**LAPORAN TUGAS PRAKTIKUM**

**PEMROGRAMAN BERORIENTASI OBJEK**

*Laporan ini disusun untuk memenuhi Tugas Mata Kuliah Pemrograman Berorientasi Objek*



Disusun Oleh :

Benny Yoga Suhardi 211511035

**PROGRAM STUDI D3 TEKNIK INFORMATIKA**

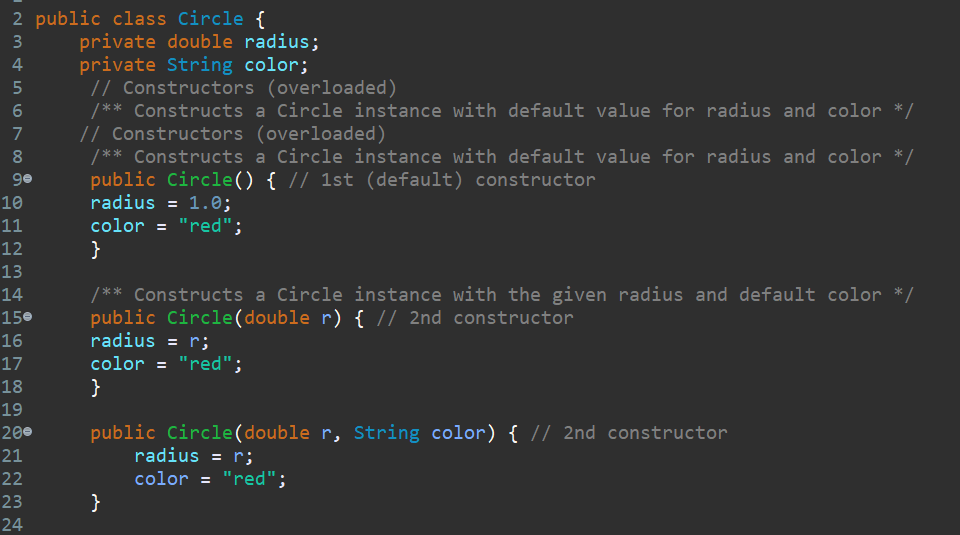
**JURUSAN TEKNIK KOMPUTER DAN INFORMATIKA**

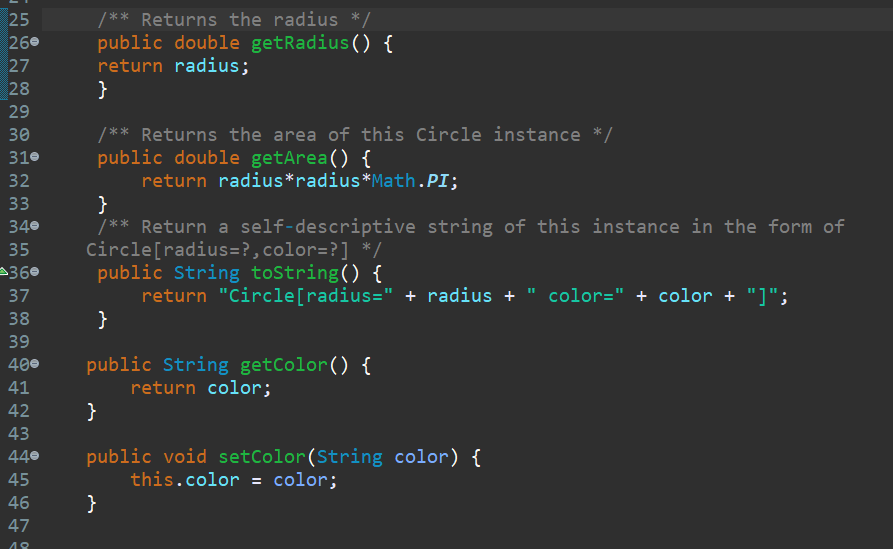
**POLITEKNIK NEGERI BANDUNG**

**TAHUN 2022**

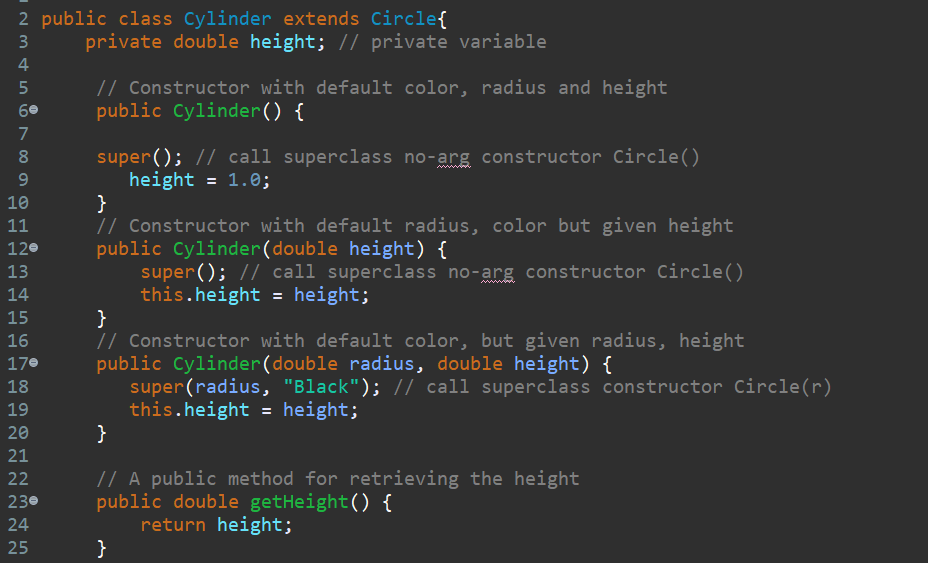
**Task 1**

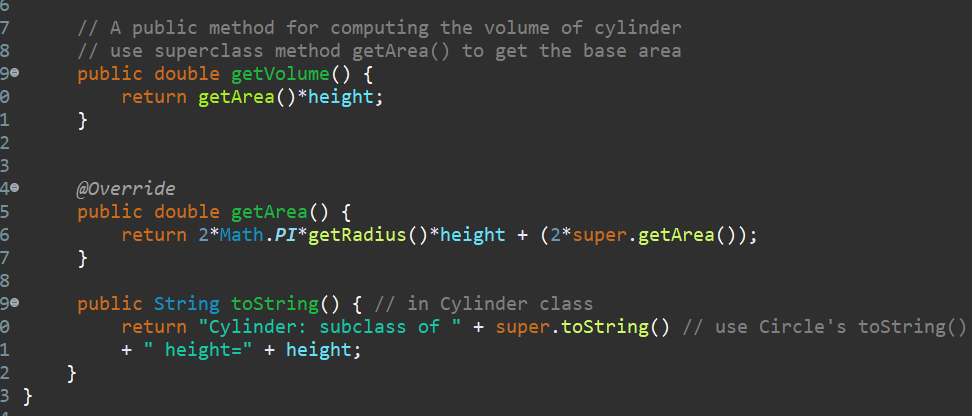
Class Circle



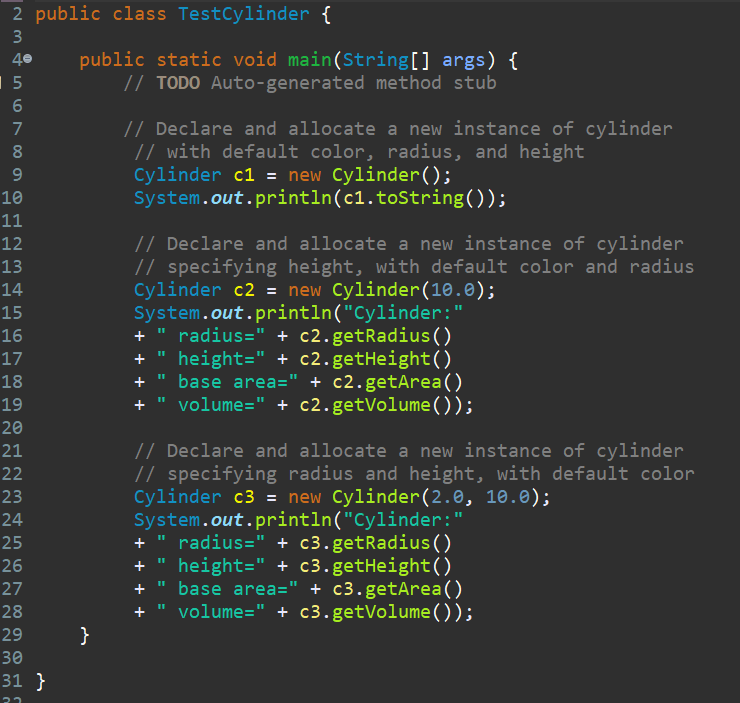


Class Cylinder extend Circle

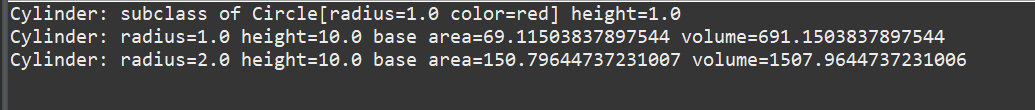




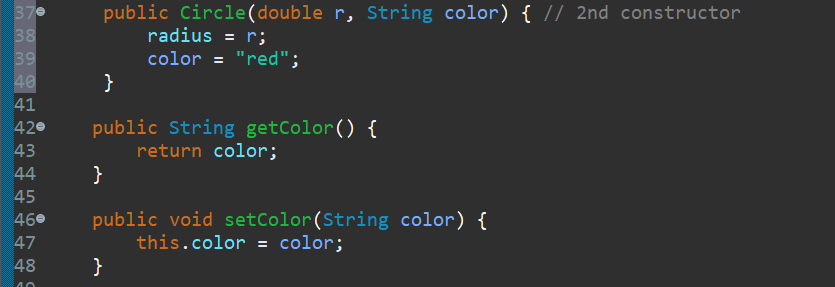
Main Class



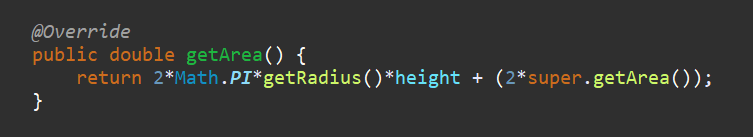
**Result**



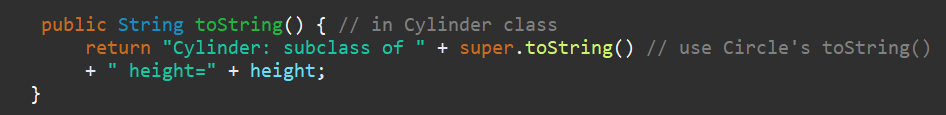
Task 1.1 (Modify Circle Class)



Task 1.2 (Overriding GetArea)

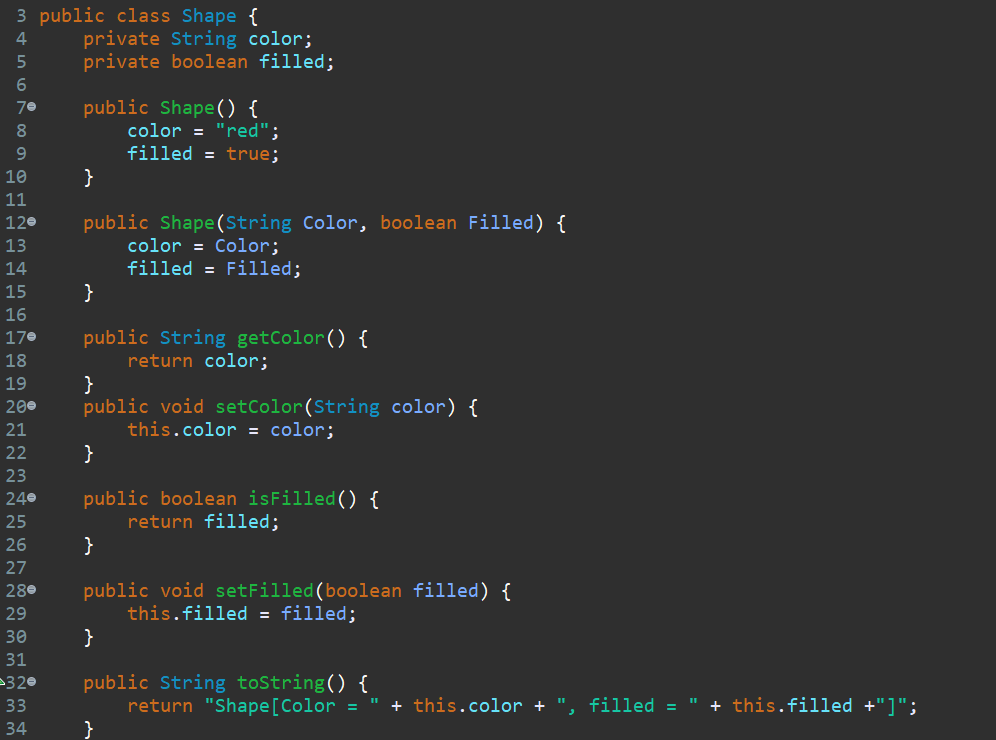


Task 1.3 Provide toString() method



**Task 2**

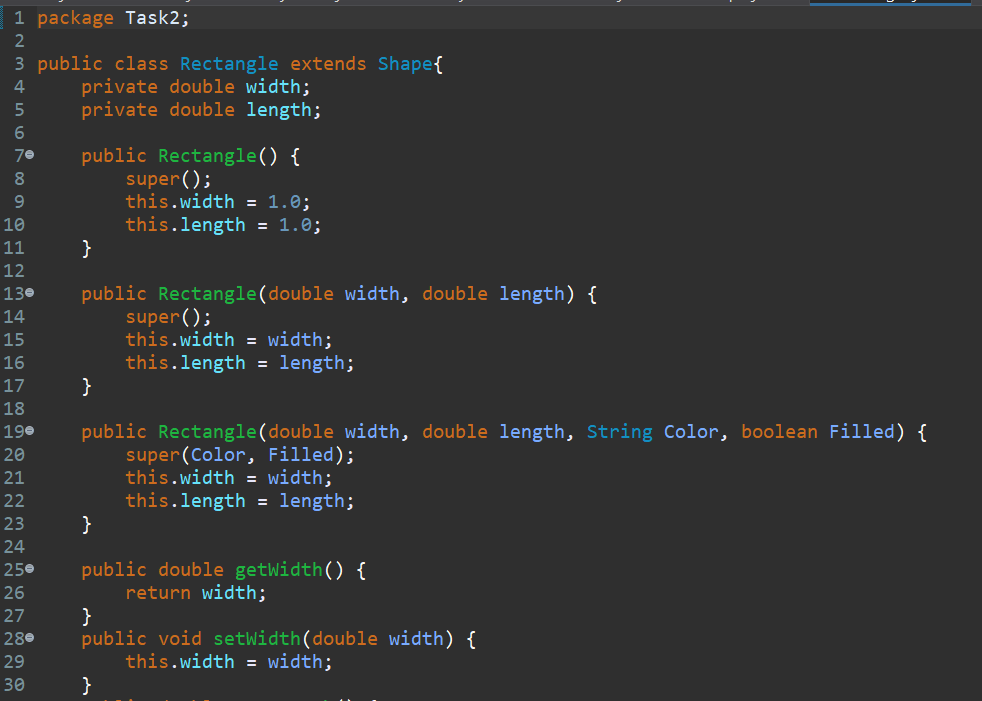
Class Shape

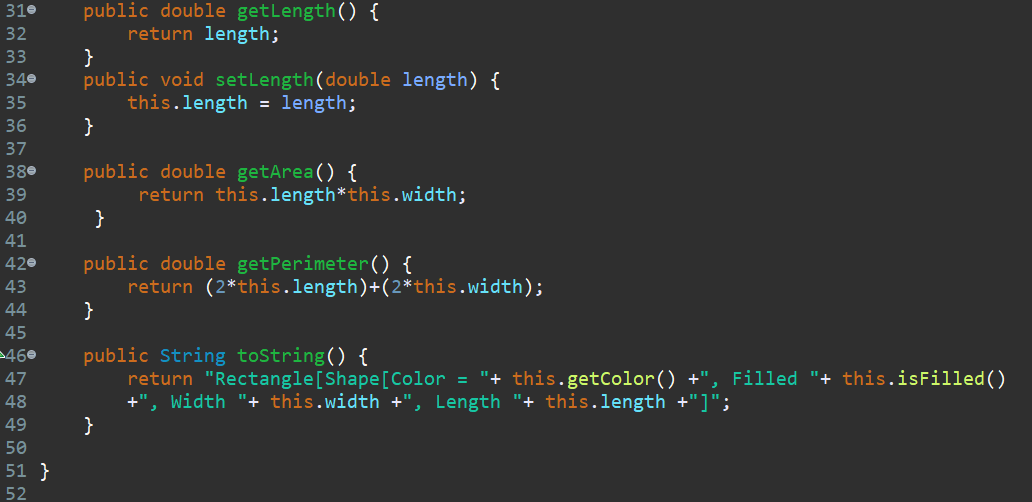


Class Circle extends Shape



Class Rectangle Extend Shape

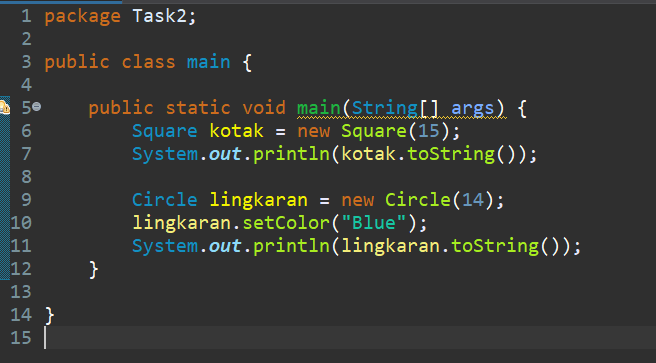




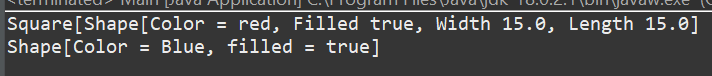
Class Square Extend Rectangle



Main Class

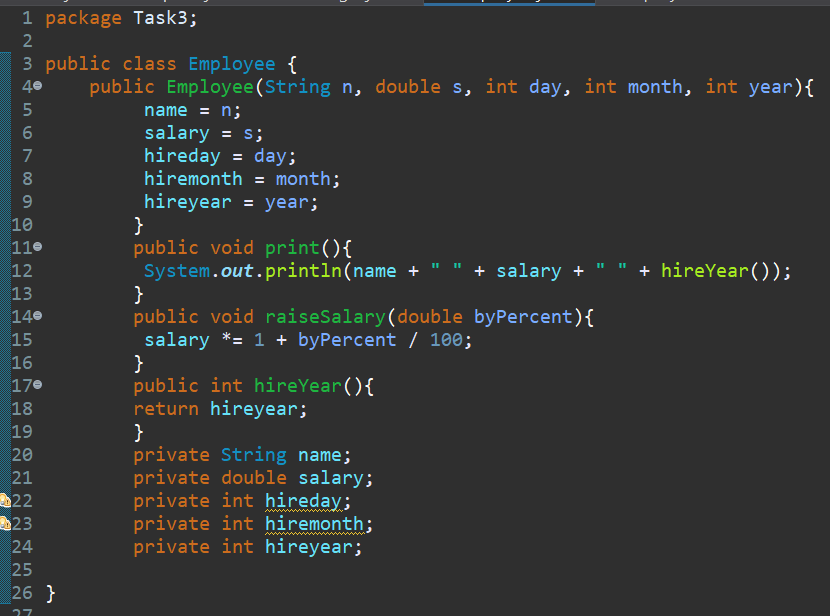


Result

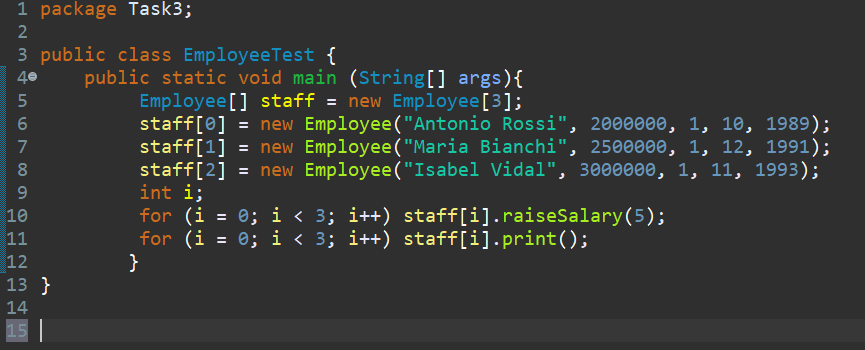


**Task 3**

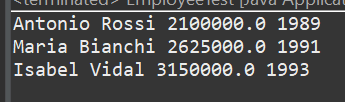
Class Employee



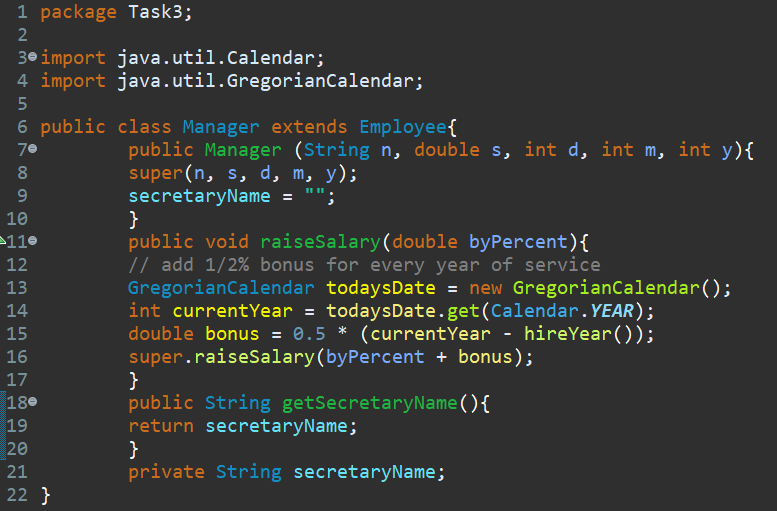
Class EmployeeTest



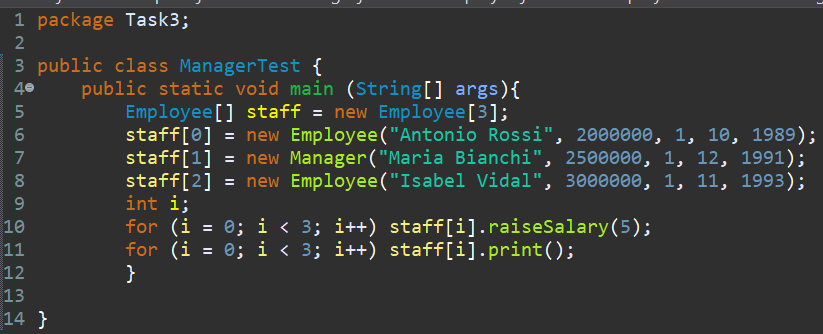
Result



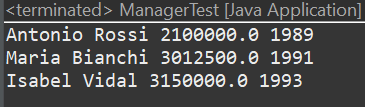
Class Manager



Class ManagerTest

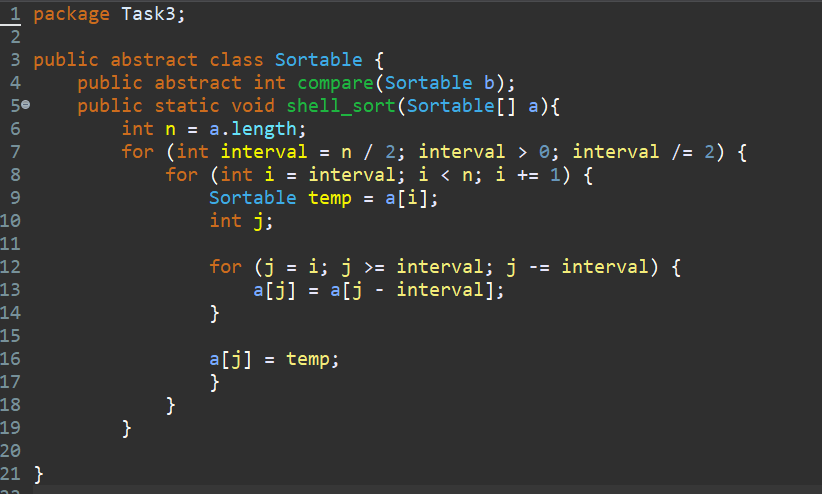


Result

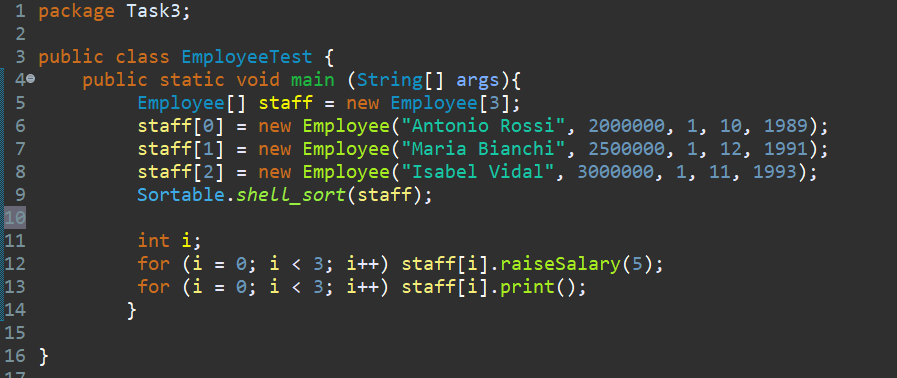


Case 1 (adding ShellSort)

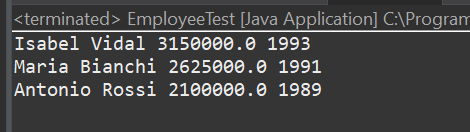
Class ShellShort



Main Program



Result With ShellSort



**Link Github :** [BennyYoga/PBO\_Praktikum (github.com)](https://github.com/BennyYoga/PBO_Praktikum)