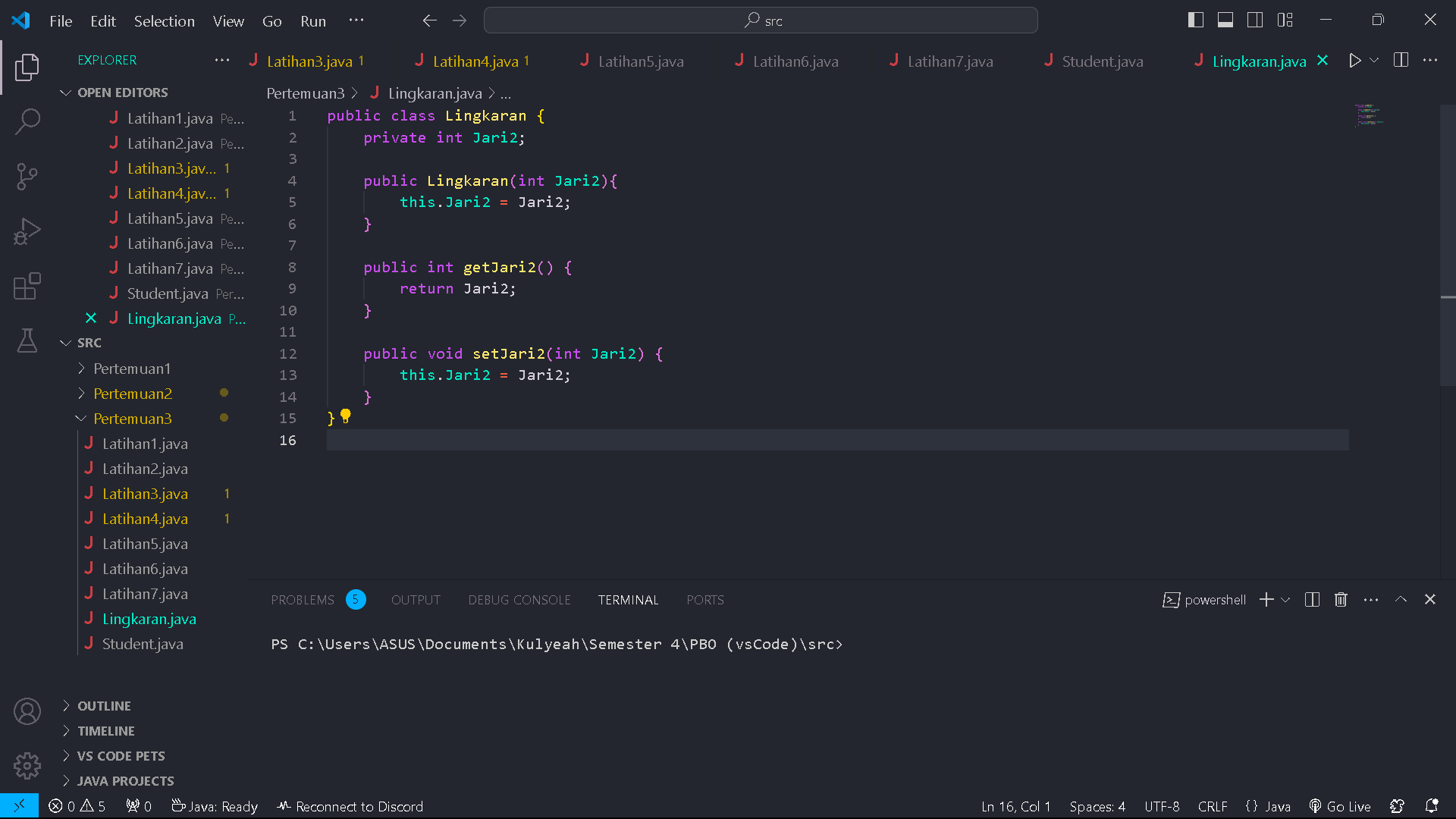
**Tugas Kelas dan Objek II**

**Praktikum Pemrograman 1**

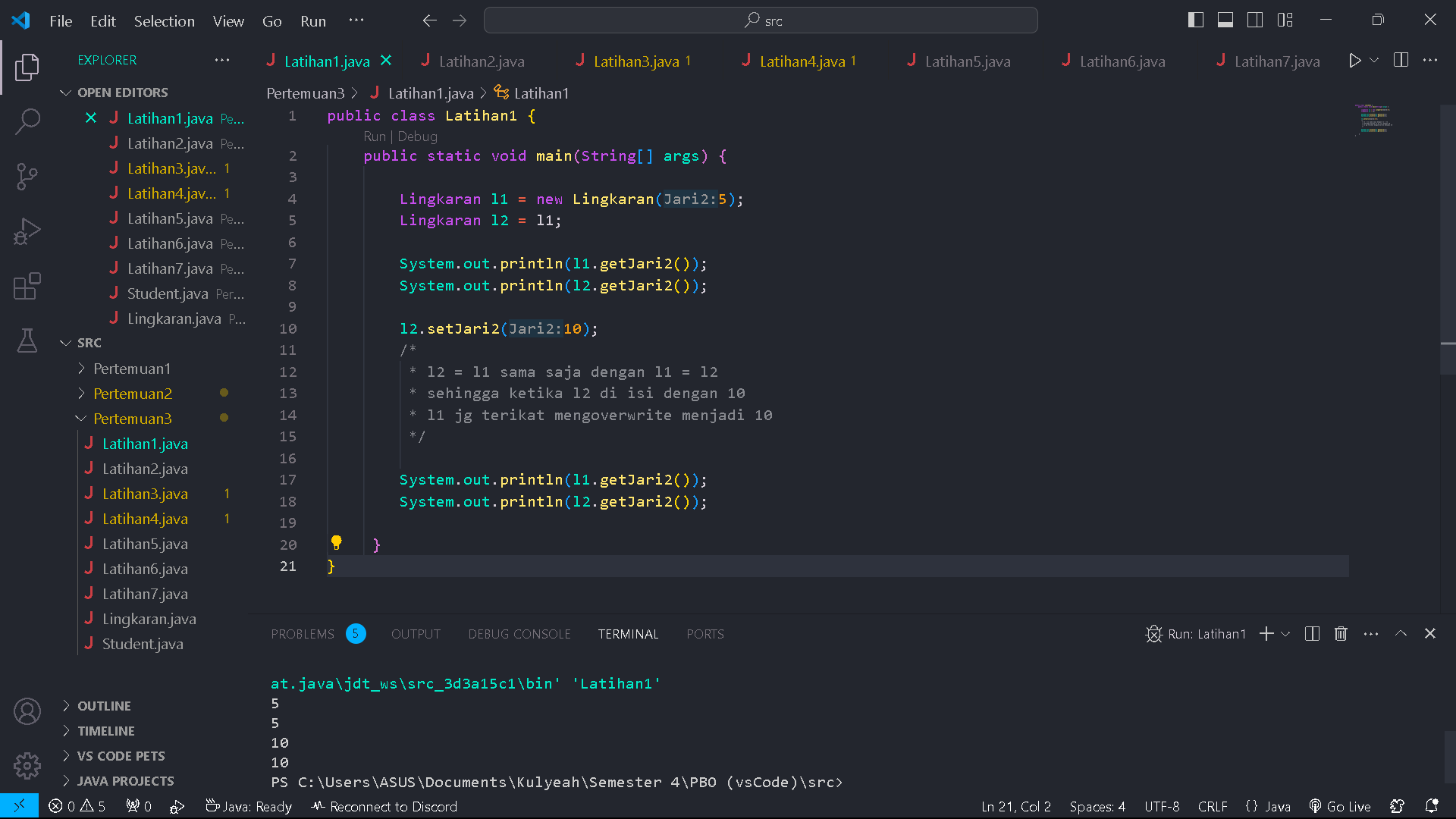
**Nama : Fawwas Nawwaf Sabil**

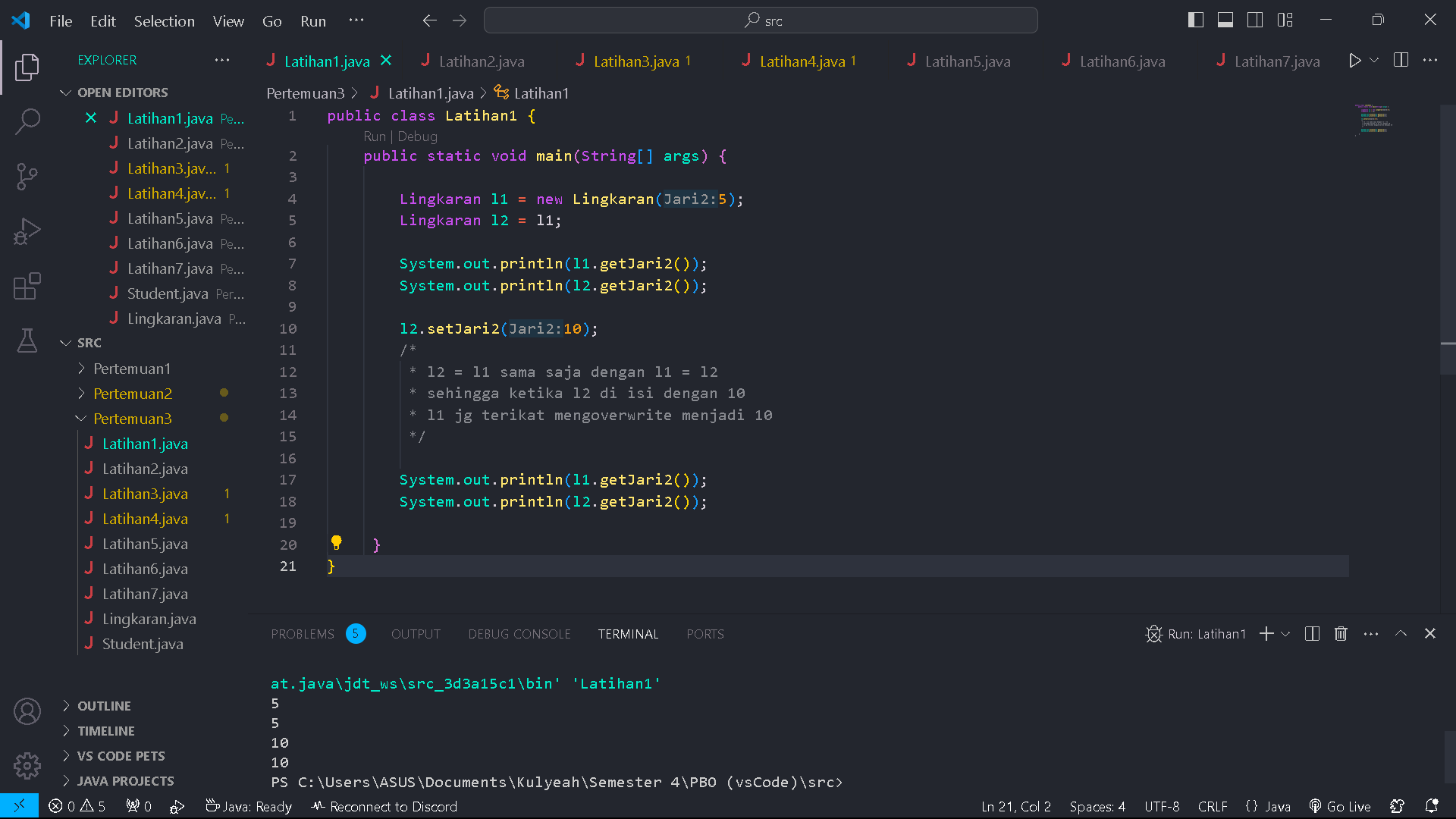
**NRP : 223040114**

**Kelas : B  
  
  
Sebelum memulai Latihan, kita harus membuat setter dan getter untuk fungsi lingkaran :**

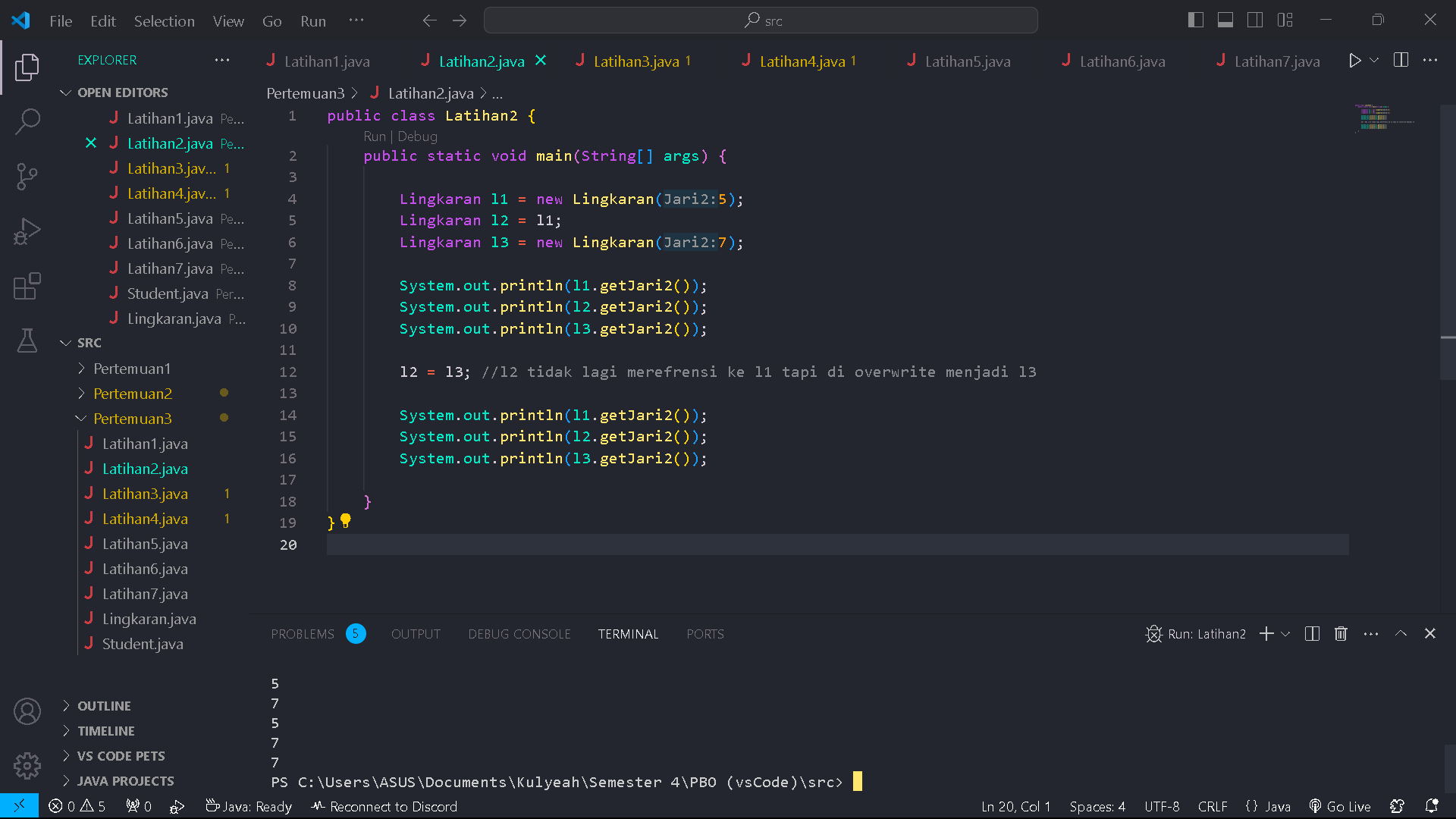


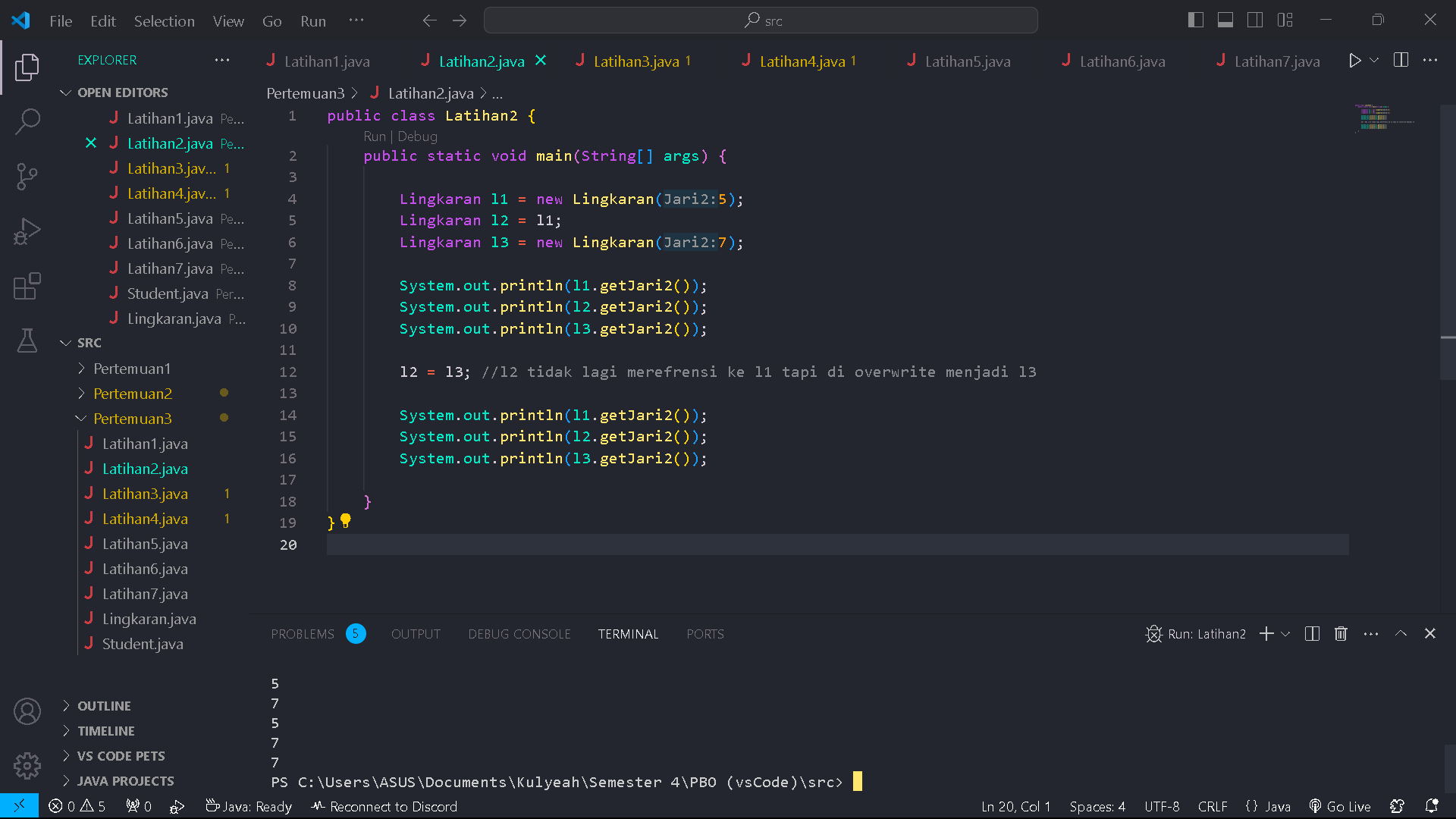
**Latihan 1**



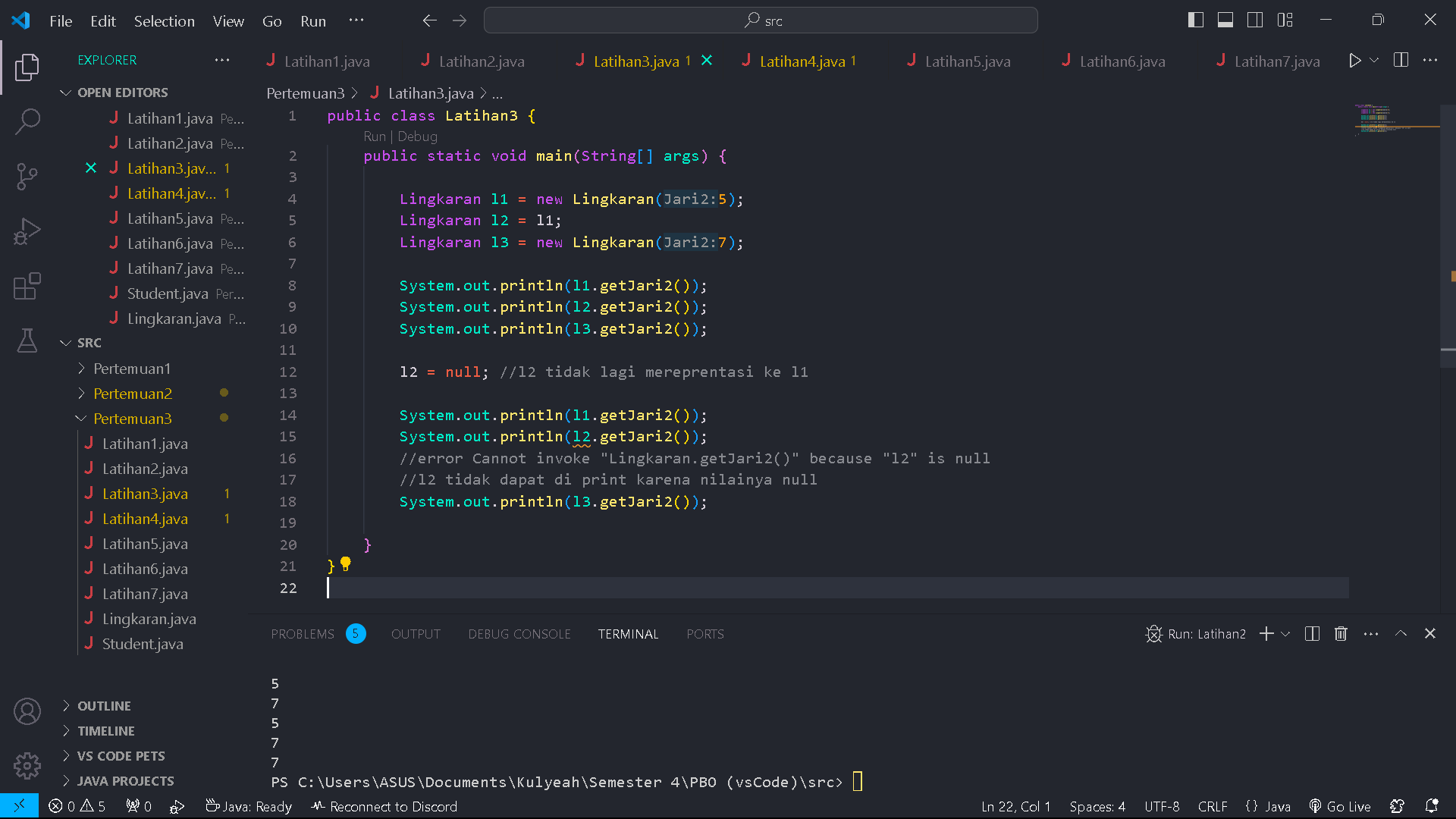


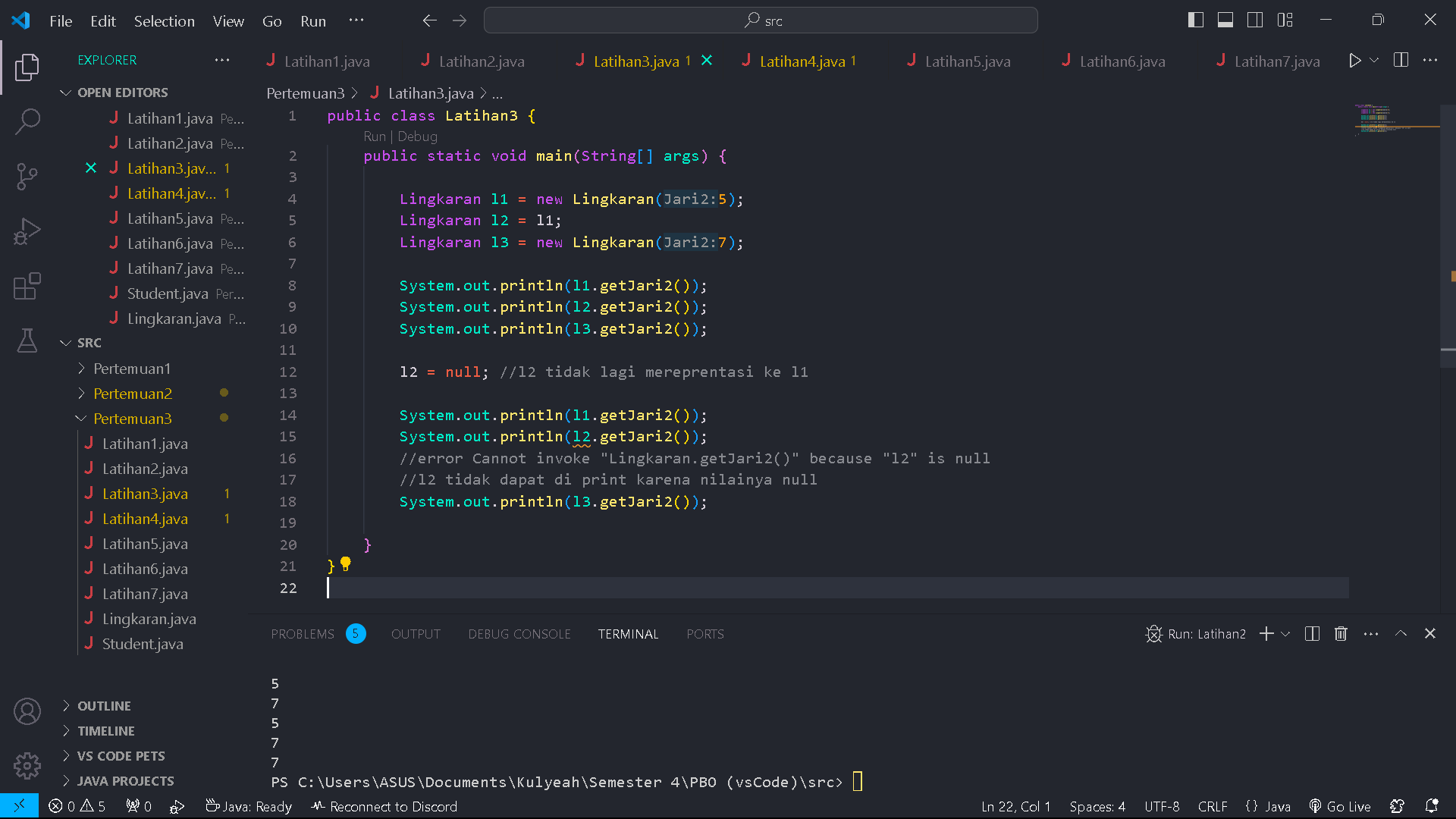
**Latihan 2**



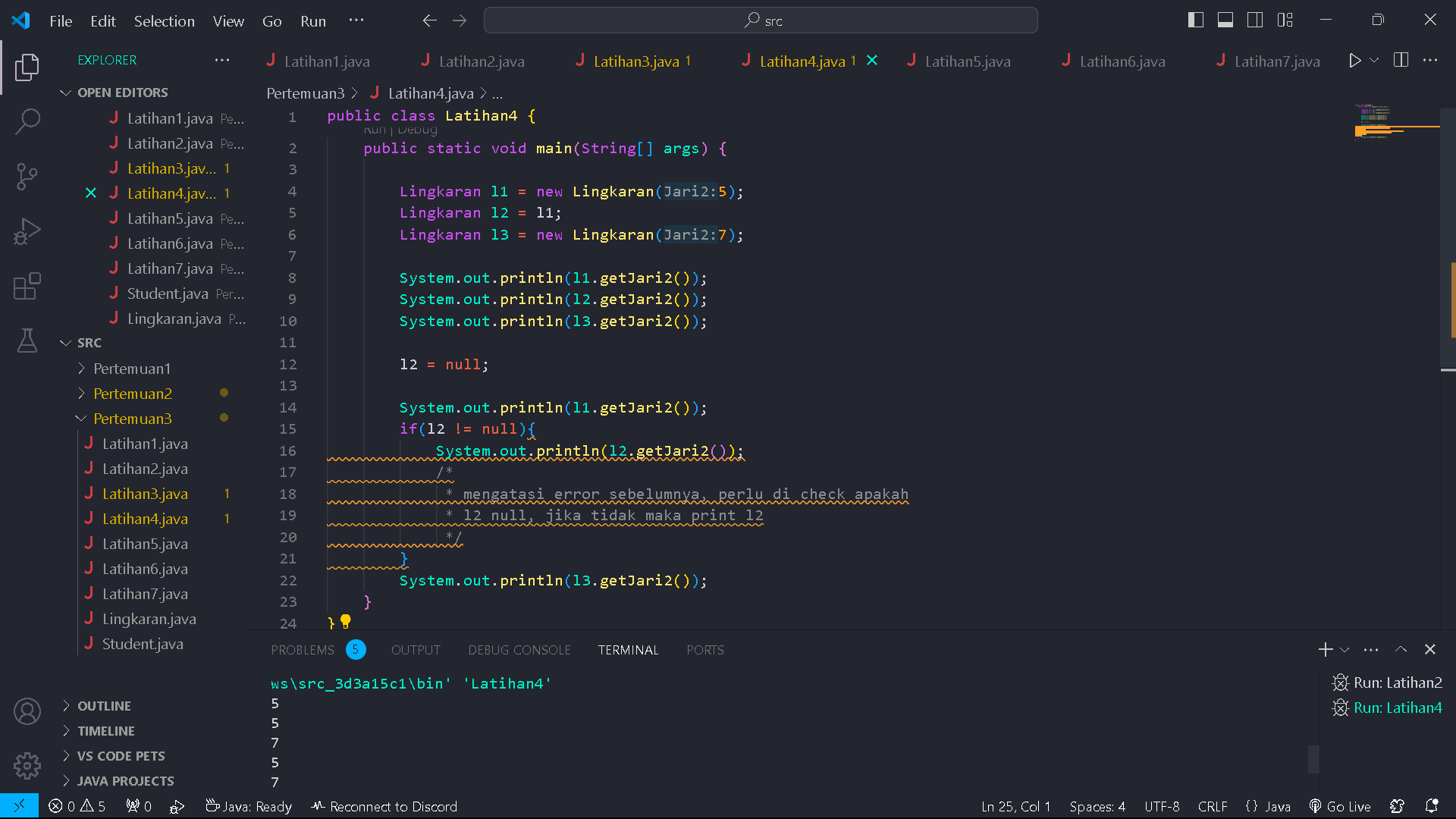


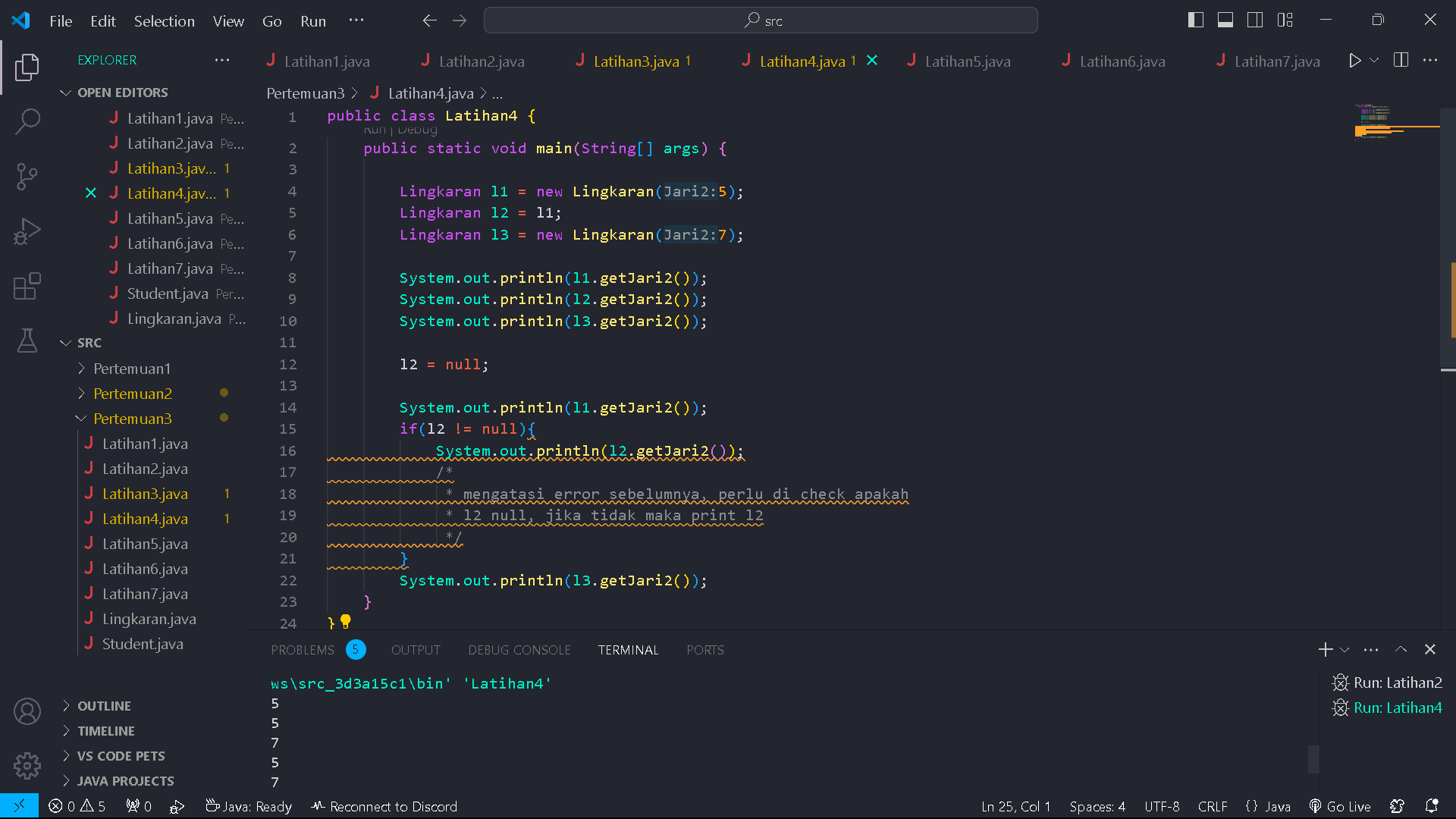
**Latihan 3**



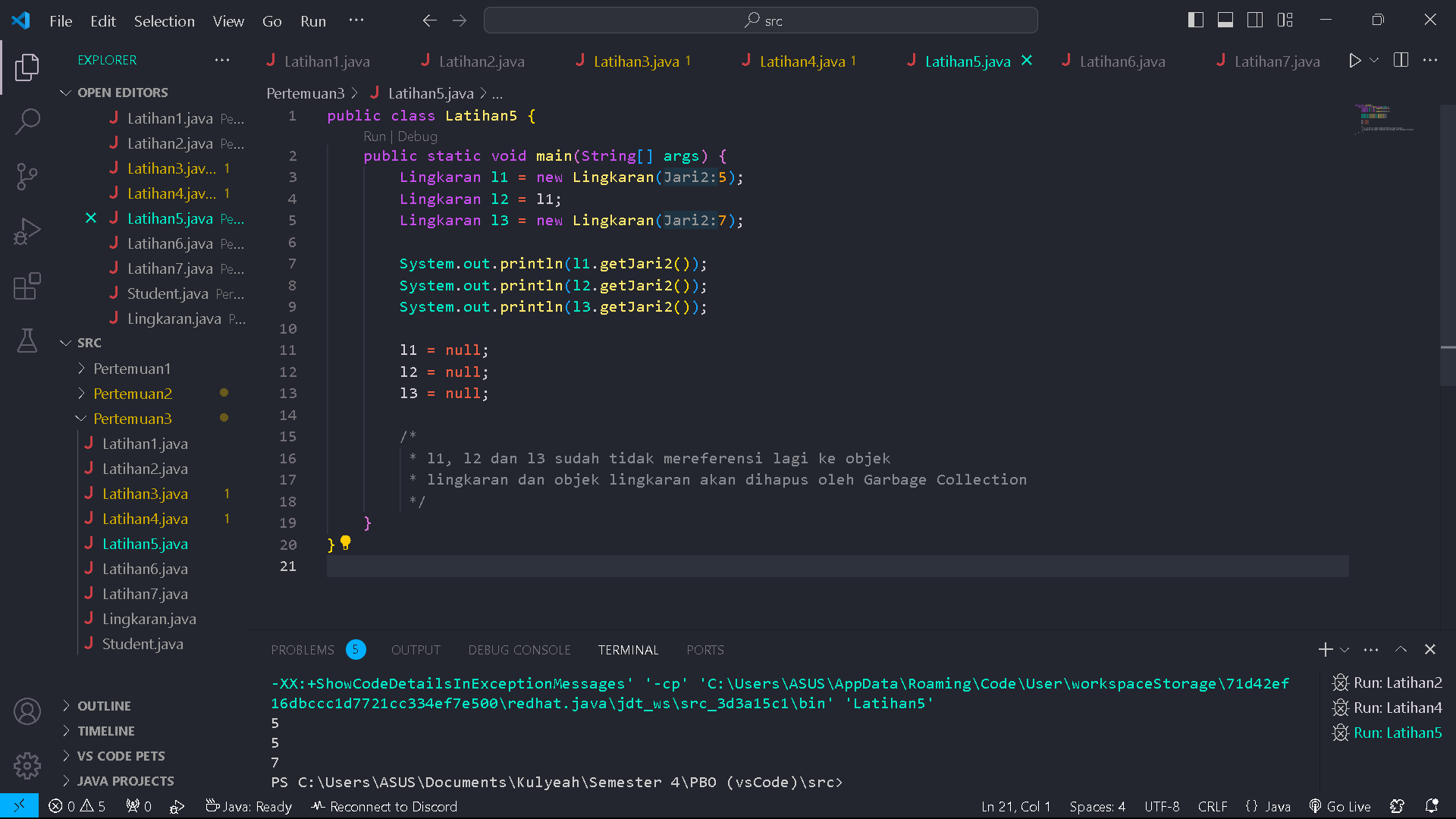


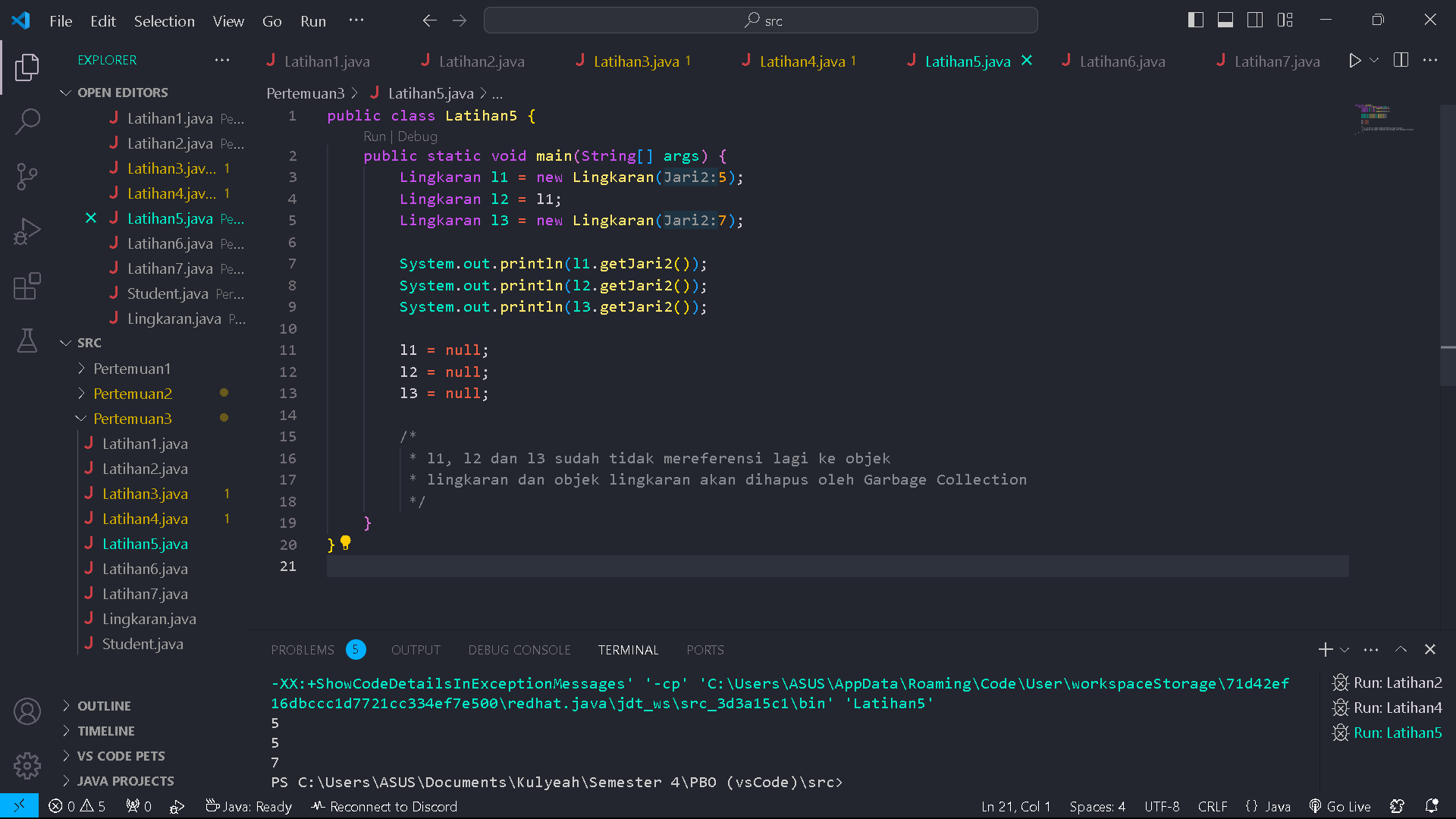
**Latihan 4**



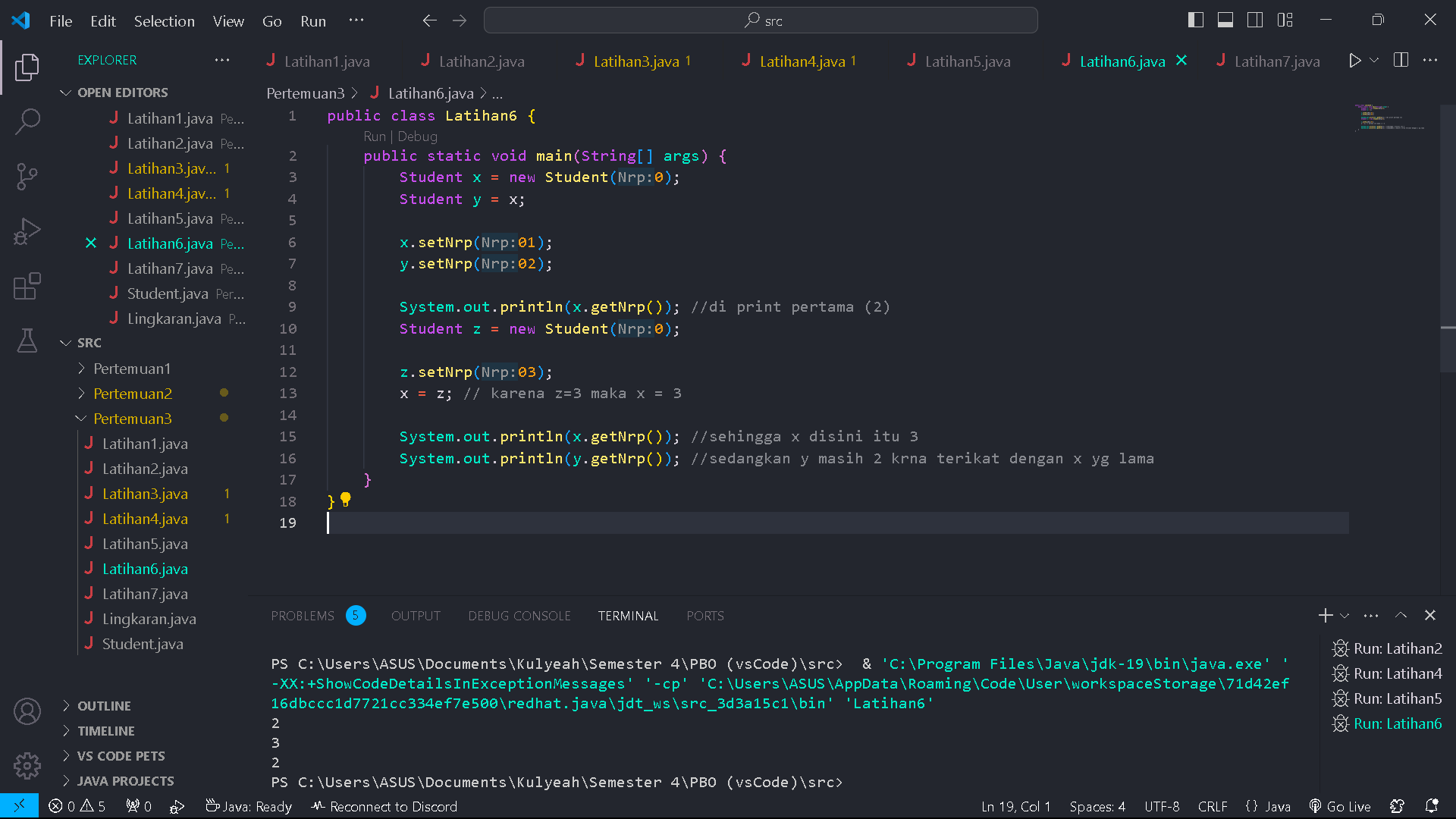


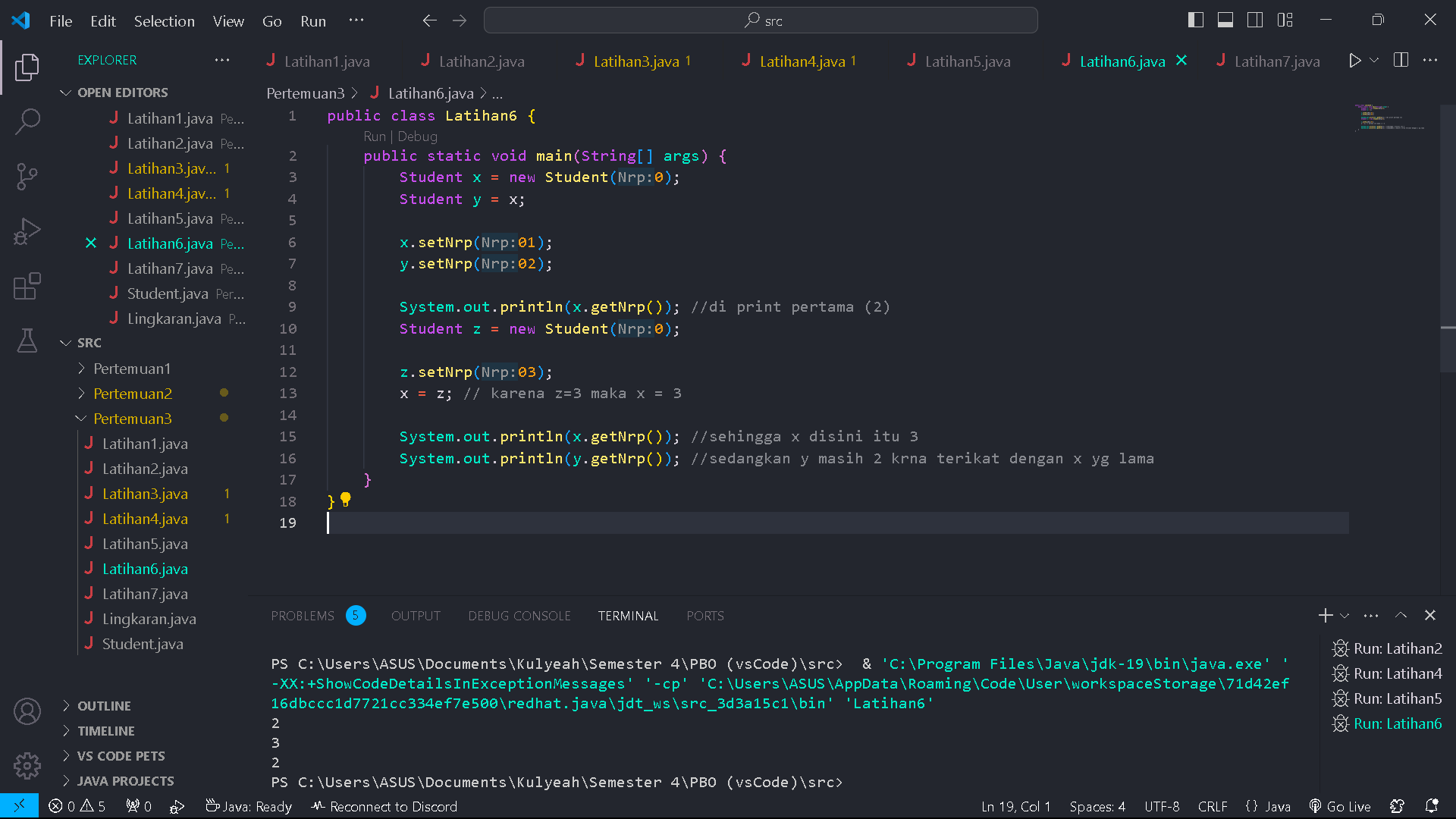
**Latihan 5**



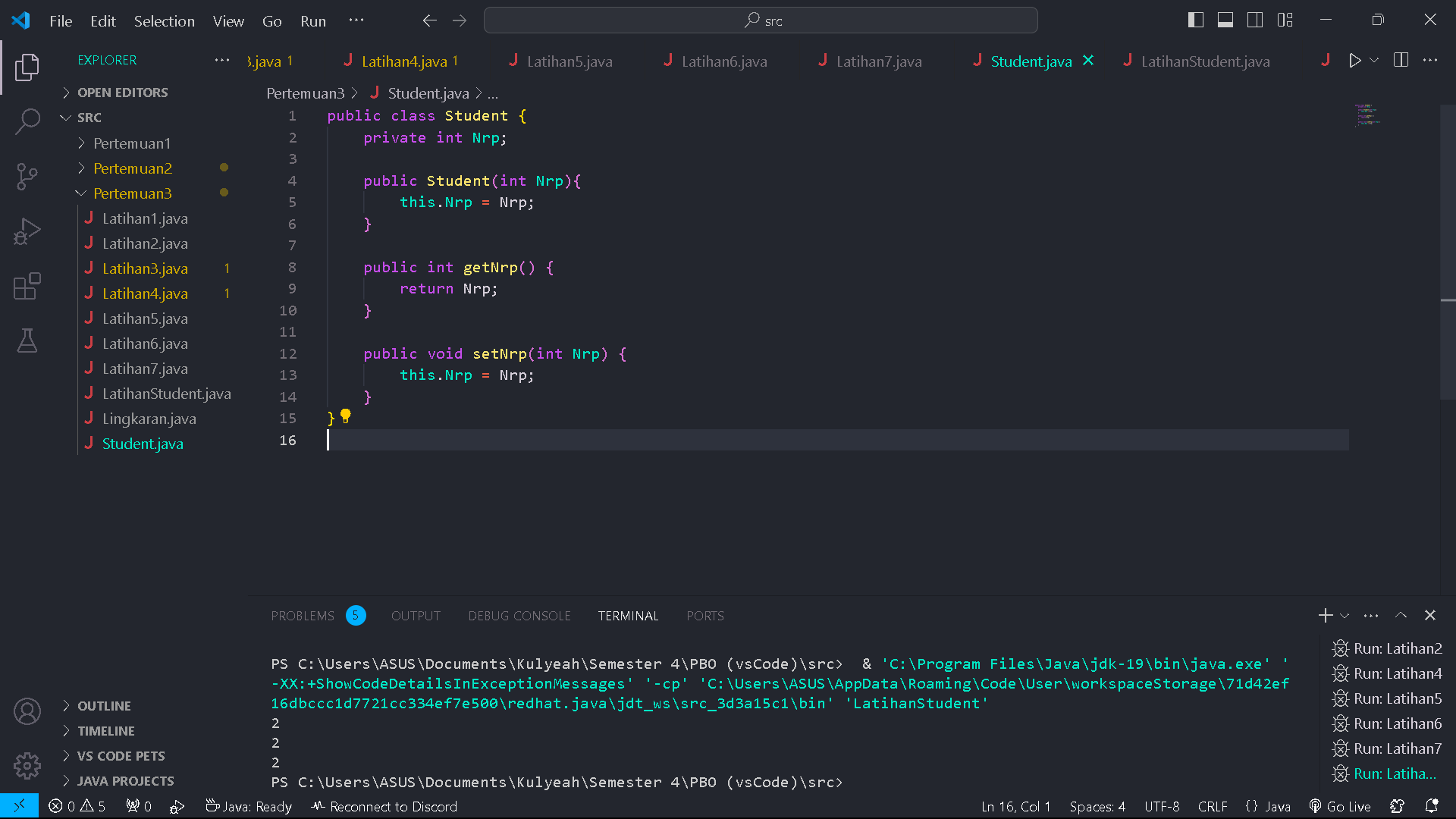


**Latihan 6 (Latihan student) perlu setter & getter utk Student**





**Student.java**



**Latihan 7**

