

SS PROGRAM

SISTEM PENDATAAN LAPANGAN OLAHRAGA YUDTH'S

1. TAMBAH DATA

```
+-----+
|                                     |
|                               Selamat Datang |
|                               ADMIN          |
|                                     |
|===== MENU =====|
|                                     |
| [1] Tambah |
| [2] Lihat  |
| [3] Ubah   |
| [4] Hapus  |
| [5] Keluar |
|                                     |
| Pilih Menu : 1 |
|                                     |
|===== TAMBAH LAPANGAN =====|
|                                     |
| Pilih Lapangan : |
| [1] Futsal       |
| [2] Basket       |
|                                     |
| Pilih Tipe : 1 |
|                                     |
|===== TAMBAH FUTSAL =====|
|                                     |
| Nama : futsal 1 |
| Ukuran : lebar  |
| Harga : 75000   |
| Jumlah : 1      |
| menambah 1 lapangan... |
| Selesai membuat lapangan... |
|                                     |
+-----+
```

2. LIHAT DATA

```
+-----+
|          ===== MENU =====          |
+-----+
| [1] Tambah                                |
| [2] Lihat                                |
| [3] Ubah                                 |
| [4] Hapus                                |
| [5] Keluar                               |
+-----+
| Pilih Menu : 2                           |
+-----+
|          ===== LIHAT LAPANGAN =====          |
+-----+
| Pilih Lapangan :                         |
| [1] Futsal                              |
| [2] Basket                              |
+-----+
| Pilih Tipe : 1                           |
+-----+
|          ===== LIST LAPANGAN FUTSAL =====          |
+-----+
| No.  tipe  Nama  Jumlah  Ukuran  Harga  |
| 1    Futsal futsal 1      lebar   75000 1  |
+-----+
```

3. UBAH DATA

```
+-----+
|          ===== MENU =====          |
+-----+
| [1] Tambah                                |
| [2] Lihat                                |
| [3] Ubah                                 |
| [4] Hapus                                |
| [5] Keluar                               |
+-----+
| Pilih Menu : 3                           |
+-----+
|          ===== UBAH LAPANGAN =====          |
+-----+
| Pilih Lapangan :                         |
| [1] Futsal                              |
| [2] Basket                              |
+-----+
| Pilih Tipe : 1                           |
+-----+
|          ===== LIST LAPANGAN FUTSAL =====          |
+-----+
| No.  tipe  Nama  Jumlah  Ukuran  Harga  |
| 1    Futsal futsal 1      lebar   75000 1  |
+-----+
| Pilih Nomor : 1                          |
| Nama : futsal 2                          |
| Ukuran : lebar                           |
| Harga : 100000                           |
| Jumlah : 1                              |
| Lapangan telah diperbarui...             |
+-----+
```

4. HAPUS DATA DAN EXIT PROGRAM

```
+-----+
|          ===== MENU =====          |
+-----+
| [1] Tambah                                |
| [2] Lihat                                 |
| [3] Ubah                                 |
| [4] Hapus                                 |
| [5] Keluar                               |
+-----+
| Pilih Menu : 4                           |
+-----+
|          ===== HAPUS LAPANGAN =====          |
+-----+
| Pilih Lapangan :                         |
| [1] Futsal                              |
| [2] Basket                              |
+-----+
| Pilih Tipe : 2                           |
+-----+
|          ===== LIST LAPANGAN BASKET =====          |
+-----+
| No.  tipe  Nama  Jumlah  Ukuran  Harga  |
| 1    Basket  basket 1      sedang  50000  1  |
+-----+
| Pilih Nomor : 1                          |
| Lapangan telah dihapus...                |
+-----+
|          ===== MENU =====          |
+-----+
| [1] Tambah                                |
| [2] Lihat                                 |
| [3] Ubah                                 |
| [4] Hapus                                 |
| [5] Keluar                               |
+-----+
| Pilih Menu : 5                           |
+-----+
PS C:\Users\TUF-DASH\OneDrive\Desktop\JAVA YUDITH\POSTTEST3\src>
```