Tugas 1   Selayar, 16 Maret 2021

PEMROGRAMAN BERORENTASI

OBJEK

Nama   : Yuslandik

Nim   : 13020190229
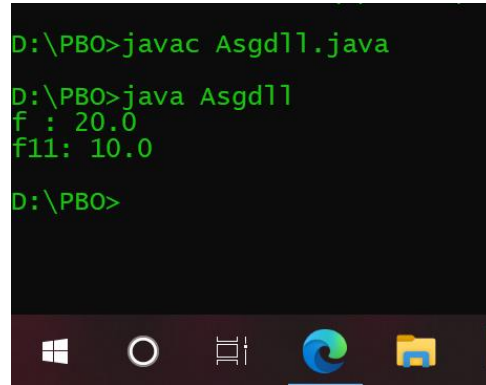
Kelas   : A5

PROGRAM STUDI TEKNIK INFORMATIKA

FAKULTAS ILMU KOMPUTER

UNIVERSITAS MUSLIM INDONESIA
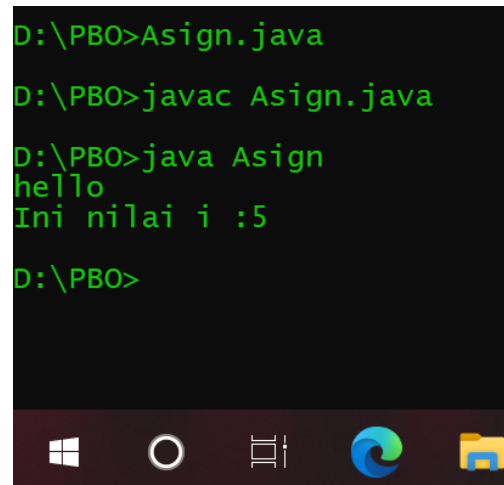
MAKASSAR

2021

1. Ourput Program


```
D:\PBO>javac Asgdll.java

D:\PBO>java Asgdll
f : 20.0
f11: 10.0

D:\PBO>
```
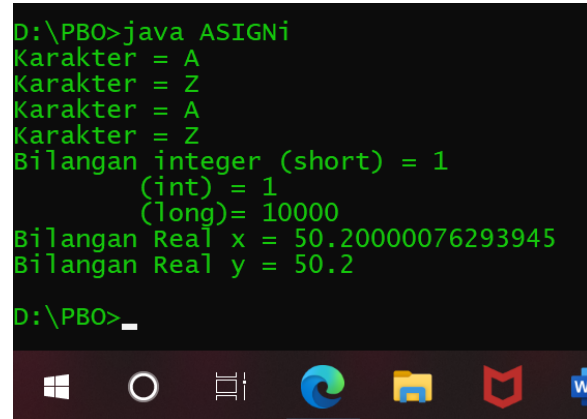
2. Output Program


```
D:\PBO>Asign.java

D:\PBO>javac Asign.java

D:\PBO>java Asign
hello
Ini nilai i :5

D:\PBO>
```
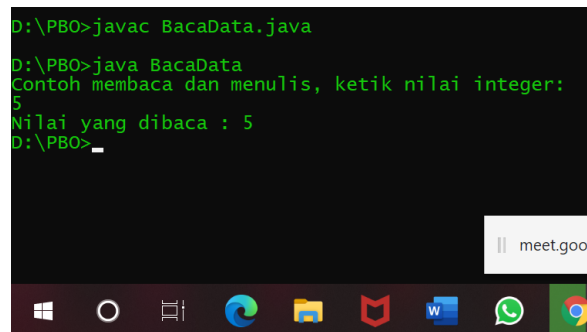
3. Output Program

```
D:\PBO>java ASIGNi
Karakter = A
Karakter = Z
Karakter = A
Karakter = Z
Bilangan integer (short) = 1
          (int) = 1
          (long)= 10000
Bilangan Real x = 50.20000076293945
Bilangan Real y = 50.2

D:\PBO>_
```
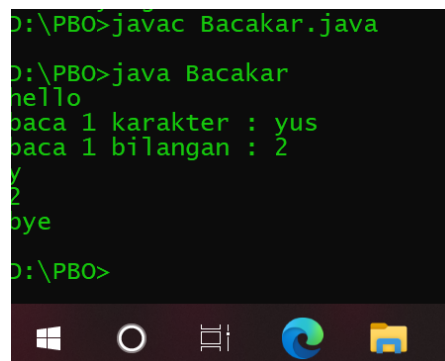
4. Output Program

```
D:\PBO>javac BacaData.java

D:\PBO>java BacaData
Contoh membaca dan menulis, ketik nilai integer:
5
Nilai yang dibaca : 5
D:\PBO>_
```
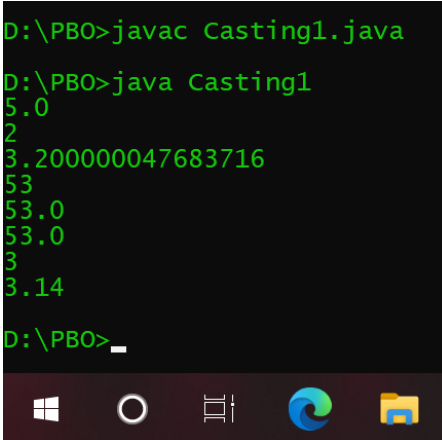
5. Output Program

```
D:\PBO>javac Bacakar.java

D:\PBO>java Bacakar
hello
baca 1 karakter : yus
baca 1 bilangan : 2
y
2
bye

D:\PBO>
```
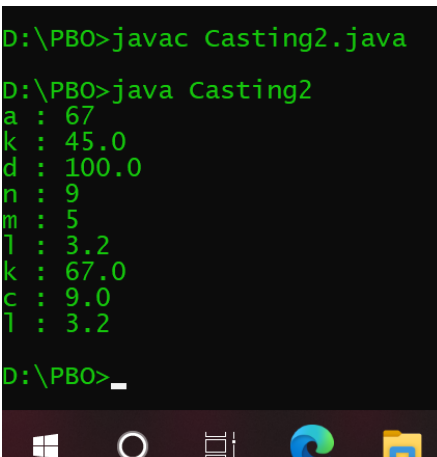
6. Output Program

```
D:\PBO>javac Casting1.java

D:\PBO>java Casting1
5.0
2
3.20000047683716
53
53.0
53.0
3
3.14

D:\PBO>_
```
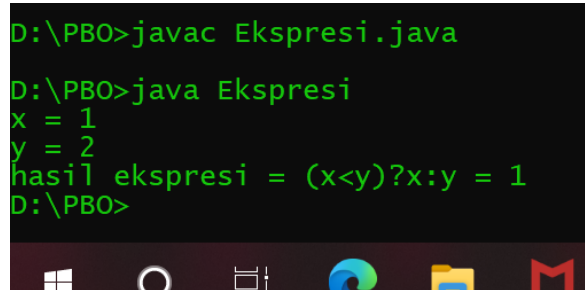
7. Output program

```
D:\PBO>javac Casting2.java

D:\PBO>java Casting2
a : 67
k : 45.0
d : 100.0
n : 9
m : 5
l : 3.2
k : 67.0
c : 9.0
l : 3.2

D:\PBO>_
```
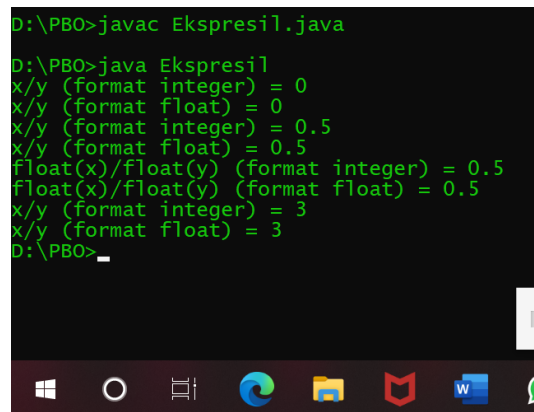
8. Output Program

```
D:\PBO>javac Ekspresi.java

D:\PBO>java Ekspresi
x = 1
y = 2
hasil ekspresi = (x<y)?x:y = 1
D:\PBO>
```
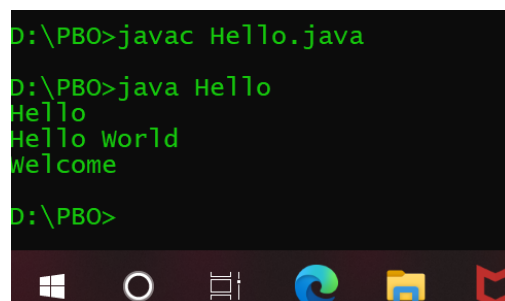
9. Output Program

```
D:\PBO>javac Ekspresil.java

D:\PBO>java Ekspresil
x/y (format integer) = 0
x/y (format float) = 0
x/y (format integer) = 0.5
x/y (format float) = 0.5
float(x)/float(y) (format integer) = 0.5
float(x)/float(y) (format float) = 0.5
x/y (format integer) = 3
x/y (format float) = 3
D:\PBO>
```

10. Output Program

```
D:\PBO>javac Hello.java

D:\PBO>java Hello
Hello
Hello World
Welcome

D:\PBO>
```
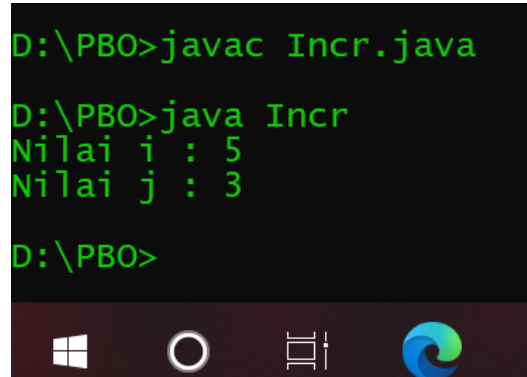
11. Output Program

```
D:\PBO>javac Incr.java

D:\PBO>java Incr
Nilai i : 5
Nilai j : 3

D:\PBO>
```
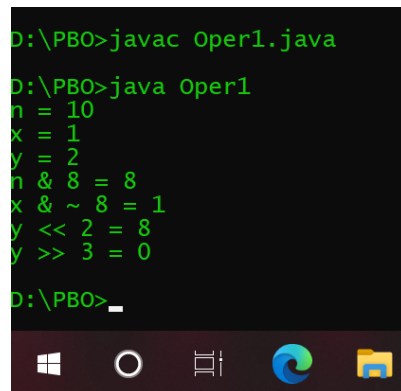
12. Output Program

```
D:\PBO>javac Oper1.java

D:\PBO>java Oper1
n = 10
x = 1
y = 2
n & 8 = 8
x & ~ 8 = 1
y << 2 = 8
y >> 3 = 0

D:\PBO>
```
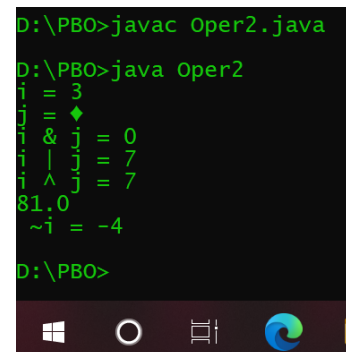
13. Output Program
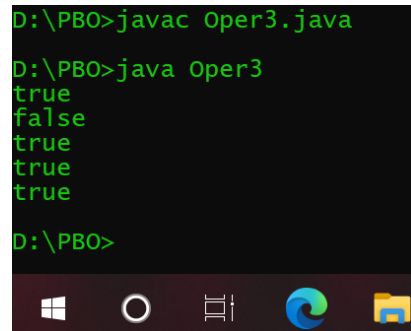
```
D:\PBO>javac Oper2.java

D:\PBO>java Oper2
i = 3
j = ♦
i & j = 0
i | j = 7
i ^ j = 7
81.0
 ~i = -4

D:\PBO>
```

14. Output Program

```
D:\PBO>javac Oper3.java

D:\PBO>java Oper3
true
false
true
true
true

D:\PBO>
```

15. Output Program

```
D:\PBO>javac Oper4.java

D:\PBO>java Oper4
Nilai e = 10
Nilai k = 0
Nilai k = 4
D:\PBO>
```

16. Output Program

```
D:\PBO>javac Operator.java

D:\PBO>java Operator
Silahkan baca teksnya dan tambahkan perintah untuk menampilkan output
Silahkan baca teksnya dan tambahkan perintah untuk menampilkan output

D:\PBO>
```