

LAPORAN PERTEMUAN 2

Barangmusik.java

```
package pert2;
```

```
public class Barangmusik {
```

```
    // Deklarasikan variabel/state
```

```
    String kode;
```

```
    String nama;
```

```
    double harga;
```

```
    int stok;
```

```
    // Constructor pertama: hanya kode & nama
```

```
    public Barangmusik(String kode, String nama) {
```

```
        this.kode = kode;
```

```
        this.nama = nama;
```

```
        this.harga = 0.0;
```

```
        this.stok = 0;
```

```
    }
```

```
    // Constructor kedua: kode, nama, harga
```

```
    public Barangmusik(String kode, String nama, double harga) {
```

```
        this.kode = kode;
```

```
        this.nama = nama;
```

```
        this.harga = harga;
```

```
        this.stok = 0;
```

```
    }
```

```
    // Constructor ketiga: data lengkap
```

```
    public Barangmusik(String kode, String nama, double harga, int stok) {
```

```
        this.kode = kode;
```

```
        this.nama = nama;
```

```
        this.harga = harga;
```

```
        this.stok = stok;
```

```

    }

    // Method ubah harga
    void ubahHarga(double hargaBaru) {
        this.harga = hargaBaru;
    }

    // Method tambah stok
    void tambahStok(int jumlah) {
        this.stok += jumlah;
    }

    // Method tampil info
    void tampilInfo() {
        System.out.println("Alat musik " + nama +
            " | Kode: " + kode +
            " | Harga: Rp " + harga +
            " | Stok: " + stok + " unit");
    }
}

```

UjiBarang.java

```

package pert2;

public class UjiBarang {
    public static void main(String[] args) {
        // Buat objek barang pertama: Gitar (hanya kode dan nama)
        Barangmusik gitar = new Barangmusik("GTR-001", "Gitar Akustik Yamaha");

        // Atur harga gitar
        gitar.ubahHarga(1500000.0);

        // Tambah stok gitar
        gitar.tambahStok(5);
    }
}

```

```
// Buat objek barang kedua: Drum (data lengkap)
Barangmusik drum = new Barangmusik("DRM-001", "Drum Set Pearl", 8500000.0, 3);

// Tampilkan informasi kedua barang
System.out.println("=== INVENTARIS TOKO NADAKITA ===");
gitar.tampilInfo();
drum.tampilInfo();
}
}
```

Output :

```
"C:\Program Files\Java\jdk1.8.0_111\bin\java.exe" ...
=== INVENTARIS TOKO NADAKITA ===
Alat musik Gitar Akustik Yamaha | Kode: GTR-001 | Harga: Rp 1500000.0 | Stok: 5 unit
Alat musik Drum Set Pearl | Kode: DRM-001 | Harga: Rp 8500000.0 | Stok: 3 unit
```