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Kelas : B1

POSTTEST 5 PEMROGRAMAN BERORIENTASI OBJEK

INSTRUKSI

Lanjutkan project posttest sebelumnya, buat folder baru Posttest5 dan copy file posttest sebelumnya ke folder baru (jika memang tidak ubah judul).

Sertakan SS program dalam bentuk pdf

INSTRUKSI PADA PROGRAM JAVA

Instruksi pada posttest sebelumnya tetap wajib diterapkan pada posttest ini.

Final

- Terapkan keyword final pada program kalian sebelumnya

(Satu untuk class , satu untuk atribut variable dan satu untuk method)

Catatan: boleh menggunakan property yang ada atau buat property baru

Abstract

- Ubah kelas Parent/Super pada inheritance program kalian menjadiKelas Abstrak / Abstract Class
- Jadikan method pada superclass yang di override oleh pewaris(child/sub) menjadi abstract method

Catatan: boleh menggunakan method yang ada atau buat method baru

1. Ss Program

a. Add data perusahaan baru

| - | MENU = | |
|-------------|--|---|
| | | |
| - | [1] Read Asset = | |
| | [2] Add Asset = | |
| - | [3] Update Asset | |
| - | [4] Delete Asset = | |
| - | [5] Exit = | 4 |
| | | |
| Pilih Menu: | [1/2/3/4/5] | |
| 2 | | |
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| | | |
| | | |
| - | ADD DATA = | |
| | (1) Para Parantara Para | |
| - | [1] Data Perusahaan Baru = [2] Data Perusahaan Lama = | |
| - | [2] Data Perusanaan Lama = [3] Exit = | |
| - | [5] EXIC = | |
| Pilih Menu: | | |
| 1 | [4/6] | |
| Nama Barang | · Vommutar | |
| | : Ruang B | |
| ID Barang | | |
| Kuantitas | | |
| | : 10000000 | |
| | : 120923 | |
| | | |

b. Add data perusahaan lama

| - | MENU | - |
|---|--|---|
| | | |
| = | [1] Read Asset | = |
| - | [2] Add Asset | - |
| - | [3] Update Asset | - |
| = | [4] Delete Asset | - |
| - | [5] Exit | - |
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| Pilih Menu: | [1/2/3/4/5] | |
| 2 | | |
| | | |
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| | | |
| - | ADD DATA | - |
| - | | |
| - | | |
| - | ADD DATA | |
| - | ADD DATA [1] Data Perusahan Baru | |
| - | ADD DATA [1] Data Perusahaan Baru [2] Data Perusahaan Lama | = |
| - | ADO DATA [1] Data Perusahaan Baru [2] Data Perusahaan Lama [3] Exit | = |
| : | ADO DATA [1] Data Perusahaan Baru [2] Data Perusahaan Lama [3] Exit | = |
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| = = = = = = = = = = = = = = = = = = = | ADD DATA (1) Data Perusahaan Baru (2) Data Perusahaan Lama (3) Exit (1/2) (1/2) (1/2) : Proyektor : Ruang C | = |
| = = = = = = = = = = = = = = = = = = = | ADD DATA [1] Data Perusahaan Baru [2] Data Perusahaan Lana [3] Exit [1/2] [1/2] [: Froyector : Ruang C : 1301 | = |
| Pilih Menu: 2 Nama Barang Lokasi ID Barang Kuantitas | ADD DATA [1] Data Perusahaan Baru [2] Data Perusahaan Lana [3] Exit [1/2] [1/2] [: Froyector : Ruang C : 1301 | = |

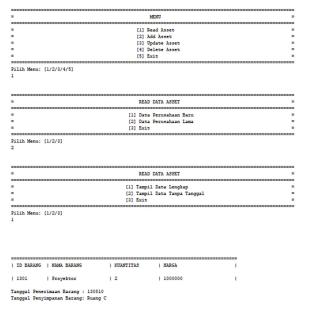
C. Read data perusahaan baru

a.Read data lengkap

b.Read data tanpa tanggal

D. Read data perusahaan lama

a.Read data lengkap



b.Read data tanpa tanggal

| = | MENU | |
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| = | [1] Read Asset | - |
| - | [2] Add Asset | |
| = | [2] Update Asset | |
| = | [4] Delete Asset | - |
| = | [5] Exit | - |
| | | |
| Pilih Menu: [1/2/3/4/5] | | |
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| = | READ DATA ASSET | - |
| | | |
| = | [1] Data Perusahaan Baru | - |
| = | [2] Data Perusahaan Lama | - |
| = | [3] Exit | = |
| | | |
| Pilih Menu: [1/2/3] | | |
| 2 | | |
| | | |
| | | |
| | READ DATA ASSET | |
| - | KEAD DATA ASSET | |
| = | [1] Tampil Data Lengkap | = |
| - | [2] Tampil Data Tanpa Tanggal | |
| - | [3] Exit | |
| | | |
| Pilih Menu: [1/2/3] | | |
| 2 | | |
| | | |
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| | | |
| ID BARANG NAMA BARANG | LOKASI KUANTITAS HARGA | 1 |
| | | |
| 1301 Proyektor | Ruang C 2 1000000 | T. |
| | | |
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| awarahaan bawa | | |

E. Update data perusahaan baru

F. Update data perusahaan lama

| = MENU | = |
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| | = |
| = [1] Read Asset | = |
| = [2] Add Asset | = |
| = [3] Update Asset | = |
| = [4] Delete Asset | = |
| = [5] Exit | = |
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| Pilih Menu: [1/2/3/4/5] | |
| 3 | |
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| | - |
| = UPDATE DATA | = |
| | |
| = [1] Data Perusahaan Baru | = |
| = [2] Data Perusahaan Lama | = |
| = [3] Exit | |
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| Pilih Menu: [1/2] | |
| 2 | |
| | |
| 1. Nama Barang : Proyektor | |
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| | |
| | |
| Choose Name : Provektor | |
| | |
| = ADDING NEW DATA | = |
| | |
| Nama Barang : Speaker | |
| Lokasi : Ruang C | |
| Id Barang : 1304 | |
| Kuantitas : 3 | |
| | |
| | |
| Harga : 1500000 | |
| | |

G. Delete data perusahaan baru

| | MENU |
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| | |
| · | [1] Read Asset |
| | [2] Add Asset |
| | [3] Update Asset = |
| | [4] Delete Asset = |
| - | [5] Exit = |
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| Pilih Menu: [1/2/3/4/5] | |
| 4 | |
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| | |
| = | DELETE DATA = |
| | |
| = [1] |] Data Perusahaan Baru = |
| = [2] |] Data Perusahaan Lama = |
| = [3] | Exit = |
| | |
| Pilih Menu: [1/2] | |
| 1 | |
| | |
| Nama Barang : Laptop | |
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| | |
| Choose Name : Laptop | |
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| = | DELETE DATA SUCSSES = |
| | |

H. Delete data perusahaan lama

| = | MENU | ı |
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| = | [1] Read Asset | |
| = | [2] Add Asset | |
| = | [3] Update Asset = | |
| = | [4] Delete Asset | |
| = | [5] Exit = | |
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| Pilih Menu: [1/2/3/4/5] | | |
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| | DELETE DATA | ı |
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| = [1 |] Data Perusahaan Baru = | ı |
| = [2 | Data Perusahaan Lama = | |
| = [3 | Exit = | i. |
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| Pilih Menu: [1/2] | | |
| 2 | | |
| • | | |
| 1. Nama Barang : Speaker | | |
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| | | |
| Choose Name : Speaker | | |
| | | i. |
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| = | DELETE DATA SUCSSES = | ė. |
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I. Exit

| = | MENU | = |
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| = | [1] Read Asset | = |
| = | [2] Add Asset | = |
| = | [3] Update Asset | = |
| • | [4] Delete Asset | = |
| · | [5] Exit | - |
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| Pilih Menu: [1/2/3/4/5] | | |
| 5 | | |
| | | |
| = | EXIT PROGRAM | = |
| | | |