

PORTFOLIO EXPLANATION

Final Project Introduction to Programming – GAMER WORLD iCafe

GAMER WORLD iCafe is one the best final project that we have made for the Introduction to Programming course in the 1st semester at BINUS University. In this progress, we are taught basic starting from zero which discusses the basics algorithm and demonstrates it by using the Java programming language. It enables us to have strong fundamental of algorithm to build a basic application of problem solving by using algorithm and strong understanding concept and structure in Java such as Data Type for input and output, Arithmetic Operation, Selection, Jump operations and exception Handling, static and dynamic array, Sorting, and basic of OOP Concept.

GAMER WORLD iCafe is a store that sells music albums. is an internet cafe in one of the city center. We want to help these businesses to improve basic applications that can be used for their business processes using the Java programming language. In this project, we used the **Eclipse IDE for Java Developers (2020-06 Edition)**.



Resources: <https://www.java.com/en/> || <https://www.eclipse.org/>

This project is formed in a group of 3 people, including:

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In making this project we have divided several job desks, here are my own roles:

- Become a team leader of this group project and manage the job desc and timeline of the project.
- Modifying and update the source-code to prevent errors.
- Do testing every time we commit the source code that has been made by myself or other fellow members.
- Making some reports of the reviews of this project.

We faced many challenges that we think are difficult to solve, including:

- Difficulty in problem-solving in some parts of the case study. Because it is our first year of study in Information Systems Major.
- A pandemic that causes group members not be able to meet in person to work on projects simultaneously. There are connection problems, and it is difficult to communicate via online.

How do we solve these problems above?

- Did trial and error until the output is in accordance based on the project.
 - Used the GitHub repository to help the teamwork work on the project source code.
 - Conducted on discussions by seeking some information from several available sources.
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DEMO EXPLANATION

The main view will appear a menu on Game World iCafe. **There are 3 menu choices** made using the switch case in the do while.

```
Console X
finalProject [Java Application] C:\Program Fil

=====
|      GAMER WORLD iCAFE      |
=====
|  1. Register Account      |
|  2. Login                  |
|  3. Exit                   |
=====
= Choose >> 1
```

If you choose number 1, the menu will direct you to account registration and you are required to fill in your username, password, and email.

```
Username: whitneyjsf
Password: Helloworld123
Email: whitney@email.com
Successfully Registered!
```

If you choose number 2, the menu will direct you to the account login and you are required to fill in your username, password to enter the next menu page.

```
=====
|      GAMER WORLD iCAFE      |
=====
|  1. Register Account      |
|  2. Login                  |
|  3. Exit                   |
=====
= Choose >> 2

=====
                        LOGIN
=====
Username :whitneyjsf
PASSWORD :Helloworld123
Login Success
```

If you choose number 3, Menu will automatically exit the application.

```
=====
|      GAMER WORLD iCAFE      |
=====
|  1. Register Account      |
|  2. Login                 |
|  3. Exit                   |
=====
= Choose >> 3
|
Byeeee <3 We hope to see you soon again!

GAMER WORLD iCAFE @ 2020
```

After the login is complete, the user will be directed to the next menu which contains 4 function points that can be utilized by the user.

```
=====
= 1. Choose Packet & Payment =
= 2. Cancel Billing           =
= 3. List of Billing          =
= 4. Log out                  =
=====
```

If you choose number 1, the system will display a new menu for purchasing packages at the cafe.

```
=====
= 1. Choose Packet & Payment =
= 2. Cancel Billing           =
= 3. List of Billing          =
= 4. Log out                  =
=====
Choose >>1
```

User can choose one of the available packages.

```
=====
                        PACKET
=====
1. Gapulang Packet
2. Paket Packet
3. Kere Hore Packet
Please choose your packet : 1
|
```

There are 3 packages available with different times and prices. Users can choose one of them by selecting Yes which will be directly verified and if the order No. will be canceled automatically.

GAPULANG PACKET	PAKET PACKET	KERE HORE PACKET
Time : 24 hours	Time : 4 hours	Time : 2 hours
Price : Rp.100.000	Price : Rp.50.000	Price : Rp.10.000
Buy ? [Y/N] :	Buy ? [Y/N] :	Buy ? [Y/N] :

If you choose number 2, the system will direct you to the next page to view the billing table. If there is no billing table list, the system will notify you that the table is empty. In addition, if there are several contents in the billing table, the user can select one of the rows he wants to delete, and the system will give a notification that it has been deleted automatically.

```
+====+=====+=====+=====+
| NO |      Name      |      Packet      |      Price      |
+====+=====+=====+=====+
| 1  | whitneyjsf      | KERE HORE        | Rp.10.000       |
Pilih paket untuk dibatalkan[1-1]: 1
Berhasil delete
```

```
+====+=====+=====+=====+
| NO |      Name      |      Packet      |      Price      |
+====+=====+=====+=====+
| 1  | whitneyjsf      | KERE HORE        | Rp.10.000       |
Pilih paket untuk dibatalkan[1-1]: 1
Berhasil delete
```

If you choose number 3, then the system will display a table list of billing that has been ordered by history

NO	Name	Packet	Price
1	whitneyjsf	KERE HORE	Rp.10.000

If you choose number 3, the system will automatically log out for the user and be directed back to the start menu.

```
=====
= 1. Choose Packet & Payment =
= 2. Cancel Billing           =
= 3. List of Billing          =
= 4. Log out                  =
=====
Choose >>4
Log out successful
```

--- Thank You ---