LAPORAN ETS

Diajukan untuk memenuhi salah satu ets praktikum
Mata kuliah Pemrograman Berorientasi Object

Disusun Oleh:
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1. Class untuk file JSON

```java
package com;

public class Status {
    private int code;
    private String description;

    public int getCode() {
        return code;
    }

    public void setCode(int code) {
        this.code = code;
    }

    public String getDescription() {
        return description;
    }

    public void setDescription(String description) {
        this.description = description;
    }

    public Status(int code, String description) {
        this.code = code;
        this.description = description;
    }

}
```

Ini adalah class status

```java
package com;

public class ServicePackage {
    private String service;
    private double value;

    public String getService() {
        return service;
    }

    public void setService(String service) {
        this.service = service;
    }

    public double getValue() {
        return value;
    }

    public void setValue(double value) {
        this.value = value;
    }

    public ServicePackage(String service, double value) {
        this.service = service;
        this.value = value;
    }
}
```

Ini adalah class servicePackage

```java
package com;

public class City {
    private String origin;
    private String destination;

    public String getOrigin() {
        return origin;
    }

    public void setOrigin(String origin) {
        this.origin = origin;
    }

    public String getDestination() {
        return destination;
    }

    public void setDestination(String destination) {
        this.destination = destination;
    }

    public City(String origin, String destination) {
        this.origin = origin;
        this.destination = destination;
    }

}
```

Ini adalah class City

```java
package com;

public class Product {
    private int weight;
    private int quantity;
    private double priceItem;
    private String productName;

    public Product(int weight, int quantity, double priceItem, String productName) {
        this.weight = weight;
        this.quantity = quantity;
        this.priceItem = priceItem;
        this.productName = productName;
    }

    public double getWeight() {
        return weight;
    }

    public void setWeight(int weight) {
        this.weight = weight;
    }

    public int getQuantity() {
        return quantity;
    }

    public void setQuantity(int quantity) {
        this.quantity = quantity;
    }

    public double getPriceItem() {
        return priceItem;
    }

    public void setPriceItem(double priceItem) {
        this.priceItem = priceItem;
    }

    public String getProductName() {
        return productName;
    }

    public void setProductName(String productName) {
        this.productName = productName;
    }
}
```

Ini adalah class Product

```
src > com > PaymentService.java > ...
  package com;

  public abstract class PaymentService {
      public abstract void getPaymentStatus();
      public abstract void getPaymentMethod();
  }
```

Ini adalah abstract class paymentService

4. Menggunakan Source Action untuk generate getter, setter, dan contructor

Menggunakan Format Document agar terlihat rapi