

# **LAPORAN REMIDI**

**Disusun sebagai  
MATA KULIAH : Pemrograman Berbasis Objek**

**Oleh:**

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**PROGRAM STUDI D-IV TEKNIK INFORMATIKA**

**JURUSAN TEKNOLOGI INFORMASI**

**POLITEKNIK NEGERI MALANG**

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## **KATA PENGANTAR**

Puji syukur penulis sampaikan kehadiran Tuhan Yang Maha Esa, karena atas segala rahmat dan hidayah-Nya dapat menyusun laporan ini. Penyusunan Laporan Tugas Jobsheet 6 ini tidak lepas dari bimbingan dan bantuan dari berbagai pihak, oleh karena penulis menyampaikan banyak terima kasih utamanya kepada:

1. Tuhan yang Maha Esa yaitu Allah SWT, karena dengan rahmat dan anugerahnya dapat menyelesaikan laporan tugas ini.
2. Orang tua yang telah memberikan semangat serta dukungan penuh sehingga laporan ini bisa disusun dengan baik.
3. Bapak Dian Hanifudin Subhi, selaku dosen Desain dan Pemrograman Berbasis Objek
4. Semua pihak yang telah ikut serta berperan dalam penyusunan laporan ini.

Malang, Oktober 2018

Alif Mohammad Sultan S

## 1. Class Computer

```
/*
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 * ProjectProperties.
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 * and open the template in the editor.
 */
package Com.AlifSultan;

/**
 *
 * @author Administrator
 */
public class Computer {
    private String merk;
    private String type;
    private String deviceKeComputer;

    public Computer(String merk, String type, String
deviceKeComputer) {
        this.merk = merk;
        this.type = type;
        this.deviceKeComputer = deviceKeComputer;
    }

    public String getMerk() {
        return merk;
    }

    public void setMerk(String merk) {
        this.merk = merk;
    }

    public String getType() {
        return type;
    }

    public void setType(String type) {
        this.type = type;
    }
}
```

```

    public String getDeviceKeComputer() {
        return deviceKeComputer;
    }

    public void setDeviceKeComputer(String deviceKeComputer) {
    }

    public String info(){
        String info = "";
        info += "Merk : "+this.merk+ "\n";
        info += "Type : "+this.type+ "\n";
        info += " Terhubung... "+this.deviceKeComputer+ "\n";
        return info;
    }
}

```

## 2. Class Keyboard

```

/*
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 * ProjectProperties.
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 * and open the template in the editor.
 */
package Com.AlifSultan;

/**
 *
 * @author Administrator
 */
class Keyboard {
    private String jenisKeyboard;
    private String merkKeyboard;
    private String deviceKeComputer;

    public Keyboard(String jenisKeyboard, String merkKeyboard,String
deviceKeComputer) {
        this.jenisKeyboard = jenisKeyboard;
    }
}

```

```

        this.merkKeyboard = merkKeyboard;
        this.deviceKeComputer = deviceKeComputer;
    }

    public String getJenisKeyboard() {
        return jenisKeyboard;
    }

    public void setJenisKeyboard(String jenisKeyboard) {
        this.jenisKeyboard = jenisKeyboard;
    }

    public String getMerkKeyboard() {
        return merkKeyboard;
    }

    public void setMerkKeyboard(String merkKeyboard) {
        this.merkKeyboard = merkKeyboard;
    }

    public String getDeviceKeComputer() {
        return deviceKeComputer;
    }

    public void setDeviceKeComputer(String deviceKeComputer) {
        this.deviceKeComputer = deviceKeComputer;
    }

    public String info(){
        String info = "";
        info += "Jenis Keyboard : "+this.jenisKeyboard+ "\n";
        info += "Merk Keyboard : "+this.merkKeyboard+ "\n";
        return info;
    }
}

```

### 3. Class Mouse

```

/*
 * 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 Com.AlifSultan;

/**
 *
 * @author Administrator
 */
class Mouse {
    private String jenisMouse;
    private String merkMouse;
    private String deviceKeComputer;

    public Mouse(String jenisMouse, String merkMouse,
StringdeviceKeComputer) {
        this.jenisMouse = jenisMouse;
        this.merkMouse = merkMouse;
        this.deviceKeComputer = deviceKeComputer;
    }

    public String getJenisMouse() {
        return jenisMouse;
    }

    public void setJenisMouse(String jenisMouse) {
        this.jenisMouse = jenisMouse;
    }

    public String getMerkMouse() {
        return merkMouse;
    }

    public void setMerkMouse(String merkMouse) {
        this.merkMouse = merkMouse;
    }

    public String getDeviceKeComputer() {
        return deviceKeComputer;
    }
}
```

```

    public void setDeviceKeComputer(String deviceKeComputer) {
        this.deviceKeComputer = deviceKeComputer;
    }

    public String info(){
        String info = "";
        info += "Jenis Mouse : "+this.jenisMouse+ "\n";
        info += "Merk Mouse : "+this.merkMouse+ "\n";
        return info;
    }
}

```

#### 4. Main class

```

/*
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ProjectProperties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package Com.AlifSultan;

/**
 *
 * @author Administrator
 */
public class MainComputer {
    public static void main(String[] args){
        Keyboard k = new Keyboard("qwerty","logitech","");
        Mouse m = new Mouse (" mouse gaming ", " logitech ", "");
        Computer com = new Computer(" ASUS ", " A 456U ", "");

        System.out.println("SUDAH TERSAMBUNG!!" +
com.getDeviceKeComputer());
        System.out.println ("Jenis Mouse yang saya gunakan :"+
m.getJenisMouse());
        System.out.println (".....");
        System.out.println ("merk keyboard saya : " +
k.getMerkKeyboard());
        System.out.println (".....");
    }
}

```

```
System.out.println (" " + k.info());
```

```
    }  
}
```

Hasil:

run:

**SUDAH TERSAMBUNG!!**

Jenis Mouse yang saya gunakan : mouse gaming

.....  
merk keyboard saya : logitech

.....  
Jenis Keyboard : qwerty

Merk Keyboard : logitech

**BUILD SUCCESSFUL** (total time: 0 seconds)

## 5. Class Diagram

