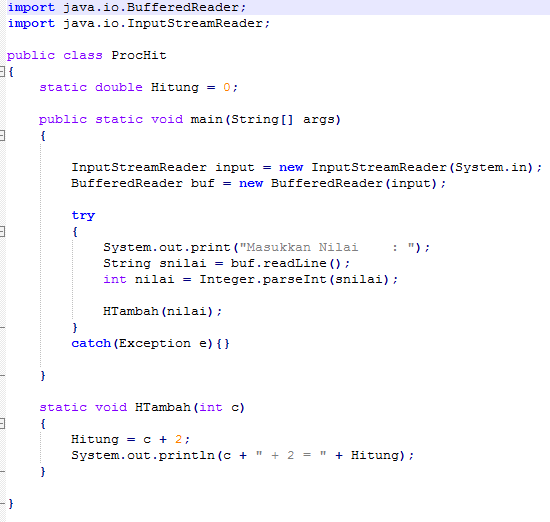
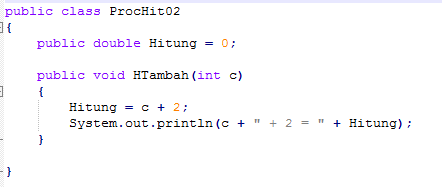
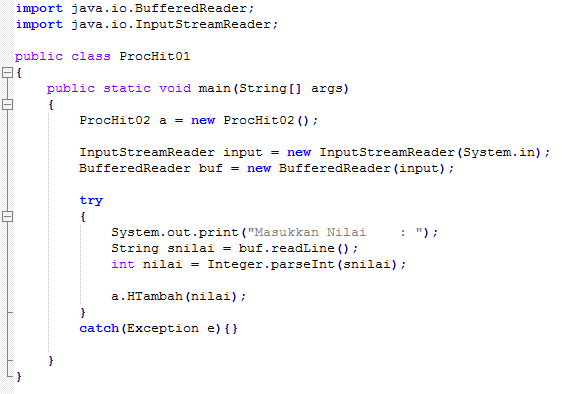
Buatlah program berikut



Buatlah program seperti di atas dengan menempatkan method Htambah pada Class yang berbeda



Class ProcHit02 dipanggil dari program berikut :



Tugas

Ubahlah program berikut seperti contoh di atas

import java.io.BufferedReader;

import java.io.InputStreamReader;

public class ProceHitung

{

static double Hitung = 0;

public static void main(String[] args)

{

InputStreamReader input = new InputStreamReader(System.in);

BufferedReader buf = new BufferedReader(input);

try

{

System.out.print("Masukkan Nilai : ");

String snilai = buf.readLine();

int nilai = Integer.parseInt(snilai);

System.out.println("");

System.out.println("Menu");

System.out.println("=====================");

System.out.println("1. Tambah 2");

System.out.println("2. Kurang 2");

System.out.println("3. Kali 2");

System.out.println("=====================");

System.out.print("Pilihan Anda : ");

String spilih = buf.readLine();

int pilih = Integer.parseInt(spilih);

System.out.println("");

HitungPilih(pilih, nilai);

}

catch(Exception e){}

}

//kumpulan procedure....

static void HitungPilih(int a, int b)

{

switch (a)

{

case 1 : HTambah(b);

break;

case 2 : HKurang(b);

break;

case 3 : HKali(b);

break;

}

}

static void HTambah(int c)

{

Hitung = c + 2;

System.out.println(c + " + 2 = " + Hitung);

}

static void HKurang(int c)

{

Hitung = c - 2;

System.out.println(c + " - 2 = " + Hitung);

}

static void HKali(int c)

{

Hitung = c \* 2;

System.out.println(c + " \* 2 = " + Hitung);

}

}