

Tugas 8

Pemograman Berorientasi Objek



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MEMBER MINIMARKET

Kelas Member

```
src > main > java > id > ac > unand > fti > si > pbo > Member.java > Member > hitung
1  package id.ac.unand.fti.si.pbo;
2
3  public class Member {
4      public String nama;
5      public String sku;
6      public Integer jumlahBarang=0;
7      public String noRef;
8      public String tanggal;
9      public Integer poin=0;
10     public Integer saldo;
11
12     public Member(){
13     }
14
15
16     public Integer hitungTotalBayar(Integer totalBayar){
17         Integer k= totalBayar;
18         this.poin += totalBayar/10_000;
19         if(k<500_000){
20             return k;
21         }
22         else if(k<1000_000){
23             this.poin -=1;
24             return k-k/100;
25         }
26         else if(k<10000000){
27             this.poin -=3;
28             return k-k*3/100;
29         }
30         this.poin -=5;
31         return k-k*5/100;
32     }
33
34     public int getPoin(){
35         return poin;
36     }
37
38     public int getSaldo(){
39         return saldo;
40     }
41
42     public void redeemPoin(Integer n){
43         this.poin-=n;
44     }
45 }
46
```

Kelas Member Platinum

```
src > main > java > id > ac > unand > fti > si > pbo > MemberPlatinum.java > MemberP
2
3 //TODO: Modifikasi kelas berikut agar memenuhi skenario
4 public class MemberPlatinum extends Member {
5
6     private int saldo;
7
8     public int getSaldo(){
9         return saldo;
10    }
11    public void depositSaldo(Integer k){
12        this.saldo = k;
13    }
14    @Override
15    public Integer hitungTotalBayar(Integer totalBayar){
16        Integer k= totalBayar;
17        this.poin += k/10_000;
18        if(poin>2500){
19            if(k<500_000){
20                return k;
21            }
22            else if(k<1000_000){
23                this.poin -=3;
24                return k-k*3/100;
25            }
26            else if(k<10000000){
27                this.poin -=5;
28                return k-k*5/100;
29            }
30            this.poin -=7;
31            return k-k*7/100;
32        }
33        else{
34            this.poin = k/10000;
35            if(k<500000){
36                return k;
37            }
38            else if(k<1000000){
39                this.poin-=1;
40                return k-k/100;
41            }
42            else if(k<10000000){
43                this.poin-=3;
44                return k-k*3/100;
45            }
46            this.poin-=5;
47            return k-k*5/100;
48        }
49    }
50
51 }
```