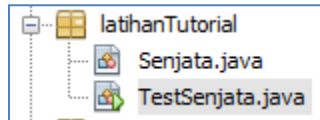


Latihan Pengenalan NetBeans

Waktu: 30 menit



Class Diagram	Netbeans' Class Navigator
<div><div>Senjata</div><div><div>-bunyi: String</div><div>-menusuk: boolean</div></div><div><div>+Senjata(bunyi: String)</div><div>-setBunyi(bunyi: String)</div><div>-getBunyi(): String</div><div>-setMenusuk(): String</div><div>-isMenusuk(): boolean</div><div>+menembak(int jumlah): void</div><div>+pasangBayonet(): void</div><div>+menusuk(): void</div></div></div>	<div>Senjata - Navigator X</div> <div>Members <empty></div> <div><div>Senjata</div><div><div>Senjata(String bunyi)</div><div>getBunyi() : String</div><div>isMenusuk() : boolean</div><div>menembak(int jumlah)</div><div>menusuk() : String</div><div>pasangBayonet()</div><div>setBunyi(String bunyi)</div><div>setMenusuk(boolean menusuk)</div><div>bunyi : String</div><div>menusuk : boolean</div></div></div>

Main Program	Output
<pre>package latihanTutorial; public class TestSenjata { public static void main(String[] args) { Senjata ak47 = new Senjata("TAR"); Senjata m16 = new Senjata("DOR"); System.out.print("AK47 Menembak 3x: "); ak47.menembak(3); System.out.print("M16 Menembak 1x: "); m16.menembak(1); System.out.println("AK47 menusuk: " + ak47.menusuk()); ak47.pasangBayonet(); System.out.println("AK47 menusuk: " + ak47.menusuk()); } }</pre>	<pre>run: AK47 Menembak 3x: TAR TAR TAR M16 Menembak 1x: DOR AK47 menusuk: Gagal, belum pasang bayonet Bayonet Terpasang AK47 menusuk: Jleb!</pre>

Buatlah program sesuai petunjuk diatas (diagram kelas, Main Program, dan Output) menggunakan IDE Netbeans!

Solusi implementasi kelas Senjata:

<pre>package latihanTutorial; public class Senjata { private String bunyi; private boolean menusuk; public Senjata(String bunyi) { this.bunyi = bunyi; this.menusuk = false; } private String getBunyi() { return bunyi; } private void setBunyi(String bunyi) { this.bunyi = bunyi; } private boolean isMenusuk() { return menusuk; } private void setMenusuk(boolean menusuk) { this.menusuk = menusuk; } </pre>	<pre> public void menembak(int jumlah) { for (int i = 0; i < jumlah; i++) { System.out.print(getBunyi() + " "); } System.out.println(""); } public void pasangBayonet() { setMenusuk(true); System.out.println("Bayonet Terpasang"); } public String menusuk() { if (isMenusuk()) { return "Jleb! "; } else { return "Gagal, belum pasang bayonet"; } } }</pre>
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NB:

- biasanya menggunakan shortcut ketika bekerja di lingkungan IDE (Netbeans), antara lain:

- Cut satu baris: ctrl + x
- Duplikasi baris: ctrl + shift + "down arrow"
- Auto complete : sout + tab
- Auto generate : insert code --> setter getter
- Auto rename all: refactor --> rename
- dll