

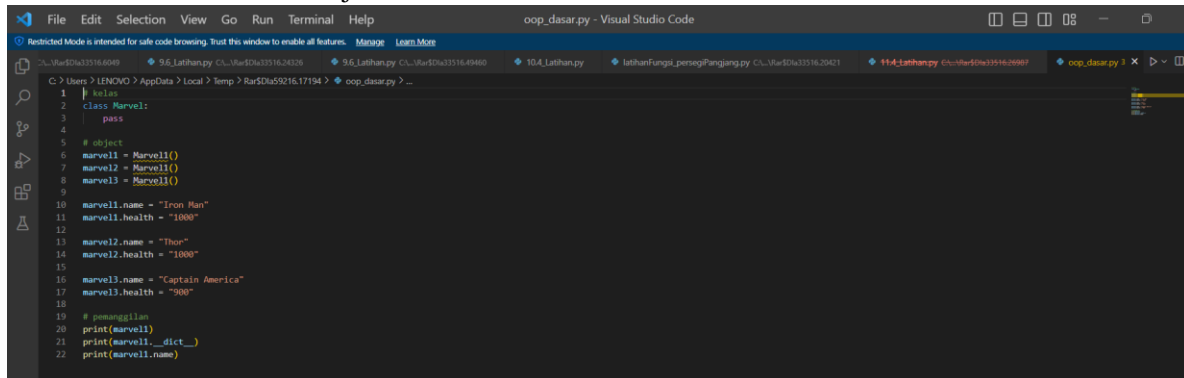
Nama : I Nengah Ariya Subawa

Nim : 211001067

Kelas : Informatika D

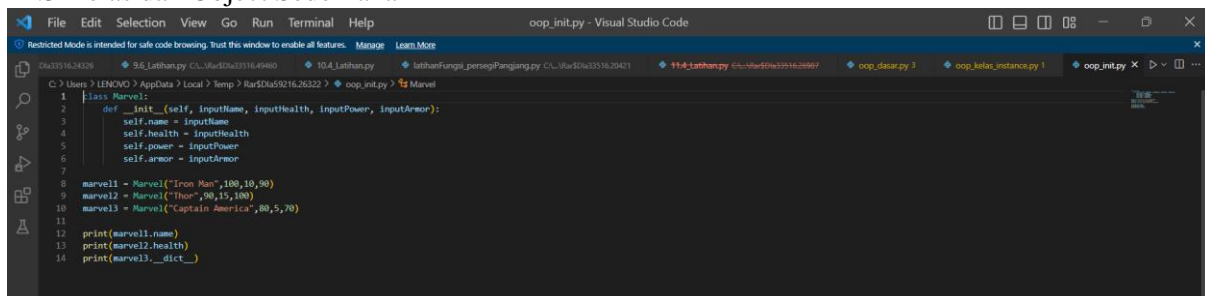
## Modul V

### 12.2 Perkenalan Kelas & Object



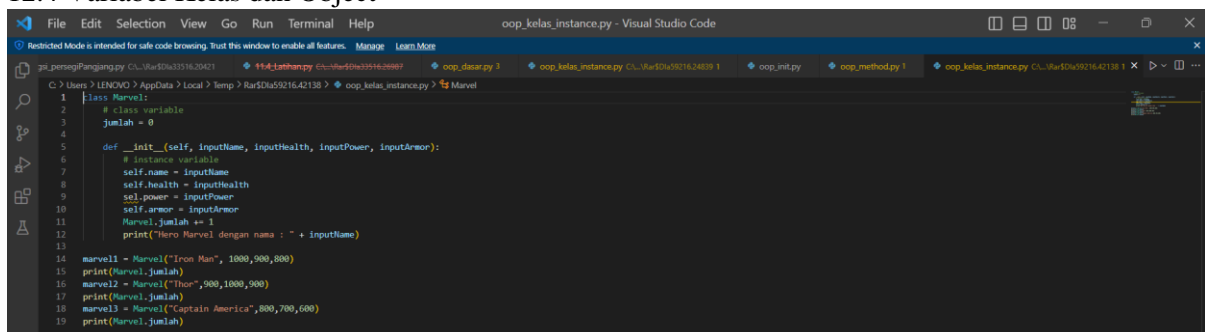
```
1 # kelas
2 class Marvel:
3     pass
4
5 # object
6 marvell1 = Marvel()
7 marvell2 = Marvel()
8 marvell3 = Marvel()
9
10 marvell1.name = "Iron Man"
11 marvell1.health = "1000"
12
13 marvell2.name = "Thor"
14 marvell2.health = "1000"
15
16 marvell3.name = "Captain America"
17 marvell3.health = "900"
18
19 # penugasilan
20 print(marvell1)
21 print(marvell1.__dict__)
22 print(marvell1.name)
```

### 12.3 Kelas dan Object Sederhana



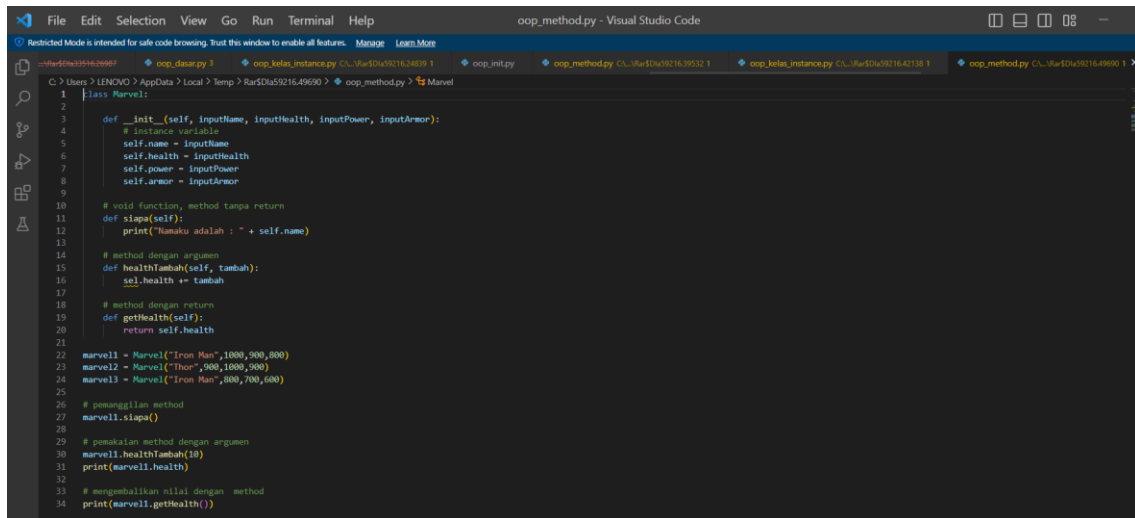
```
1 class Marvel:
2     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
3         self.name = inputName
4         self.health = inputHealth
5         self.power = inputPower
6         self.armor = inputArmor
7
8 marvell1 = Marvel("Iron Man", 100, 10, 90)
9 marvell2 = Marvel("Thor", 90, 15, 100)
10 marvell3 = Marvel("Captain America", 80, 5, 70)
11
12 print(marvell1.name)
13 print(marvell2.health)
14 print(marvell3.__dict__)
```

### 12.4 Variabel Kelas dan Object



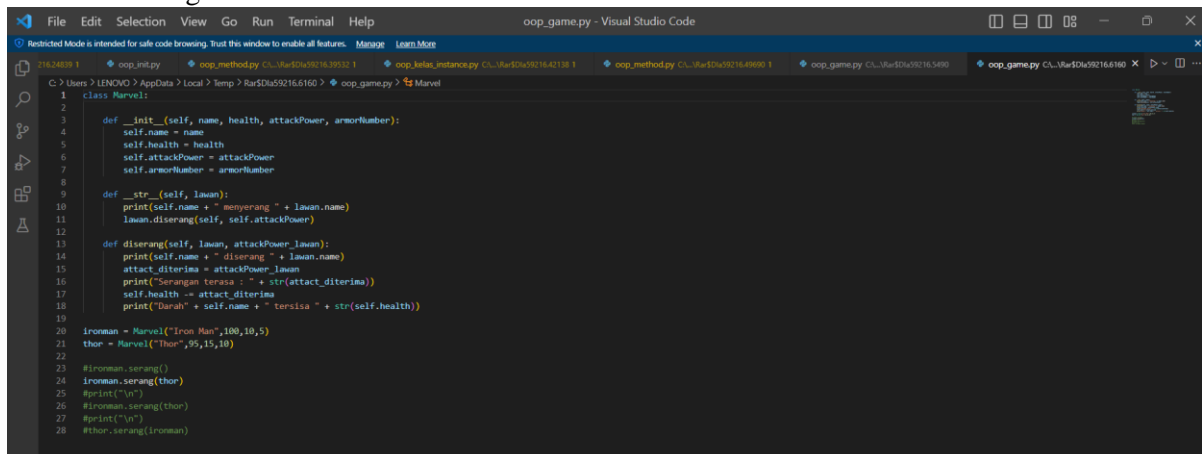
```
1 class Marvel:
2     # class variable
3     jumlah = 0
4
5     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
6         # instance variable
7         self.name = inputName
8         self.health = inputHealth
9         self.power = inputPower
10        self.armor = inputArmor
11        Marvel.jumlah += 1
12        print("Hero Marvel dengan nama : " + inputName)
13
14 marvell1 = Marvel("Iron Man", 1000, 900, 800)
15 print(Marvel.jumlah)
16 marvell2 = Marvel("Thor", 900, 1000, 900)
17 print(Marvel.jumlah)
18 marvell3 = Marvel("Captain America", 800, 700, 600)
19 print(Marvel.jumlah)
```

## 12.5 Method



```
1 class Marvel:
2
3     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
4         # instance variable
5         self.name = inputName
6         self.health = inputHealth
7         self.power = inputPower
8         self.armor = inputArmor
9
10    # void function, method tanpa return
11    def siapa(self):
12        print("Namaku adalah : " + self.name)
13
14    # method dengan argumen
15    def healthTambah(self, tambah):
16        self.health += tambah
17
18    # method dengan return
19    def getHealth(self):
20        return self.health
21
22    marvell = Marvel("Iron Man",1000,900,800)
23    marvel2 = Marvel("Thor",900,1000,900)
24    marvel3 = Marvel("Iron Man",800,700,600)
25
26    # pemanggilan method
27    marvell.siapa()
28
29    # pemakaian method dengan argumen
30    marvell.healthTambah(10)
31    print(marvell.health)
32
33    # mengembalikan nilai dengan method
34    print(marvell.getHealth())
```

## 12.6 Game dengan OOP



```
1 class Marvel:
2
3     def __init__(self, name, health, attackPower, armorNumber):
4         self.name = name
5         self.health = health
6         self.attackPower = attackPower
7         self.armorNumber = armorNumber
8
9     def __str__(self, lawan):
10        print(self.name + " menyerang " + lawan.name)
11        lawan.diserang(self, self.attackPower)
12
13    def diserang(self, lawan, attackPower_lawan):
14        print(self.name + " diserang " + lawan.name)
15        attack_diterima = attackPower_lawan
16        print("Serangan terasa : " + str(attack_diterima))
17        self.health -= attack_diterima
18        print("Darah" + self.name + " tersisa " + str(self.health))
19
20    ironman = Marvel("Iron Man",100,10,5)
21    thor = Marvel("Thor",95,15,10)
22
23    #ironman menyerang()
24    ironman.serang(thor)
25    #print("\n")
26    #ironman diserang(thor)
27    #print("\n")
28    #thor menyerang(ironman)
```