LAMPIRAN-LAMPIRAN

1. Lampiran A. Coding Konversi Celcius ke Reamur, Fahrenheit dan Kelvin

```
 override fun onCreate(savedInstanceState: Bundle?) {
super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_celcius_main)

        fun hitungSuhu(ncelcius:
Double){            val CtoK =
ncelcius + 273
kelvinC.text = CtoK.toString()
val CtoR = 0.8 * ncelcius
reamurC.text = CtoR.toString()
val CtoF = 1.8 * ncelcius + 32
            fahrenheitC.text = CtoF.toString()
        }
        bottomC.setOnClickListener {

            val scelcius =
findViewById<EditText>(R.id.celciusC)          val skelvin
= findViewById<TextView>(R.id.kelvinC)          val
sreamur = findViewById<TextView>(R.id.reamurC)
val sfahrenheit =
findViewById<TextView>(R.id.fahrenheitC)

            val bundle = Bundle()
            val tcelcius = celciusC.text

            if (tcelcius.isNullOrBlank()) {
                celciusC.error = "Suhu tidak boleh kosong"
celciusC.requestFocus()
            }else{
                hitungSuhu(tcelcius.toString().toDouble())
bundle.putString("CtoC", scelcius.text.toString())
bundle.putString("CtoK", skelvin.text.toString())
bundle.putString("CtoR", sreamur.text.toString())
bundle.putString("CtoF", sfahrenheit.text.toString())
intent = Intent(this, HasilActivity::class.java)
intent.putExtras(bundle)
                startActivity(intent)
            }
        }
    }
}
```

2. Lampiran B. Coding Konversi Reamur ke Celcius, Fahrenheit dan Kelvin

```
override fun onCreate(savedInstanceState: Bundle?) {
super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_reamur_main)

        fun hitungSuhu(nreamur:
Double) {            val RtoK =
1.25 * nreamur + 273
kelvinR.text = RtoK.toString()
val RtoC = 1.25 * nreamur
celciusR.text = RtoC.toString()
val RtoF = 2.25 * nreamur + 32
            fahrenheitR.text = RtoF.toString()
        }

        bottomR.setOnClickListener{            val sreamur =
findViewById<EditText>(R.id.reamurR)            val skelvin
= findViewById<TextView>(R.id.kelvinR)            val
scelcius = findViewById<TextView>(R.id.celciusR)
val sfahrenheit =
findViewById<TextView>(R.id.fahrenheitR)

            val bundle = Bundle()
            val treamur = reamurR.text

            if (treamur.isNullOrBlank()){
                reamurR.error = "Suhu tidak boleh kosong"
reamurR.requestFocus()
            }else{
                hitungSuhu(treamur.toString().toDouble())
bundle.putString("RtoC", scelcius.text.toString())
bundle.putString("RtoK", skelvin.text.toString())
bundle.putString("RtoR", sreamur.text.toString())
bundle.putString("RtoF", sfahrenheit.text.toString())
intent = Intent(this, Hasil2Activity::class.java)
intent.putExtras(bundle)
                startActivity(intent)
            }
        }
    }
}
```

3. Lampiran C. Coding Konversi Fahrenheit ke Celcius, Reamur dan Kelvin

```
override fun onCreate(savedInstanceState: Bundle?) {
super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_fahrenheit_main)

        fun hitungSuhu(nfahrenheit:
Double) {            val FtoK =
(nfahrenheit - 32) / 9 * 5 + 273
kelvinF.text = FtoK.toString()
val FtoC = (nfahrenheit - 32) / 9 * 5
celciusF.text = FtoC.toString()
val FtoR = (nfahrenheit - 32) / 9 * 4
            reamurF.text = FtoR.toString()
        }
        bottomF.setOnClickListener{            val sfahrenheit =
findViewById<EditText>(R.id.fahrenheitF)            val
skelvin = findViewById<TextView>(R.id.kelvinF)
val scelcius = findViewById<TextView>(R.id.celciusF)
val sreamur = findViewById<TextView>(R.id.reamurF)

            val bundle = Bundle()
            val tfahrenheit = fahrenheitF.text

            if (tfahrenheit.isNullOrBlank()){
                fahrenheitF.error = "Suhu tidak boleh kosong"
fahrenheitF.requestFocus()
            }else{
                hitungSuhu(tfahrenheit.toString().toDouble())
bundle.putString("FtoC", scelcius.text.toString())
bundle.putString("FtoK", skelvin.text.toString())
bundle.putString("FtoR", sreamur.text.toString())
bundle.putString("FtoF", sfahrenheit.text.toString())
intent = Intent(this, Hasil3Activity::class.java)
intent.putExtras(bundle)
                startActivity(intent)
            }
        }
    }
}
```

4. Lampiran D. Coding Konversi Kelvin ke Celcius, Reamur dan Fahrenheit

```
override fun onCreate(savedInstanceState: Bundle?) {
super.onCreate(savedInstanceState)
        setContentView(R.layout.activity_kelvin_main)

        fun hitungSuhu(nkelvin:
Double) {            val KtoF =
(nkelvin - 273) / 5 * 9 + 32
fahrenheitK.text = KtoF.toString()
val KtoC = nkelvin - 273
celciusK.text = KtoC.toString()
val KtoR = (nkelvin - 273) / 5 * 4
            reamurK.text = KtoR.toString()
        }
        bottomK.setOnClickListener{            val skelvin =
findViewById<EditText>(R.id.kelvinK)            val
sfahrenheit = findViewById<TextView>(R.id.fahrenheitK)
val scelcius = findViewById<TextView>(R.id.celciusK)
val sreamur = findViewById<TextView>(R.id.reamurK)

            val bundle = Bundle()
            val tkelvin = kelvinK.text

            if (tkelvin.isNullOrBlank()){
                kelvinK.error = "Suhu tidak boleh kosong"
kelvinK.requestFocus()
            }else{
                hitungSuhu(tkelvin.toString().toDouble())
bundle.putString("KtoC", scelcius.text.toString())
bundle.putString("KtoK", skelvin.text.toString())
bundle.putString("KtoR", sreamur.text.toString())
bundle.putString("KtoF", sfahrenheit.text.toString())
intent = Intent(this, Hasil4Activity::class.java)
intent.putExtras(bundle)
                startActivity(intent)
            }
        }
    }
}
```