

# **Tugas Prak Pemrograman Berorientasi Objek**

## **Resume Prak Pemrograman Berorientasi Objek**

Disusun Untuk Memenuhi Tugas

Mata Kuliah : PBO - A

Dosen : Gregorius Hendita Artha Kusuma,S.Si.,M.Cs



**Disusun oleh :**

**Nama = Fiky Ari Wijaya**

**Npm = 4520210095**

**Fakultas = Teknik Informatika**

**UNIVERSITAS PANCASILA**

**2020/2021**

# ***Lapot Tugas Praktikum PBO Kelas A***

## **Source Code Tugas Ptaktikum**

```
import java.util.Scanner;
public class music{

String judullagu;
String penyanyi;
String gandre;

public void setjudullagu(String judullagu){
    this.judullagu = judullagu;
}
public String getjudullagu(){
    return this.judullagu;
}
public void setpenyanyi(String penyanyi){
    this.penyanyi = penyanyi;
}
public String getpenyanyi(){
    return this.penyanyi;
}
public void setgandre(String gandre){
    this.gandre = gandre;
}
```

```

public String getgandre(){
    return this.gandre;
}

    public static void main(String[]args){

        String ulg = "y";
        while (ulg.equals("y")){

            Scanner Input = new Scanner(System.in);

            System.out.println("-----
");
            System.out.println("Nama      : Fiky Ari Wijaya");
            System.out.println("NPM      : 4520210095");
            System.out.println("Program : Music");
            System.out.println("Update   : 12 October 2021");
            System.out.println("-----
");
            System.out.println("\n");
            System.out.println("Program Pilihan Music ");
            System.out.println("\n");
            System.out.println("1. Ganre Music POP ");
            System.out.println("2. Ganre Music Jazz");
            System.out.println("3. Ganre Music Dangdut");
            System.out.println("\n");
            System.out.print("Memilih : ");
            int opsi = Input.nextInt();
            System.out.println("\n");

```

```

switch (opsi){
case 1:

music data1 = new music(); //membuat Object
music data2 = new music();

data1.setjudullagu("Firasat"); //mengatur nilai setter
data2.setjudullagu("takbisakah");
data1.setpenyanyi("Raisah");
data2.setpenyanyi("Aril");
data1.setgandre("Ganre POP");

System.out.println("-----
");
System.out.println("Gendre Music POP");
System.out.println("-----
");
System.out.print("Ops 1 / 2 Lagu ----- ");
int jumlah = Input.nextInt();
System.out.println("\n");
System.out.println("-----
");
System.out.println("Judul Lagu      : " +
data1.getjudullagu());
System.out.println("Penyanyi       : " +
data1.getpenyanyi());
System.out.println("Ganre Music    : " + data1.getgandre());
System.out.println("\n");
System.out.println("-----
");

```

```

        System.out.println("\n");
        if (jumlah == 2){
            System.out.println("Judul Lagu      : " +
data2.getjudullagu());
            System.out.println("Penyanyi      : " +
data2.getpenyanyi());
            System.out.println("Ganre Music    : " + data1.getgandre());
        }
        else{
            break;
        }
        System.out.println("-----
");
        break;

        case 2:

            music data3 = new music(); //membuat Object
            music data4 = new music();

            data3.setjudullagu("Aku Ingin"); //mengatur nilai setter
            data4.setjudullagu("kau");
            data3.setpenyanyi("Indra lesmana");
            data4.setpenyanyi("Chandra darusman");
            data3.setgandre("Ganre JAZZ");

            System.out.println("-----
");
            System.out.println("Gendre Music JAZZ");

```

```

        System.out.println("-----
");
        System.out.print("Opsi 1 / 2 Lagu ----- ");
        int masuk = Input.nextInt();
        System.out.println("\n");
        System.out.println("-----
");
        System.out.println("Judul Lagu      : " +
data3.getjudullagu());
        System.out.println("Penyanyi      : " +
data3.getpenyanyi());
        System.out.println("Ganre Music    : " + data3.getgandre());
        System.out.println("\n");
        System.out.println("-----
");
        System.out.println("\n");
        if (masuk == 2){
            System.out.println("Judul Lagu      : " +
data4.getjudullagu());
            System.out.println("Penyanyi      : " +
data4.getpenyanyi());
            System.out.println("Ganre Music    : " + data3.getgandre());
        }
        else{
            break;
        }
        System.out.println("-----
");
        break;

        case 3:

```

```

    music data5 = new music(); //membuat Object
    music data6 = new music();

    data5.setjudullagu("Alamat Palsu , Geboi Mujahir");
//mengatur nilai setter
    data6.setjudullagu("kejora");
    data5.setpenyanyi("Ayu ting ting");
    data6.setpenyanyi("Lesti");
    data5.setgandre("Ganre Dangdut");

    System.out.println("-----");
    System.out.println("Gendre Music DANGDUT");
    System.out.println("-----");

    System.out.print("Ops 1 / 2 Lagu -----");
    int masukan = Input.nextInt();
    System.out.println("\n");
    System.out.println("-----");

    System.out.println("Judul Lagu      : " +
data5.getjudullagu());
    System.out.println("Penyanyi       : " +
data5.getpenyanyi());
    System.out.println("Ganre Music    : " + data5.getgandre());
    System.out.println("\n");
    System.out.println("-----");

    System.out.println("\n");

```

```

        if (masukan == 2){
            System.out.println("Judul Lagu      : " +
data6.getjudullagu());
            System.out.println("Penyanyi       : " +
data6.getpenyanyi());
            System.out.println("Ganre Music    : " + data5.getgandre());
        }
        else{
            break;
        }

        System.out.println("-----
-----");
        break;

        default :
            System.out.println("Perintah Opsion Tidak di temukan");
            break;
        }

        System.out.print("Apakah anda ingin mengulang (y/t)? ");
        ulg = Input.next();
        System.out.println("\n");

    }
}
}

```



# *Bukti Runnig Program Tugas Prak PBO - A*

```
C:\Windows\system32\cmd.exe - java music.java
C:\Users\fikya>cd C:\Users\fikya\Documents\java\Praktikum\Pertemuan 4 prak PBO
C:\Users\fikya\Documents\java\Praktikum\Pertemuan 4 prak PBO>javac music.java
C:\Users\fikya\Documents\java\Praktikum\Pertemuan 4 prak PBO>java music.java
-----
Nama      : Fiky Ari Wijaya
NPM       : 4520210095
Program   : Music
Update    : 12 October 2021
-----

Program Pilihan Music

1. Ganre Music POP
2. Ganre Music Jazz
3. Ganre Music Dangdut

Memilih :
```

```
C:\Windows\system32\cmd.exe - java music.java

Memilih : 1

-----
Gendre Music POP
-----
Opsi 1 / 2 Lagu ----- 2

-----
Judul Lagu   : Firasat
Penyanyi     : Raisah
Ganre Music  : Ganre POP
-----

Judul Lagu   : takbisakah
Penyanyi     : Aril
Ganre Music  : Ganre POP
-----
Apakah anda ingin mengulang (y/t)? ☐
```

C:\Windows\system32\cmd.exe - java music.java

```
Memilih : 2

-----
Gendre Music JAZZ
-----
Ops1 1 / 2 Lagu ----- 2

-----
Judul Lagu      : Aku Ingin
Penyanyi       : Indra lesmana
Ganre Music    : Ganre JAZZ

-----

Judul Lagu      : kau
Penyanyi       : Chandra darusman
Ganre Music    : Ganre JAZZ

-----
Apakah anda ingin mengulang (y/t)?
```

C:\Windows\system32\cmd.exe - java music.java

```
Memilih : 3

-----
Gendre Music DANGDUT
-----
Ops1 1 / 2 Lagu ----- 2

-----
Judul Lagu      : Alamat Palsu , Geboi Mujahir
Penyanyi       : Ayu ting ting
Ganre Music    : Ganre Dangdut

-----

Judul Lagu      : kejora
Penyanyi       : Lesti
Ganre Music    : Ganre Dangdut

-----
Apakah anda ingin mengulang (y/t)?
```

Apakah anda ingin mengulang (y/t)? t

C:\Users\fikya\Documents\java\Praktikum\Pertemuan 4 prak PBO>\_