

Tugas 6

Pemograman Berorientasi Objek



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MINIMARKET

Kelas barang

```
src > main > java > id > ac > unand > fti > si > pbo > Barang.java > Barang > Barang(String, String, Integer, Integer, Integer)
1  package id.ac.unand.fti.si.pbo;
2
3  public class Barang {
4      public String nama;
5      public String sku;
6      public Integer jumlah;
7      private Integer hargaJual=0;
8      private Integer hargaBeli=0;
9      private double diskon=0.0;
10
11     public Barang(){
12
13     }
14     public Barang(String sku,String nama){
15         this.sku=sku;
16         this.nama=nama;
17     }
18     public Barang(String sku,String nama,Integer hargaJual,Integer hargaBeli){
19         this.sku=sku;
20         this.nama=nama;
21         this.hargaJual=hargaJual;
22         this.hargaBeli=hargaBeli;
23     }
24
25     public void setHargaJual(Integer n){
26         if(n>0 && (this.hargaBeli < n))
27             this.hargaJual=n;
28         return ;
29     }
30     public void setHargaBeli(Integer n){
31         if(n>0)
32             this.hargaBeli=n;
33     }
34     public void setDiskon(Double n){
35         if(n>0)
36             this.diskon= n;
37     }
38
39     public Integer getHargaJual(){
40         return hargaJual;
41     }
42     public Integer getHargaBeli(){
43         return hargaBeli;
44     }
45     public double getDiskon(){
46         return diskon;
47     }
48 }
```

```
49     public void tampilInfo(){
50         System.out.println("Kode : " + sku );
51         System.out.println("Nama : " + nama );
52         System.out.println("Harga Jual : " + hargaJual );
53         System.out.println("Harga Beli : " + hargaBeli );
54         System.out.println("Jumlah : " + jumlah );
55         System.out.println("Diskon : " + diskon );
56     }
57 }
58
```