

PRAKTIKUM
PEMROGRAMAN BERORIENTASI OBJEK



Disusun Oleh :
Fariz Taufiqul Hafidz
L200210192

PROGRAM STUDI TEKNIK INFORMATIKA
FAKULTAS KOMUNIKASI DAN INFORMATIKA
UNIVERSITAS MUHAMMADIYAH SURAKARTA
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6.2. LATIHAN

1.

The screenshot shows the Visual Studio Code interface. On the left, the Explorer sidebar displays the project structure: 'PRAK PBO 6' containing '.vscode', 'bin', 'lib', 'src', and 'Tugas'. The 'src' folder is expanded, showing 'Latihan1' which contains 'Demo.java', 'Kendaraan.java', 'Mobil.java', and 'Pesawat.java'. The 'Kendaraan.java' file is selected. The main editor area shows the code for 'Kendaraan.java' with the following content:

```
src > Latihan1 > Kendaraan.java > Kendaraan
1  package Latihan1;
2
3  public class Kendaraan {
4
5      String warna = "Putih";
6      static int roda = 2;
7      static int pintu = 2;
8      int mesin = 1;
9  }
```

2.

The screenshot shows the Visual Studio Code interface. The Explorer sidebar is the same as in the first screenshot. The 'Mobil.java' file is now selected in the Explorer. The main editor area shows the code for 'Mobil.java' with the following content:

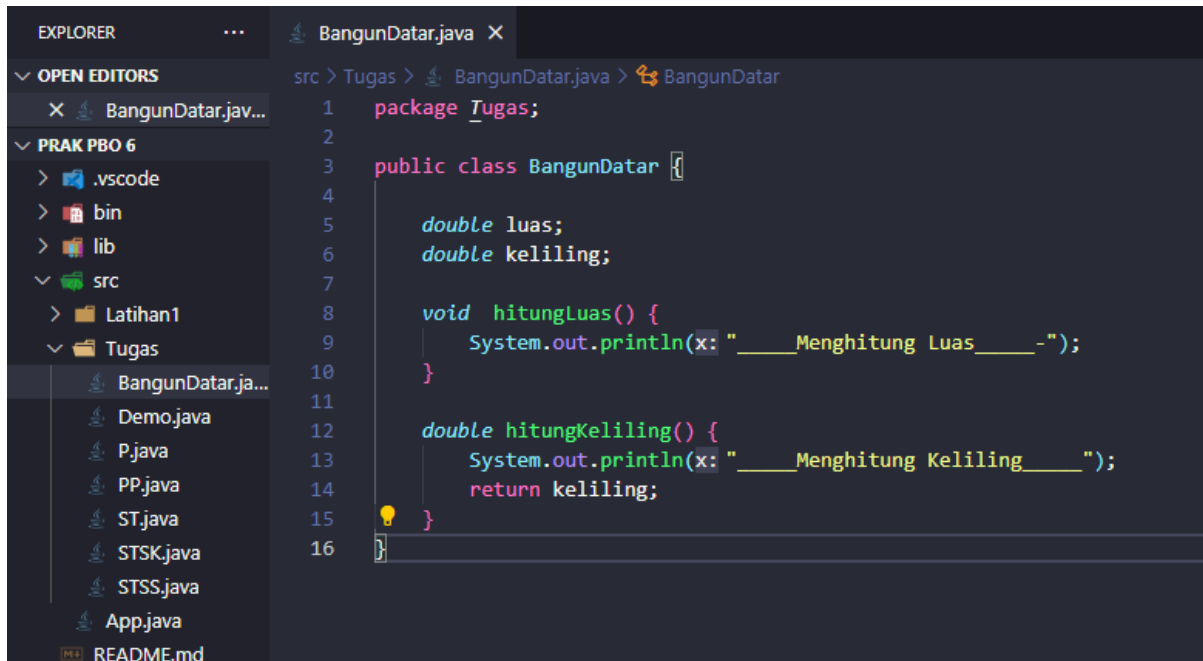
```
src > Latihan1 > Mobil.java > Mobil
1  package Latihan1;
2
3  public class Mobil extends Kendaraan {
4
5      String merk = "Hyundai";
6      int pintu = Kendaraan.pintu + 2;
7      int penggerak = Kendaraan.roda + 2;
8  }
```

```
1 package Latihan1;
2
3 public class Pesawat extends Kendaraan {
4
5     String jenis      = "Cessna";
6     int pintu         = 2;
7     int penggerak     = Kendaraan.roda + 1 ;
8 }
```

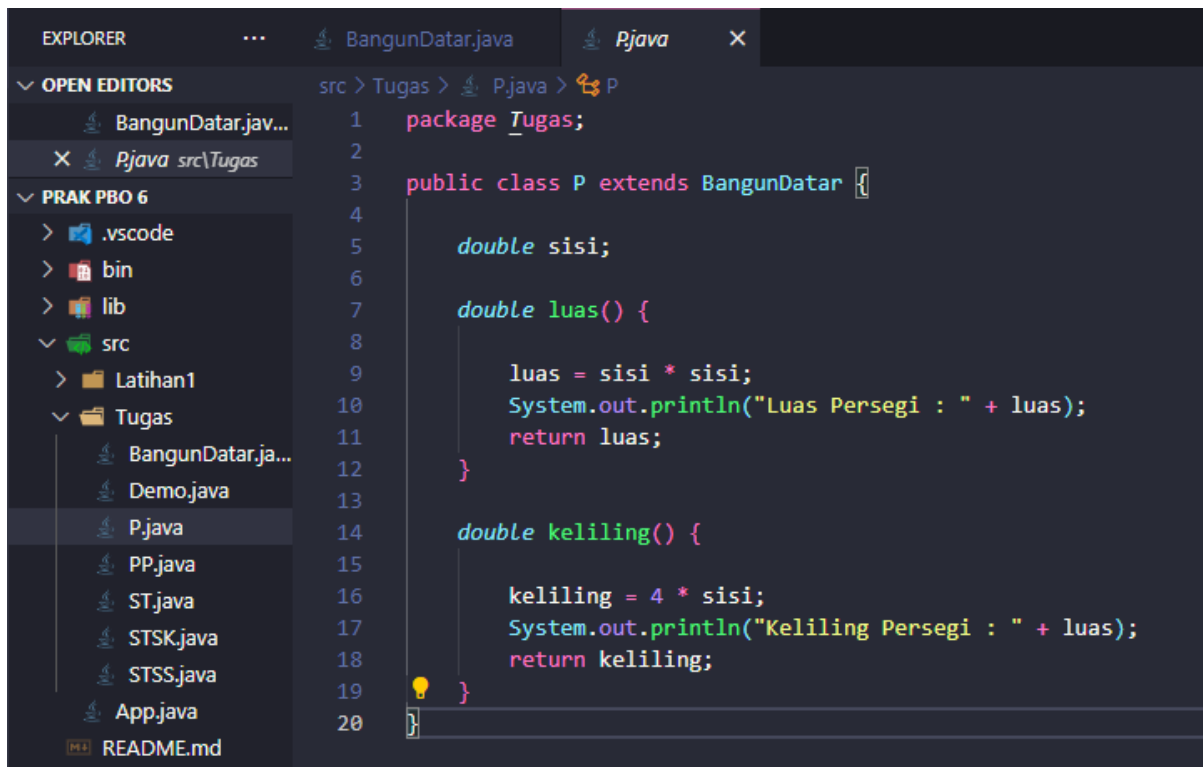
3.

```
1 package Latihan1;
2
3 public class Demo{
4     public static void main (String[] args) {
5         Mobil m1 = new Mobil();
6         System.out.println(
7             "Merek Mobil      : " + m1.merk      + "\n" +
8             "Roda              : " + m1.penggerak + " roda" + "\n" +
9             "Model             : " + m1.pintu     + " pintu" + "\n" +
10            "Mesin              : " + m1.mesin      + " mesin" + "\n" +
11            "Warna              : " + m1.warna
12        );
13
14        Pesawat p1 = new Pesawat();
15        System.out.println(
16            "\nMerek Pesawat : " + p1.jenis      + "\n" +
17            "Roda              : " + p1.penggerak + " roda" + "\n" +
18            "Model             : " + p1.pintu     + " pintu" + "\n" +
19            "Mesin              : " + p1.mesin      + " mesin" + "\n" +
20            "Warna              : " + p1.warna
21        );
22    }
23 }
```

6.3. TUGAS



```
1 package Tugas;
2
3 public class BangunDatar {
4
5     double luas;
6     double keliling;
7
8     void hitungLuas() {
9         System.out.println(x: "___Menghitung Luas___-");
10    }
11
12    double hitungKeliling() {
13        System.out.println(x: "___Menghitung Keliling___");
14        return keliling;
15    }
16 }
```



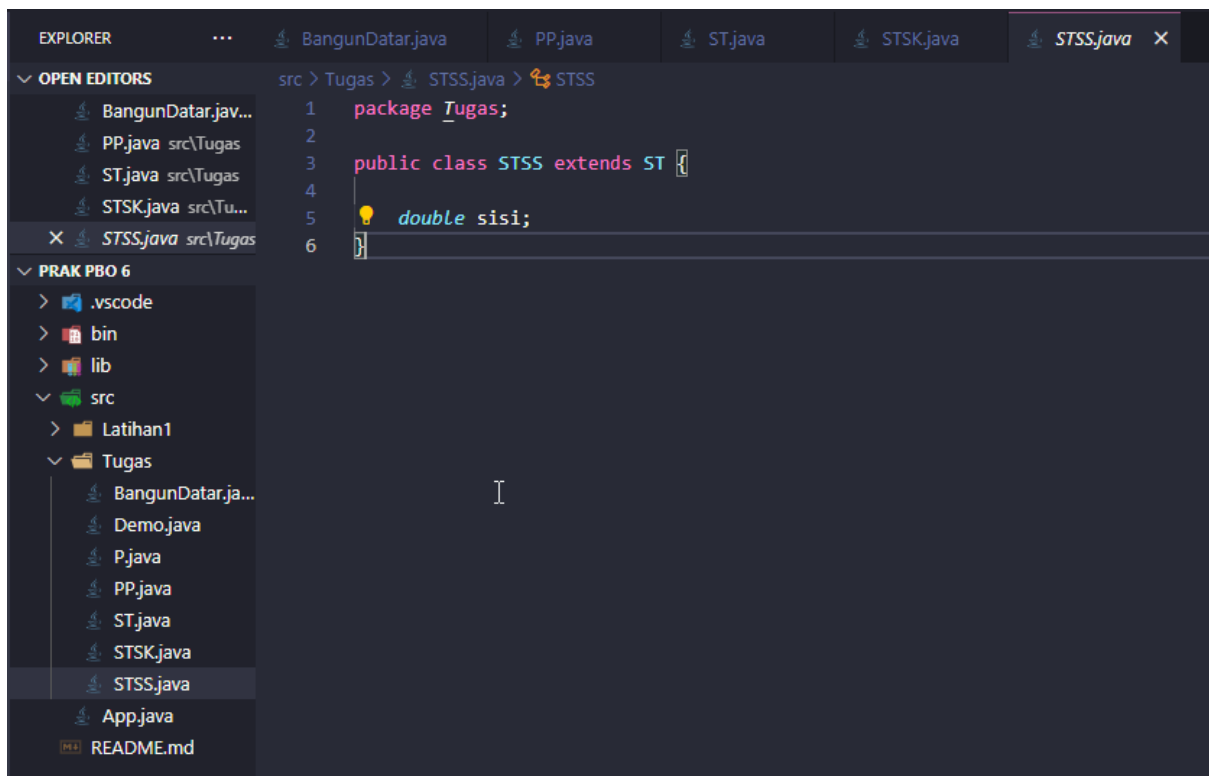
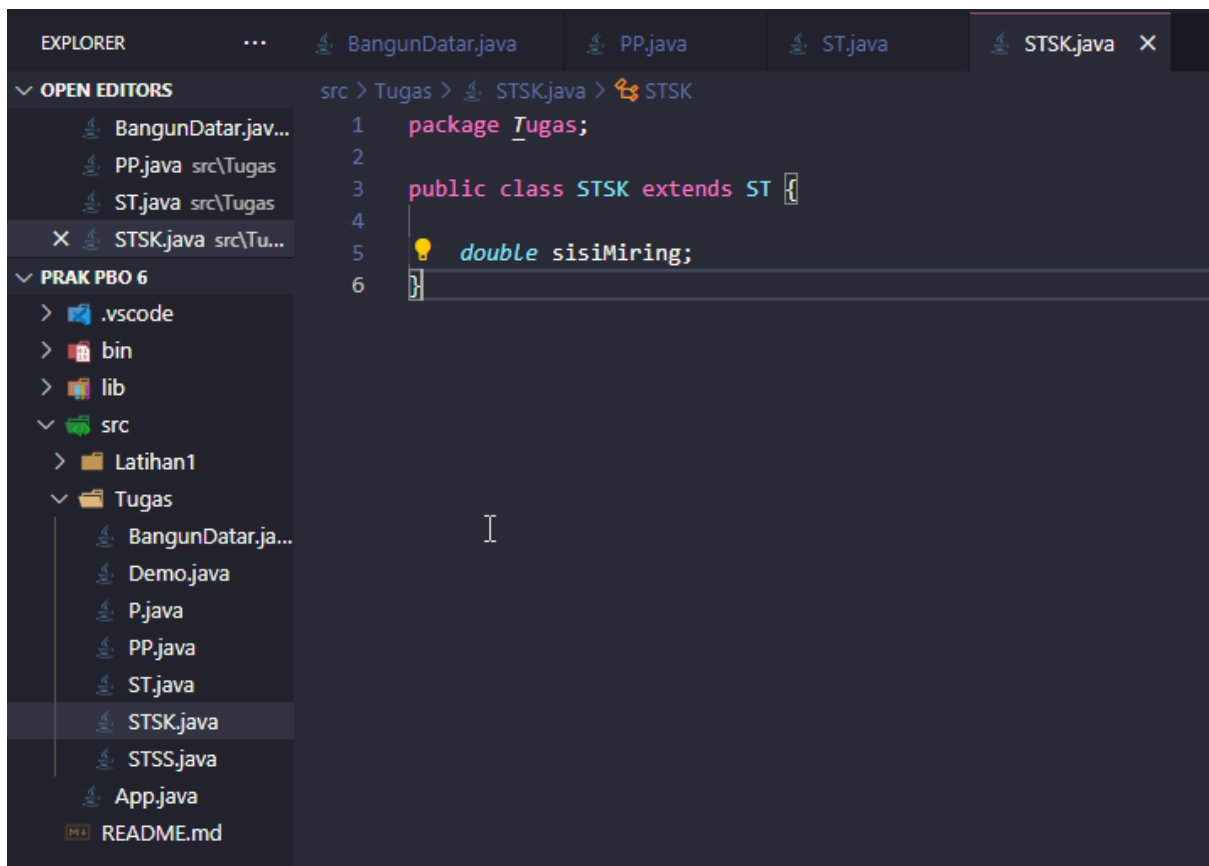
```
1 package Tugas;
2
3 public class P extends BangunDatar {
4
5     double sisi;
6
7     double luas() {
8
9         luas = sisi * sisi;
10        System.out.println("Luas Persegi : " + luas);
11        return luas;
12    }
13
14    double keliling() {
15
16        keliling = 4 * sisi;
17        System.out.println("Keliling Persegi : " + luas);
18        return keliling;
19    }
20 }
```

The screenshot shows the VS Code editor with the Explorer sidebar on the left. The Explorer sidebar is expanded to show the 'Tugas' folder under 'Latihan1'. The 'Tugas' folder contains several Java files: BangunDatar.java, Demo.java, P.java, PP.java, ST.java, STSK.java, STSS.java, App.java, and README.md. The 'PP.java' file is selected and its content is displayed in the editor. The code defines a public class PP that extends BangunDatar. It has two attributes: panjang (int) and lebar (double). It has two methods: luas() which calculates the area and prints it, and keliling() which calculates the perimeter and prints it. The code is as follows:

```
2
3 public class PP extends BangunDatar {
4
5     int panjang;
6     double lebar;
7
8     double luas() {
9
10        luas = panjang * lebar;
11        System.out.println("Luas Persegi Panjang : " + luas);
12        return luas;
13    }
14
15    double keliling() {
16
17        keliling = 2 * (panjang + lebar);
18        System.out.println("Keliling Persegi Panjang : " + luas);
19        return keliling;
20    }
21 }
```

The screenshot shows the VS Code editor with the Explorer sidebar on the left. The Explorer sidebar is expanded to show the 'Tugas' folder under 'Latihan1'. The 'Tugas' folder contains several Java files: BangunDatar.java, Demo.java, P.java, PP.java, ST.java, STSK.java, STSS.java, App.java, and README.md. The 'ST.java' file is selected and its content is displayed in the editor. The code defines a public class ST that extends BangunDatar. It has two attributes: alas (double) and tinggi (double). It has one method: luas() which calculates the area and prints it. The code is as follows:

```
1 package Tugas;
2
3 public class ST extends BangunDatar {
4
5     double alas;
6     double tinggi;
7
8     double luas() {
9
10        luas = (1/2) * alas * tinggi ;
11        System.out.println("Luas Segitiga : " + luas);
12        return luas;
13    }
14 }
```



```
1 package Tugas;
2
3 public class Demo {
4     Run | Debug
5     public static void main (String[] args) {
6
7         P p1 = new P();
8         p1.sisi = 2;
9         p1.hitungLuas();
10        p1.luas();
11        p1.hitungKeliling();
12        p1.keliling();
13
14        PP pp1 = new PP();
15        pp1.panjang = 2;
16        pp1.lebar = 4;
17        pp1.hitungLuas();
18        pp1.luas();
19        pp1.hitungKeliling();
20        pp1.keliling();
21
22        ST st1 = new ST();
23        st1.alas = 3;
24        st1.hitungLuas();
25        st1.luas();
26
27        STSK stsk1 = new STSK();
28        stsk1.sisiMiring = 5;
29
30        STSS stss1 = new STSS();
31        stss1.sisi = 4;
32    }
```