# Jobsheet OOP 2

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|---|---|
| Type | Assignment |
| Semester | Semester 3 |
| Subject | Object Oriented Programming |
| Time | @September 12, 2023 |

# Percobaan 1

1. Class diagram

| Karyawan |
|---|
| id : String nama : String jenisKelamin : char jabatan : String gaji : double |
| tampilBiodata() : void tampilGaji() : void |

2. Class Karyawan
3. id: String
   nama: String
   jenisKelamin: char
   jabatan: String
   gaji: double
4. tampilBiodata(): void
   tambilGaji(): void

# Percobaan 2

7. process :

   ```
   public int nim;
   ```

   ```
   public String nama;
   ```

   ```
   public String alamat;
   ```

   ```
   public String kelas;
   ```

8. process :

   ```
   public void tampilBiodata(){...}
   ```

9. 1 object :

   `mhs1`

10. the syntax is initiating the `mhs1.nim` with `101`
11. the syntax is calling the `mhs1.tampilBiodata()` method in class `Mahasiswa`
12. 2 more objects

```
Mahasiswa mhs2 = new Mahasiswa();
mhs2.nim = 99;
mhs2.nama = "Fajar";
mhs2.alamat = "Jl. Gatot Kaca No 89";
mhs2.kelas = "2c";
mhs2.tampilBiodata();
```

```
Mahasiswa mhs3 = new Mahasiswa();
mhs3.nim = 70;
mhs3.nama = "Khan";
mhs3.alamat = "Jl. Hindia No 9";
mhs3.kelas = "3i";
mhs3.tampilBiodata();
```

# Percobaan 3

7. the usage of argument is to insert new variable that we need to input for
8. `return` is used to give value back to the caller so that we can have new value for it,
   we need `return` when the method isn't void or the method is needed a new value
   for it

# Task

1. class

| VideoGame |
| --- |
| id : String namaMember : String namaGame : String harga : double |
| printData() : void totalHarga() : double |

2. code

- VideoGame class :

```
public class VideoGame{
    public String id, namaMember, namaGame;
    public double harga;


    public void printData() {
        System.out.println("ID\t\t\t: " + id);
        System.out.println("Nama\t\t: " + namaMember);
        System.out.println("Nama Game\t: " + namaGame);
        System.out.println("Harga\t\t: Rp " + harga);
    }
    public double totalHarga(double sewa) {
        harga *= sewa;
        return harga;
    }
}
```

- Main class :

```
public class Main{
    public static void main(String[] args) {
        VideoGame game = new VideoGame();
        game.id = "889293";
        game.namaMember = "Selapur";
        game.namaGame = "Kuli Simulator";
        game.harga = 20_000;
        game.totalHarga(3);
        game.printData();
    }
}
```

3. code

```
public class Lingkaran{
    public double phi, r;


    double hitungLuas(double phi, double r) {
        double L = phi * r * r;
        return L;
```

```
    }
    double hitungKeliling(double phi, double r) {
        double K = phi * r * 2;
        return K;
    }
}
```

4. code

```
public class Barang{
    public String kode, namaBarang;
    public int hargaDasar;
    public float diskon;

    public int hitungHargaJual() {
        return hargaDasar - ((int)(diskon * hargaDasar));
    }
    public void tampilData() {
        System.out.println("Kode\t\t: " + kode);
        System.out.println("Nama Barang\t: " + namaBarang);
        System.out.println("Harga Dasar\t: " + hargaDasar);
        System.out.println("Harga Jual\t: " + hitungHargaJual());
    }
}
```