

LAPORAN POSTTEST 4 PEMROGRAMAN BERORIENTASI OBJEK

=====

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CODINGAN :

```
- SepatuKickkers.java
package POSTTEST4;

/*
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 * Project Properties.
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 * and open the template in the editor.
 */

/**
 *
 * @author MSi-GAMING
 */
public class SepatuKickkers {
    private String a;
    private String b;
    private String c;
    private int d;

    SepatuKickkers(String artikel, String warna, String harga,
int total_brg) {
        this.a = artikel;
        this.b = warna;
        this.c = harga;
        this.d = total_brg;
    }

    SepatuKickkers() {
        return;
    }

    void dataDitambah() {
        System.out.println("Data Telah Ditambahkan !");
    }

    void dataDihapus() {
        System.out.println("Data Telah Dihapus !");
    }

    void dataDiubah() {
        System.out.println("Data Telah Diubah !");
    }
}
```

```

void dataDitampilkan() {
    System.out.println("Data Telah Ditampilkan !");
}
void dataSHow(){
    System.out.println("Show Menu !");
}

/**
 * @return the a
 */
public String getA() {
    return a;
}

/**
 * @param a the a to set
 */
public void setA(String a) {
    this.a = a;
}

/**
 * @return the b
 */
public String getB() {
    return b;
}

/**
 * @param b the b to set
 */
public void setB(String b) {
    this.b = b;
}

/**
 * @return the c
 */
public String getC() {
    return c;
}

/**
 * @param c the c to set
 */
public void setC(String c) {
    this.c = c;
}

/**
 * @return the d
 */
public int getD() {

```

```

        return d;
    }

    /**
     * @param d the d to set
     */
    public void setD(int d) {
        this.d = d;
    }
}

```

- Posttest4.java

```

package POSTTEST4;

import java.io.IOException;
import java.util.ArrayList;
import java.util.Scanner;

public class posttest4 {

    ArrayList<SepatuKickkers> data;
    boolean isEditing = false;
    Scanner input = new Scanner(System.in);

    public void clearScreen() {
        try {
            final String os = System.getProperty("os.name");
            if (os.contains("Windows")) {
                // clear screen untuk windows
                new ProcessBuilder("cmd", "/c", "cls")
                    .inheritIO()
                    .start()
                    .waitFor();
            } else {
                // clear screen untuk Linux, Unix, Mac
                Runtime.getRuntime().exec("clear");
                System.out.print("\033[H\033[2J");
                System.out.flush();
            }
        } catch (final IOException | InterruptedException e) {
            System.out.println("Error karena: " +
                e.getMessage());
        }
    }

    public void showMenu(ArrayList<SepatuKickkers> dt) {
        System.out.println("APLIKASI PENGELOLAAN DATA SEPATU  
BRAND KICKERS");
        System.out.println("          MATAHARI MALL LEMBUSWANA  
SAMARINDA          ");

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

```

```

        System.out.println("[1] Lihat data barang");
        System.out.println("[2] Tambah data barang");
        System.out.println("[3] Edit data barang");
        System.out.println("[4] Hapus data baraaang");
        System.out.println("[0] Keluar");
        System.out.println("-----
-----");
        System.out.print("Pilih menu :  ");

        String pilih = input.nextLine();

        switch (pilih) {
            case "1":
                System.out.println("APLIKASI PENGELOLAAN DATA
SEPATU BRAND KICKERS");
                System.out.println("          MATAHARI MALL
LEMBUSWANA SAMARINDA          ");

                System.out.println("=====
=====");
                System.out.println("[1] Lihat data barang");
                System.out.println("[2] Tambah data barang");
                System.out.println("[3] Edit data barang");
                System.out.println("[4] Hapus data baraaang");
                System.out.println("[0] Keluar");
                System.out.println("-----
-----");
                System.out.print("Pilih menu :  ");
                lihatdata(dt);
                break;
            case "2":
                tambahdata(dt);
                break;
            case "3":
                editdata(dt);
                break;
            case "4":
                hapusdata(dt);
                break;
            case "0":
                System.exit(0);
            default:
                System.out.println("Kamu salah pilih menu!");
                kembali();
                break;
        }
    }

    public void kembali() {
        System.out.println("");
        System.out.print("Tekan [Enter] untuk kembali..");
        input.nextLine();
        clearScreen();
    }
}

```

```

    public void lihatdata(ArrayList<SepatuKickkers> dt) {
        clearScreen();
        if (dt.size() > 0) {

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

System.out.println("NO\tARTIKEL\t\tWARNA\t\tHARGA\t\tTOTAL"
);

System.out.println("=====
=====");
            int index = 0;
            for (POSTTEST4.SepatuKickkers dt1 : dt) {
                String a = dt.get(index).getA();
                String b = dt.get(index).getB();
                String c = dt.get(index).getC();
                Integer d = dt.get(index).getD();

System.out.println(String.format("%d\t%s\t\t%s\t\t%s\t\t%s"
, index, a, b, c, d));
                System.out.println("-----
-----");
                index++;
            }
        } else {
            System.out.println("\nTidak ada data!");
        }

        if (!isEditing) {
            kembali();
        }
    }

    public void tambahdata(ArrayList<SepatuKickkers> dt) {
        clearScreen();

        System.out.print("\nMasukkan Artikel      : ");
        String a = input.nextLine();
        System.out.print("Masukkan Warna          : ");
        String b = input.nextLine();
        System.out.print("Masukkan Harga            : ");
        String c = input.nextLine();
        System.out.print("Masukkan Total Barang : ");
        int d = input.nextInt();

        SepatuKickkers dataSatu = new SepatuKickkers(a, b, c,
d);
        System.out.println(" ");
        dataSatu.dataDitambah();
        dataSatu.setA(a);
        dataSatu.setB(b);
        dataSatu.setC(c);
    }

```

```

        dataSatu.setD(d);
        dt.add(dataSatu);
        System.out.println("DITAMBAHKAN DENGAN GETTER");
        System.out.println("1. Artikel      : " +
dataSatu.getA());
        System.out.println("2. Warna      : " +
dataSatu.getB());
        System.out.println("3. Harga      : " +
dataSatu.getC());
        System.out.println("4. Total Barang : " +
dataSatu.getD());

        isEditing = false;
        kembali();
    }

    public void editdata(ArrayList<SepatuKickkers> dt) {
        isEditing = true;
        lihatdata(dt);

        try {
            System.out.println("-----");
            System.out.print("Pilih Indeks> ");
            int index = Integer.parseInt(input.nextLine());

            if (index > dt.size()) {
                throw new IndexOutOfBoundsException("Kamu
memasukan data yang salah!");
            } else {

                System.out.print("Data baru Artikel      : ");
                String newa = input.nextLine();
                System.out.print("Data baru Warna      : ");
                String newb = input.nextLine();
                System.out.print("Data baru Harga      : ");
                String newc = input.nextLine();
                System.out.print("Data baru Total Barang : ");
                int newd = input.nextInt();

                SepatuKickkers dataDua = new
SepatuKickkers(newa, newb, newc, newd);
                System.out.println(" ");
                dataDua.dataDiubah();
                dt.get(index).setA(newa);
                dt.get(index).setB(newb);
                dt.get(index).setC(newc);
                dt.get(index).setD(newd);
                System.out.println("DI UPDATE DENGAN SETTER");
                System.out.println("1. Artikel      : " +
dataDua.getA());
                System.out.println("2. Warna      : " +
dataDua.getB());
                System.out.println("3. Harga      : " +
dataDua.getC());

```

```

        System.out.println("4. Total Barang : " +
dataDua.getD());
    }
    } catch (IndexOutOfBoundsException |
NumberFormatException e) {
        System.out.println(e.getMessage());
    }

    isEditing = false;
    kembali();
}

public void hapusdata(ArrayList<SepatuKickkers> dt) {

    isEditing = true;
    lihatdata(dt);

    System.out.println("-----");
    System.out.print("Pilih Indeks> ");
    int index = Integer.parseInt(input.nextLine());

    try {
        if (index > dt.size()) {
            throw new IndexOutOfBoundsException("Kamu
memasukan data yang salah!");
        } else {

            System.out.println("Kamu akan menghapus Index
ke " + index);
            System.out.println("Apa kamu yakin?");
            System.out.print("Jawab (y/t): ");
            String jawab = input.nextLine();

            if (jawab.equalsIgnoreCase("y")) {
                dt.remove(index);
            }
        }
    } catch (IndexOutOfBoundsException e) {
        System.out.println(e.getMessage());
    }

    isEditing = false;
    kembali();
}
}

```

- Sepatu.java

```

package POSTTEST4;

/*
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Project Properties.

```

```

* To change this template file, choose Tools | Templates
* and open the template in the editor.
*/

/**
 *
 * @author MSi-GAMING
 */
public class Sepatu extends SepatuKickkers {
    private String a;
    private String b;
    private String c;
    private int d;

    public Sepatu(String artikel, String warna, String harga,
int total_brg) {
        super(artikel, warna, harga, total_brg);
        this.a = artikel;
        this.b = warna;
        this.c = harga;
        this.d = total_brg;
    }

    @Override
    void dataDitambah() {
        System.out.println("Data Telah Ditambahkan sebagai
sepatu !");
    }

    @Override
    void dataDihapus() {
        System.out.println("Data Telah Dihapus sebagai sepatu
!");
    }

    @Override
    void dataDiubah() {
        System.out.println("Data Telah Diubah sebagai sepatu
!");
    }

    @Override
    void dataDitampilkan() {
        System.out.println("Data Telah Ditampilkan sebagai
sepatu !");
    }

    @Override
    void dataSHow() {
        System.out.println("Ini show Menu !");
    }

    /**
     * @return the a

```



```

    */
    public String getA() {
        return a;
    }

    /**
     * @param a the a to set
     */
    public void setA(String a) {
        this.a = a;
    }

    /**
     * @return the b
     */
    public String getB() {
        return b;
    }

    /**
     * @param b the b to set
     */
    public void setB(String b) {
        this.b = b;
    }

    /**
     * @return the c
     */
    public String getC() {
        return c;
    }

    /**
     * @param c the c to set
     */
    public void setC(String c) {
        this.c = c;
    }

    /**
     * @return the d
     */
    public int getD() {
        return d;
    }

    /**
     * @param d the d to set
     */
    public void setD(int d) {
        this.d = d;
    }
}

```

- Sandal.java

```
package POSTTEST4;

/*
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 * Project Properties.
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 * and open the template in the editor.
 */

/**
 *
 * @author MSi-GAMING
 */
public class Sandal extends SepatuKickkers {
    private String a;
    private String b;
    private String c;
    private int d;

    public Sandal(String artikel, String warna, String harga,
int total_brg) {
        super(artikel, warna, harga, total_brg);
        this.a = artikel;
        this.b = warna;
        this.c = harga;
        this.d = total_brg;
    }

    @Override
    void dataDitambah() {
        System.out.println("Data Telah Ditambahkan sebagai
sendal !");
    }

    @Override
    void dataDihapus() {
        System.out.println("Data Telah Dihapus sebagai sendal
!");
    }

    @Override
    void dataDiubah() {
        System.out.println("Data Telah Diubah sebagai sendal
!");
    }

    @Override
    void dataDitampilkan() {
        System.out.println("Data Telah Ditampilkan sebagai
sendal !");
    }

    @Override
```

```

void dataShow() {
    System.out.println("Ini show Menu !");
}

/**
 * @return the a
 */
public String getA() {
    return a;
}

/**
 * @param a the a to set
 */
public void setA(String a) {
    this.a = a;
}

/**
 * @return the b
 */
public String getB() {
    return b;
}

/**
 * @param b the b to set
 */
public void setB(String b) {
    this.b = b;
}

/**
 * @return the c
 */
public String getC() {
    return c;
}

/**
 * @param c the c to set
 */
public void setC(String c) {
    this.c = c;
}

/**
 * @return the d
 */
public int getD() {
    return d;
}

/**

```

```

        * @param d the d to set
        */
        public void setD(int d) {
            this.d = d;
        }
    }

- main.java
/*
 * To change this license header, choose License Headers in
 * Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package POSTTEST4;

import java.io.IOException;
import java.util.ArrayList;
import java.util.Scanner;

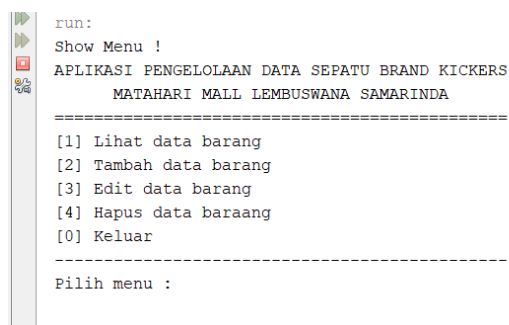
/**
 *
 * @author MSi-GAMING
 */
public class main {
    public static void main(String[] args) {

        posttest4 objek = new posttest4();
        SepatuKickkers s1 = new SepatuKickkers();

        // run the program
        ArrayList <SepatuKickkers> dt = new ArrayList<>();
        while (true) {
            s1.dataSHow();
            objek.showMenu(dt);
        }
    }
}

```

OUTPUT :



```

run:
Show Menu !
APLIKASI PENGELOLAAN DATA SEPATU BRAND KICKERS
MATAHARI MALL LEMBUSWANA SAMARINDA
=====
[1] Lihat data barang
[2] Tambah data barang
[3] Edit data barang
[4] Hapus data baraaang
[0] Keluar
-----
Pilih menu :

```

=====


APLIKASI PENGELOLAAN DATA SEPATU BRAND KICKERS
MATAHARI MALL LEMBUSWANA SAMARINDA

=====

- [1] Lihat data barang
 - [2] Tambah data barang
 - [3] Edit data barang
 - [4] Hapus data baraaang
 - [0] Keluar
-

Pilih menu :

Menu utama

Pilih menu : 

Tidak ada data!

Tekan [Enter] untuk kembali..|

Lihat data jika belum atau arraylist kosong

Pilih menu : 2



Masukkan Artikel : QWL
Masukkan Warna : MERAH
Masukkan Harga : 99000
Masukkan Total Barang : 43

Data Telah Ditambahkan !
DITAMBAHKAN DENGAN GETTER

- 1. Artikel : QWL
- 2. Warna : MERAH
- 3. Harga : 99000
- 4. Total Barang : 43

Tambah data

=====

NO	ARTIKEL	WARNA	HARGA	TOTAL
0	QWL	MERAH	99000	43

Tekan [Enter] untuk kembali..|

Lihat data jika data didalam arraylist ada isinya

Pilih menu : 3

NO	ARTIKEL	WARNA	HARGA	TOTAL
0	QWL	MERAH	99000	43

Pilih Indeks> 0

Data baru Artikel : ASW
Data baru Warna : HITAM
Data baru Harga : 100000
Data baru Total Barang : 30

Data Telah Diubah !
DI UPDATE DENGAN SETTER
1. Artikel : ASW
2. Warna : HITAM
3. Harga : 100000
4. Total Barang : 30

Edit data atau update data

Pilih menu : 1

NO	ARTIKEL	WARNA	HARGA	TOTAL
0	ASW	HITAM	100000	30

Tekan [Enter] untuk kembali..|

Data setelah di edit atau di update

Pilih menu : 4

NO	ARTIKEL	WARNA	HARGA	TOTAL
0	ASW	HITAM	100000	30

Pilih Indeks> 0
Kamu akan menghapus Index ke 0
Apa kamu yakin?
Jawab (y/t): Y

Tekan [Enter] untuk kembali..

Hapus data atau delete data

Pilih menu : 1

⬆Tidak ada data!

Tekan [Enter] untuk kembali..|

Data setelah di hapus