**LAPORAN PRAKTIKUM PEMROGRAMAN BEORIENTASI OBJEK**

“Tugas 11 – Studi Kasus Perpustakaan dengan Java*”*

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1. **Objek**
2. Objek member:

* libraryService.registerMember(new Member("Dewi", "MEM001"));
* libraryService.registerMember(new Member("Eka", "MEM002"));

1. Objek buku

* libraryService.addBook(new Book("Pemrograman Java", "Andi", "ISBN001"));
* libraryService.addBook(new Book("Struktur Data", "Budi", "ISBN002"));
* libraryService.addBook(new Book("Basis Data", "Cici", "ISBN003"));

1. **Skenario Member**

* Member mencari buku

A screenshot of a computer

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* Member meminjam buku yang tersedia

A computer screen shot of a black background

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1. **Skenario petugas**

* Petugas menambah buku

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* Petugas menambah member

A screenshot of a computer program

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* Petugas melihat daftar buku

A computer screen shot of a computer program

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* Petugas melihat daftar member

A screenshot of a computer screen

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