LAPORAN PRAKTIKUM 4
PEMROGRAMAN BERORIENTASI OBYEK

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1. Source Code :

```java
package praktikum4;

/**
 *
 * @author Cinderella
 */
public class Dosen extends Orng {
    private int nip;
    public Dosen(String nama){
        this.nama=nama;
    }
    public Dosen(String nama, int nip){
        this.nama=nama;
        this.nip=nip;
    }
    public Dosen(String nama, int nip, int umur){
        this.nama=nama;
        this.umur=umur;
        this.nip=nip;
    }

    public void info(){
        System.out.println("Nama : " + nama);
        System.out.println ("NIP : " + nip);
        System.out.println("Umur : " + umur);
    }
}
```

```java
package praktikum4;

/**
 *
 * @author Cinderella
 */
public class Orng {
    protected String nama;
    protected int umur;

    public void Orang (String nama){
        this.nama=nama;
    }
    public void Orang (String nama, int umur){
        this.nama=nama;
        this.umur=umur;
    }
}
```

```java
package praktikum4;

/**
 *
 * @author Cinderella
 */
public class Main {
    public static void main(String[] args) {
        System.out.println("Memasukkan Identitas Dosen 1 : Budi");
        Dosen dosen1 = new Dosen("Budi");

        System.out.println("Memasukkan Identitas Dosen 2 : Sadi, NIP. 1093");
        Dosen dosen2 = new Dosen("Sadi", 1093);

        System.out.println("Memasukkan Identitas Dosen 3 : Joko, NIP. 1923, umur 30");
        Dosen dosen3 = new Dosen("Joko", 1923, 30);

        System.out.println();
        dosen1.info();
        System.out.println();
        dosen2.info();
        System.out.println();
        dosen3.info();
    }
}
```

Output :

```
run:
Memasukkan Identitas Dosen 1 : Budi
Memasukkan Identitas Dosen 2 : Sadi, NIP. 1093
Memasukkan Identitas Dosen 3 : Joko, NIP. 1923, umur 30

Nama : Budi
NIP : 0
Umur : 0

Nama : Sadi
NIP : 1093
Umur : 0

Nama : Joko
NIP : 1923
Umur : 30
BUILD SUCCESSFUL (total time: 0 seconds)
```

2. Source Code :

```java
package prak4;

/**
 *
 * @author Cinderella
 */
public class ReRataNilai {
    public int average(int a, int b){
        return(a+b)/2;
    }
    public double average(double a, double b){
        return (a+b)/2;
    }
    public int average(int a, int b, int c){
        return (a+b+c)/3;
    }
}
```

```java
package prak4;

/**
 *
 * @author Cinderella
 */
public class Main {
    public static void main(String[] args) {
        ReRataNilai rn = new ReRataNilai();
        System.out.println("Rerata nilai 18 dan 12 adalah : "+rn.average(18, 12));
        System.out.println("Rerata nilai 20.4 dan 10.5 adalah : "+rn.average(20.4, 10.5));
        System.out.println("Rerata nilai 109, 342 dan 197 adalah : "+rn.average(109, 342, 197));
    }
}
```

Output :

```
run:
Rerata nilai 18 dan 12 adalah : 15
Rerata nilai 20.4 dan 10.5 adalah : 15.45
Rerata nilai 109, 342 dan 197 adalah : 216
BUILD SUCCESSFUL (total time: 0 seconds)
```

3. Source Code :

```java
package katak;

/**
 *
 * @author Cinderella
 */
public class Kecebong extends Katak {
    double panjangEkor;
    public Kecebong(int umur, String nama, double panjangEkor){
        super(umur,nama);
        this.panjangEkor=panjangEkor;
    }
}
```

```java
package katak;

/**
 *
 * @author Cinderella
 */
public class Katak {
    int umur;
    String nama;
    public Katak(int umur, String nama){
        this.umur=umur;
        this.nama=nama;
    }
    public String caraBergerak(){
        if(umur>2){
            return "melompat";
        }
        else{
            return "berenang";
        }
    }
}
```

```java
package katak;

/**
 *
 * @author Cinderella
 */
public class Main {
    public static void main(String[] args) {
        Katak O1 = new Katak(4,"Joni");
        Kecebong O2 = new Kecebong(1,"Jojon",8);
        System.out.println("Obyek O1");
        System.out.println("Umur : "+O1.umur);
        System.out.println("Nama : "+O1.nama);
        System.out.println("Cara bergerak : "+O1.caraBergerak());
        System.out.println();
        System.out.println("Obyek O2");
        System.out.println("Umur : "+O2.umur);
        System.out.println("Nama : "+O2.nama);
        System.out.println("Panjang ekor : "+O2.panjangEkor);
        System.out.println("Cara bergerak : "+O2.caraBergerak());
    }
}
```

Output :

```
run:
Obyek O1
Umur : 4
Nama : Joni
Cara bergerak : melompat

Obyek O2
Umur : 1
Nama : Jojon
Panjang ekor : 8.0
Cara bergerak : berenang
BUILD SUCCESSFUL (total time: 0 seconds)
```