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Kelas: B1

POSTTEST 6 PEMROGRAMAN BERORIENTASI OBJEK

INSTRUKSI

Lanjutkan project posttest sebelumnya, buat folder baru Posttest6 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.

Interface

- Buatlah class interface dan implementasikan pada program (minimal 1 class interface)
- Minimal memiliki 2 method (method yang ada didalam class interfacenya)

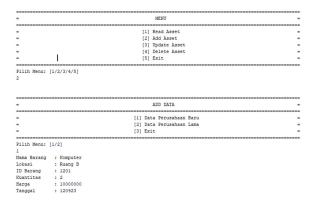
Static

- Buatlah variabel/method static dan terapkan pada program (minimal 1 implementasi keyword static)

Catatan: boleh menggunakan property/method yang sudah ada atau buat baru Pastikan penerapan interface dan static tersebut logis atau tidak "mengada-ada".

1. Ss Program

a. Add data perusahaan baru



b. Add data perusahaan lama

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

C. Read data perusahaan baru

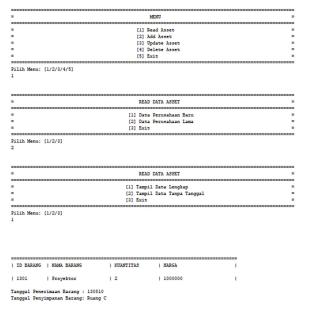
a.Read data lengkap

=		MENU	
=	[11	Read Asset	
=		Add Asset	
=		Update Asset	
=		Delete Asset	
=		Exit	
Pilih Menu: [1/2/3/4/5]			
1			
=		D DATA ASSET	
=	[1] Dat	a Perusahaan Baru	
=	[2] Dat	a Perusahaan Lama	
=	[3] Enti		
Pilih Menu: [1/2/3]			
1			
=		D DATA ASSET	
=		il Data Lengkap	
=		il Data Tanpa Tanggal	
=	[3] Exit		
Pilih Menu: [1/2]			
1			
ID BARANG NAMA BARANG	KUANTITAS	HARGA	1
1201 Komputer	1 2	10000000	1
Tanggal Penerimaan Barang : 1:	0922		
Tanggal Penyimpanan Barang: R			

b.Read data tanpa tanggal

D. Read data perusahaan lama

a.Read data lengkap



b.Read data tanpa tanggal

=	MENU	
-	niau	
=	[1] Read Asset	-
-	[2] Add Asset	
=	[2] Update Asset	
=	[4] Delete Asset	-
=	[5] Exit	-
Pilih Menu: [1/2/3/4/5]		
1		
=	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		
ID BARANG NAMA BARANG	LOKASI KUANTITAS HARGA	1
1301 Proyektor	Ruang C 2 1000000	T.
awarahaan bawa		

E. Update data perusahaan baru

F. Update data perusahaan lama

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

H. Delete data perusahaan lama

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

I. Exit

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