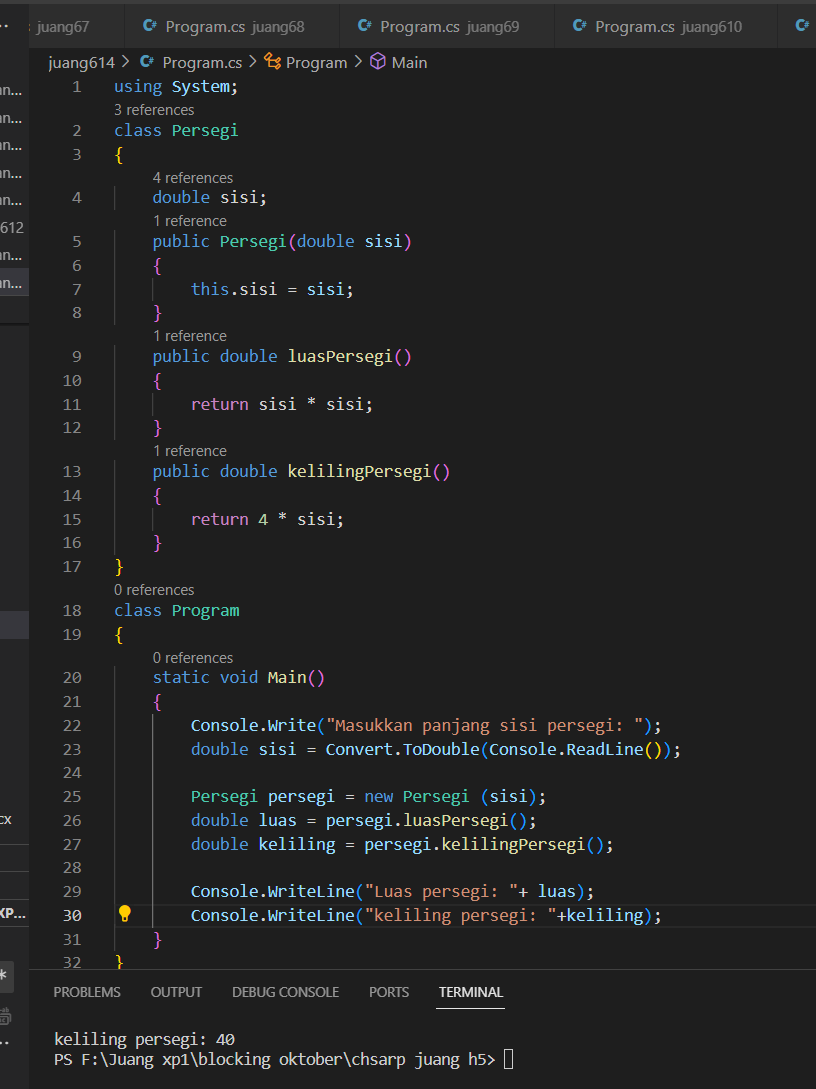


Hasil Output: 

**Latihan 6.14**

****

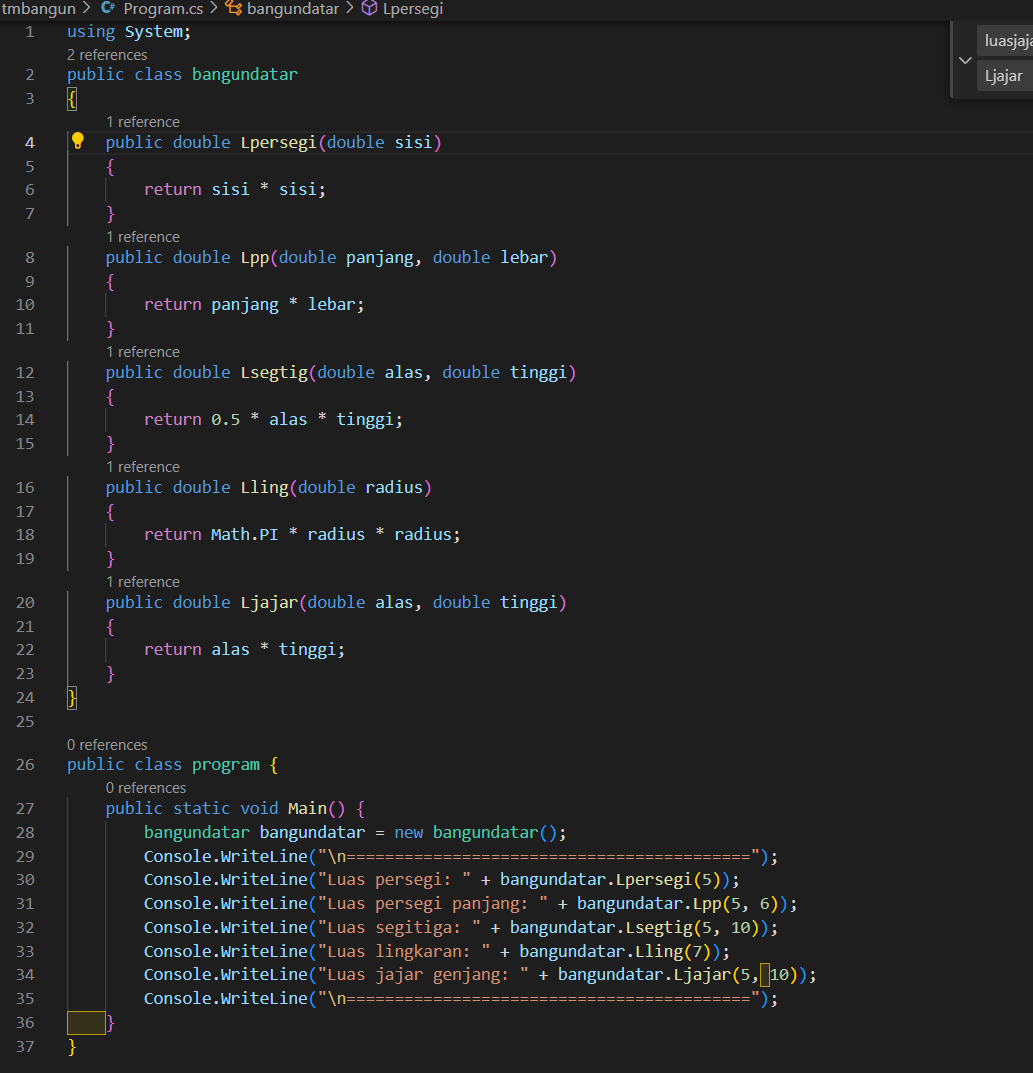
****

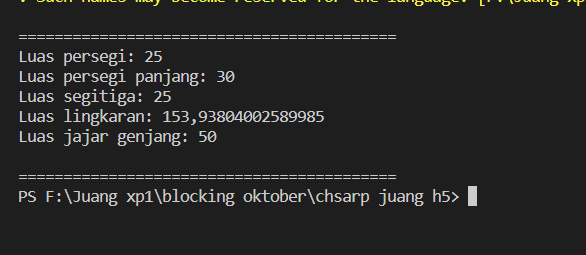
Hasil Output: 

**TUGAS MANDIRI**

Kerjakan soal-soal berikut ini. Screenshot kode program dan hasil!

1. Buatlah sebuah program menghitung luas bangun datar untuk persegi, persegi panjang, segitigas, lingkaran, dan jajar genjang menggunakan konsep metode

Kode Program: 

Hasil Output: 

**Kesimpulan Praktikum Hari ini!**

Penggunaan method untuk memanggil fungsi