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Exercise :

- **For A studies case with a minimum of 3 classes that are interconnected associate .**
- **Create at least 1 attribute type ArrayList of objects**
- **Determine attributes and methods in each class**
- **Draw the class diagram .**

Studies Case : System Management Garden Plant

I. Description :

System This used For manage garden plant with monitor and maintain plant in a way efficient . There is three main classes : Garden , Plant , and Worker . Garden Class containing information about garden and plant list as well as workers , class Plants containing information about plants , and Worker class containing information about worker a caring garden plant .

Class 1: Garden

- **Attributes :**
 - GardenName : String – Garden name
 - location : String – Garden location
 - PlantList : ArrayList < Plants > – List of plants in the garden
 - listWorkers : ArrayList < Workers > – List of workers garden
- **Method:**
 - addPlants (Plants) plants) : Add plant new to garden
 - addWorker (Worker) workers) : Add worker new to garden
 - assignWorkersToPlants (Plants) Plants , Workers worker) : Assign worker For nurse plant certain

Class 2: Plants

- **Attributes :**
 - PlantName : String – Plant name
 - Plant type : String – Type plants (example : " Tomato " , " Kangkung ")

- HealthStatus : String – Health status plants (example : " Healthy ", " Need Maintenance ")
- workers : Workers – Workers who are responsible answer For nurse plant
- **Method:**
 - updateHealthStatus (String status) : Updates the health status plant
 - setWorker (Worker workers) : Determine care worker plant

Class 3: Workers

- **Attributes :**
 - WorkerName : String – Worker name
 - idWorker : String – Worker ID
 - PlantList : ArrayList < Plants > – List of plants cared for by the worker
- **Method:**
 - addPlants (Plants plants) : Add plant to the list of plants cared for
 - deletePlants (Plants plants) : Delete plant from the list of plants cared for

II. Class Diagram :

- Garden class :

Garden
- GardenName : String - location : String - PlantList : ArrayList < Plants > - list of workers : ArrayList < Workers >
+ addPlant () + addWorker () + assignWorkersToPlants ()

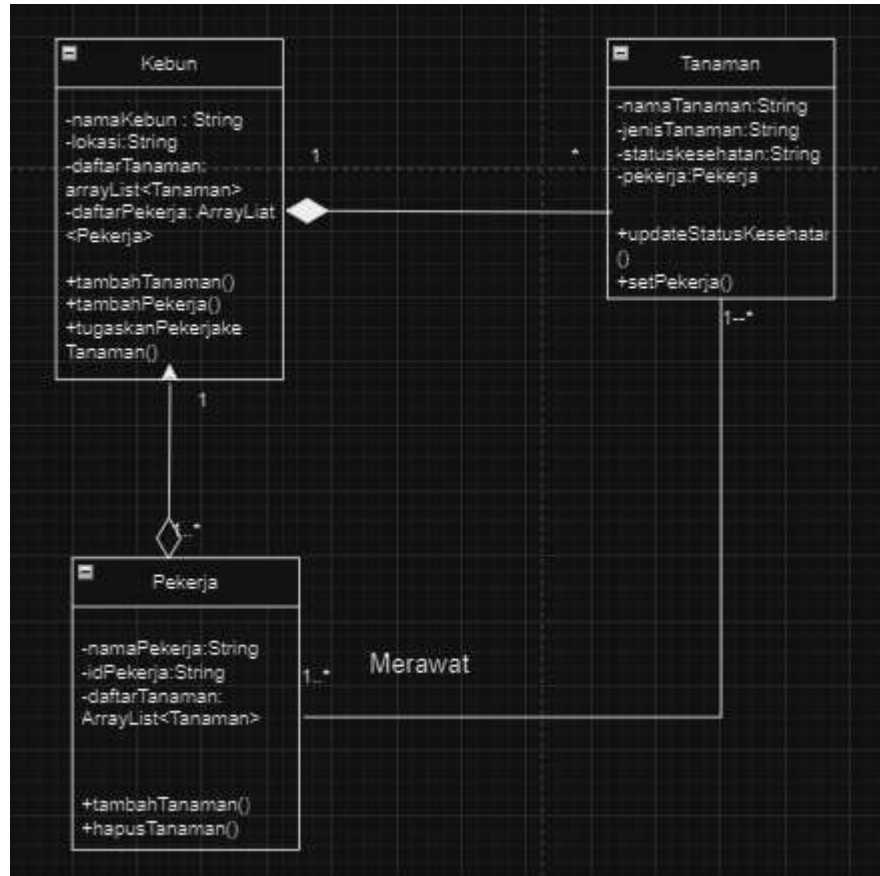
- Plant Class :

Plant
- PlantName : String - Plant type : String - HealthStatus : String - worker : Worker
+ updateHealthStatus () + setWorker ()

- Worker Class :

Worker
- WorkerName : String - idWorker : String - PlantList : ArrayList < Plants >
+ addPlant () + deletePlant ()

- + **(Public)** : Method / attribute Can accessed from outside class .
- - **(Private)** : Method / attribute only Can accessed from in class .



III. Relationship :

- **Garden -> Plant :**
Each Garden Can have Many Plants Bahasa Indonesia: But each Plant is only owned by one Garden .
Garden : 1 Plant : : 0.. *
- **Garden -> Workers :**
Each Garden Can have Many Workers Bahasa Indonesia: But each Worker only works in one Garden .
Garden : 1 Worker : 1.. *
- **Workers -> Plants :**
Each Worker Can care for Many Plants Bahasa Indonesia: but each Plant is cared for by one Worker .
Worker : 1..* Plant : 1.. *

IV. There is four type relation base between classes : Inheritance , Association , Aggregation , and Composition . Here is explanation and application:

a. Association

- Definition: A "uses-a" relationship where one class uses another class, but does not own or control it. The relationship can be one-to-one, one-to-many, or many-to-many.
- Example:
A Garden is associated with a Plant and a Worker. Each garden can have many plants and workers.

b. Aggregation:

- Definition: A "has-a" relationship where one class contains another class, but the contained objects can exist independently.
- Example:
A Worker has a list of Plants to care for, but a Plant can exist without being assigned to a Worker.

c. Composition

- Definition: A stronger form of Aggregation where the contained objects cannot exist without their container. If the container is destroyed, the contained objects are also destroyed.
- Example:
A Garden contains a List of Plants. If the Garden is destroyed, all the Plants in it are also destroyed.

V. Code Program :
a. Kebun

```
Welcome  Kebun11.java  Tanaman11.java  Pekerja11.java  Main11.java
Kebun11.java > ...
1  import java.util.ArrayList;
2
3  public class Kebun11 {
4      private String namaKebun;
5      private String lokasi;
6      private ArrayList<Tanaman11> daftarTanaman;
7      private ArrayList<Pekerja11> daftarPekerja;
8
9      public Kebun11(String namaKebun, String lokasi) {
10         this.namaKebun = namaKebun;
11         this.lokasi = lokasi;
12         this.daftarTanaman = new ArrayList<>();
13         this.daftarPekerja = new ArrayList<>();
14     }
15
16     public void tambahTanaman(Tanaman11 tanaman) {
17         daftarTanaman.add(tanaman);
18     }
19
20     public void tambahPekerja(Pekerja11 pekerja) {
21         daftarPekerja.add(pekerja);
22     }
23
24     public void tugaskanPekerjaKeTanaman(Tanaman11 tanaman, Pekerja11 pekerja) {
25         tanaman.setPekerja(pekerja);
26         pekerja.tambahTanaman(tanaman);
27     }
28
29     // Getter untuk namaKebun
30     public String getNamaKebun() {
31         return namaKebun;
32     }
33
34     // Getter untuk daftarTanaman
35     public ArrayList<Tanaman11> getDaftarTanaman() {
36         return daftarTanaman;
37     }
38 }
39
```

b. Tanaman

```
Welcome  Kebun11.java  Tanaman11.java  Pekerja11.java  Main11.java
Tanaman11.java > ? Tanaman11 > getPekerjaNama()
1  public class Tanaman11 {
2      private String namaTanaman;
3      private String jenisTanaman;
4      private String statusKesehatan;
5      private Pekerja11 pekerja;
6
7      public Tanaman11(String namaTanaman, String jenisTanaman) {
8          this.namaTanaman = namaTanaman;
9          this.jenisTanaman = jenisTanaman;
10         this.statusKesehatan = "Sehat"; // Default status
11     }
12
13     public void updateStatusKesehatan(String status) {
14         this.statusKesehatan = status;
15     }
16
17     public void setPekerja(Pekerja11 pekerja) {
18         this.pekerja = pekerja;
19     }
20
21     public String getStatusKesehatan() {
22         return statusKesehatan;
23     }
24
25     public String getNamaTanaman() {
26         return namaTanaman;
27     }
28     public String getPekerjaNama() {
29         return pekerja != null ? pekerja.getPekerjaNama() : "Belum ditugaskan";
30     }
31 }
32
```

c. Pekerja

```
Pekerja11.java > Pekerja11
1 import java.util.ArrayList;
2
3 public class Pekerja11 {
4     private String namaPekerja;
5     private String idPekerja;
6     private ArrayList<Tanaman11> daftarTanaman;
7
8     public Pekerja11(String namaPekerja, String idPekerja) {
9         this.namaPekerja = namaPekerja;
10        this.idPekerja = idPekerja;
11        this.daftarTanaman = new ArrayList<>();
12    }
13
14    public void tambahTanaman(Tanaman11 tanaman) {
15        daftarTanaman.add(tanaman);
16    }
17
18    public void hapusTanaman(Tanaman11 tanaman) {
19        daftarTanaman.remove(tanaman);
20    }
21
22    public String getNamaPekerja() {
23        return namaPekerja;
24    }
25
26    public void tampilkanDaftarTanaman() {
27        if (daftarTanaman.isEmpty()) {
28            System.out.println(namaPekerja + " belum merawat tanaman.");
29        } else {
30            System.out.println(namaPekerja + " merawat tanaman berikut:");
31            for (Tanaman11 tanaman : daftarTanaman) {
32                System.out.println("- " + tanaman.getNamaTanaman());
33            }
34        }
35    }
36 }
```

d. Main

```
Main11.java > Main11 > main(String[])
1 public class Main11 {
2     public static void main(String[] args) {
3
4         Kebun11 kebun = new Kebun11(namaKebun:"Kebun Sayur", lokasi:"Bogor");
5
6         Tanaman11 tomat = new Tanaman11(namaTanaman:"Tomat", jenisTanaman:"Sayuran");
7         Tanaman11 kangkung = new Tanaman11(namaTanaman:"Kangkung", jenisTanaman:"Sayuran");
8
9         // Membuat Pekerja
10        Pekerja11 pekerja1 = new Pekerja11(namaPekerja:"Budi", idPekerja:"P001");
11        Pekerja11 pekerja2 = new Pekerja11(namaPekerja:"Siti", idPekerja:"P002");
12
13        // Menambahkan Tanaman ke Kebun
14        kebun.tambahTanaman(tomat);
15        kebun.tambahTanaman(kangkung);
16
17        // Menambahkan Pekerja ke Kebun
18        kebun.tambahPekerja(pekerja1);
19        kebun.tambahPekerja(pekerja2);
20
21        // Menugaskan Pekerja untuk merawat Tanaman
22        kebun.tugaskanPekerjaKeTanaman(tomat, pekerja1);
23        kebun.tugaskanPekerjaKeTanaman(kangkung, pekerja2);
24
25        // Menampilkan daftar tanaman dan pekerja yang merawatnya
26        System.out.println("Daftar tanaman di kebun " + kebun.getNamaKebun() + ":");
27        for (Tanaman11 tanaman : kebun.getDaftarTanaman()) {
28            System.out.println(tanaman.getNamaTanaman() + " dirawat oleh: " + tanaman.getPekerjaNama());
29        }
30
31        // Menampilkan status tanaman
32        System.out.println("\nStatus kesehatan Tomat: " + tomat.getStatusKesehatan());
33
34        // Mengubah status kesehatan tanaman
35        tomat.updateStatusKesehatan(status:"Butuh Perawatan");
36        System.out.println("Status kesehatan Tomat setelah diperbarui: " + tomat.getStatusKesehatan());
37
38        // Menampilkan daftar tanaman yang dirawat oleh pekerja1
39        pekerja1.tampilkanDaftarTanaman();
40        pekerja2.tampilkanDaftarTanaman();
41    }
42 }
43 }
```

e. Output

```
Messages' '-cp' 'C:\Users\HP\AppData\Roaming\Code\User\workspac
Daftar tanaman di kebun Kebun Sayur:
Tomat dirawat oleh: Budi
Kangkung dirawat oleh: Siti

Status kesehatan Tomat: Sehat
Status kesehatan Tomat setelah diperbarui: Butuh Perawatan
Budi merawat tanaman berikut:
- Tomat
Siti merawat tanaman berikut:
- Kangkung
PS D:\SEMESTER 3\PBO\Java\Jobsheet04\Perkebunan> █
```

List of plants in the garden: The program displays each plant in the garden and the workers who are caring for it.

Plant health status: Health status of the Tomato plants before and after being updated (default)

List of plants cared for by workers: Displays the plants being cared for by Budi and Siti