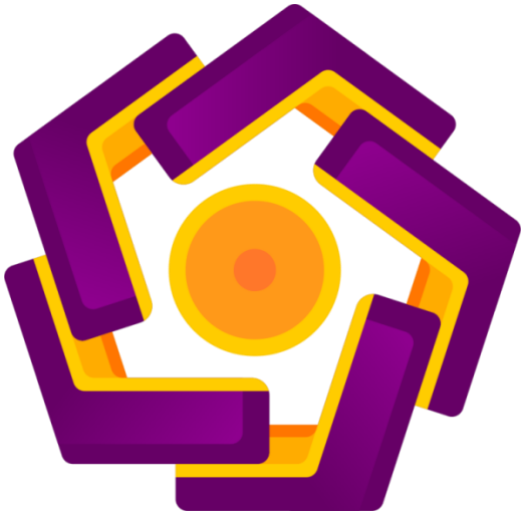
LAPORAN TUGAS PERTEMUAN 5

PEMROGRAMAN



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S1-INFORMATIKA UNIVERSITAS AMIKOM YOGYAKARTA

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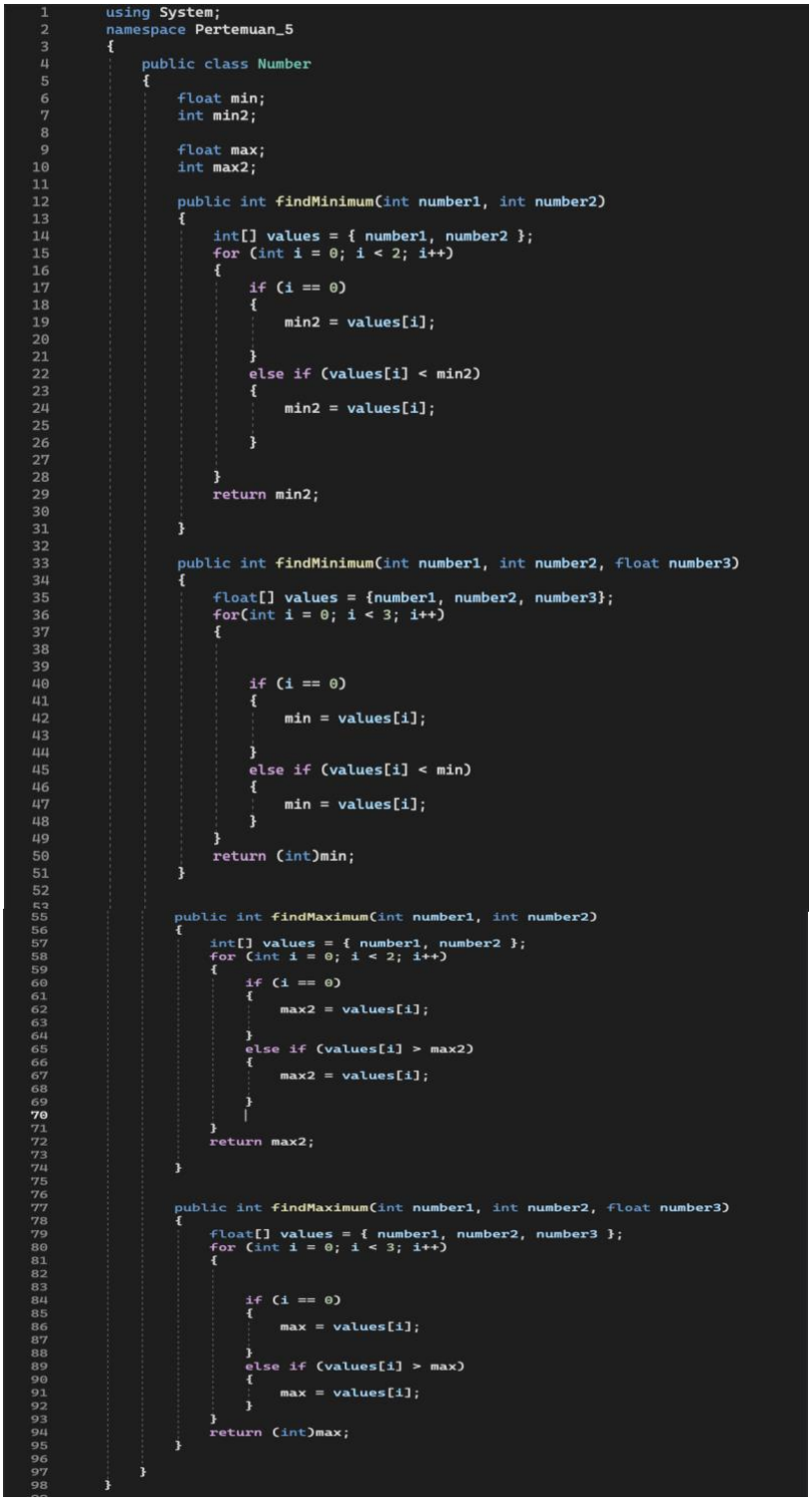
1. Class Number.cs



```
using System;
namespace Pertemuan_5
{
    public class Number
    {
        float min;
        int min2;

        float max;
        int max2;

        public int findMinimum(int number1, int number2)
        {
            int[] values = { number1, number2 };
            for (int i = 0; i < 2; i++)
            {
                if (i == 0)
                {
                    min2 = values[i];

                }
                else if (values[i] < min2)
                {
                    min2 = values[i];

                }

            }
            return min2;

        }

        public int findMinimum(int number1, int number2, float number3)
        {
            float[] values = {number1, number2, number3};
            for(int i = 0; i < 3; i++)
            {


                if (i == 0)
                {
                    min = values[i];

                }
                else if (values[i] < min)
                {
                    min = values[i];
                }
            }
            return (int)min;
        }


        public int findMaximum(int number1, int number2)
        {
            int[] values = { number1, number2 };
            for (int i = 0; i < 2; i++)
            {
                if (i == 0)
                {
                    max2 = values[i];

                }
                else if (values[i] > max2)
                {
                    max2 = values[i];

                }
            }
            return max2;

        }


        public int findMaximum(int number1, int number2, float number3)
        {
            float[] values = { number1, number2, number3 };
            for (int i = 0; i < 3; i++)
            {


                if (i == 0)
                {
                    max = values[i];

                }
                else if (values[i] > max)
                {
                    max = values[i];
                }
            }
            return (int)max;
        }

    }
}
```

Di dalam class Number berisi function cariNilaiMin dengan 2 parameter, dibawahnya dilakukan overloading terhadapat function cariNilaiMin (int a, int b) yaitu dengan menambahkan parameternya menjadi 3 buah integeger.

2. Object class Number

```
namespace Pertemuan_5;
class Program
{
    static void Main(string[] args)
    {

        Number number = new Number();

        Console.WriteLine($"Minimum #1 : {number.findMinimum(3, 1)}");
        Console.WriteLine($"Minimum #2 : {number.findMinimum(3, 2, 4)}");
        Console.WriteLine();
        Console.WriteLine($"Maximum #3 : {number.findMaximum(3, 1)}");
        Console.WriteLine($"Maximum #4 : {number.findMaximum(3, 2, 4)}");

        Console.ReadKey();
    }
}
```

Membuat Object dari class Number

3. Output

```
Terminal – Pertemuan_5

Minimum #1 : 1
Minimum #2 : 2

Maximum #3 : 3
Maximum #4 : 4
```