Tugas Pertemuan-6 Pemrograman Orientasi Objek
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Code di C#

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace POO6
{
    public class Pegawai
    {
        private string _nama;
        private double _gajiPokok;

        public void setNama(string ParamNama)
        {
            _nama = ParamNama;
        }
        public string getNama()
        {
            return _nama;
        }

        public void setGajiPokok(double paramGaji)
        {
            _gajiPokok = paramGaji;
        }

        public double getGajiPokok()
        {
            return _gajiPokok;
        }

        public virtual void cetakInfo()
        {
            Console.WriteLine("Pegawai : " + getNama());
            Console.WriteLine("Gaji Pokok : " + getGajiPokok());
        }
    }

    public class Manager : Pegawai {
        private double _tunjangan;

        public void setTunjangan(double paramTunjangan){
            _tunjangan = paramTunjangan;
        }

        public double getTunjangan(){
            return _tunjangan;
        }

        public void cetakTunjangan(){
            Console.WriteLine("Tunjangan Anda : " + getTunjangan());
        }
        public virtual void cetakInfo(){
        Console.WriteLine("Pegawai : " + getNama());
        Console.WriteLine("Posisi Anda : Manager" );
        Console.WriteLine("Gaji Pokok Anda : " + getGajiPokok());
        }
    }

    public class Programmer : Pegawai{
        private double _bonus;

        public void setBonus(double paramBonus){
            _bonus = paramBonus;
        }

        public double getBonus(){
```

```csharp
            return _bonus;
        }

        public void cetakBonus(){
            Console.WriteLine("Bonus Anda : " + getBonus());
        }

        public virtual void cetakInfo(){
            Console.WriteLine("Pegawai : " + getNama());
            Console.WriteLine("Posisi : Programmer" );
            Console.WriteLine("Gaji Pokok Anda : " + getGajiPokok());
        }
    }

    class Program{
        static void Main(string[] args){
            Console.WriteLine("========Pegawai Class========");
            Pegawai pegawai = new Pegawai();
            pegawai.setNama("Bella Pegawai");
            pegawai.setGajiPokok(8000000);
            pegawai.cetakInfo();

            Console.WriteLine("========Manager Class========");
            Manager manager = new Manager();
            manager.setNama("Bella Manager");
            manager.setGajiPokok(15000000);
            manager.setTunjangan(10000000);
            manager.cetakInfo();
            manager.cetakTunjangan();

            Console.WriteLine("========Programmer Class========");
            Programmer programmer = new Programmer();
            programmer.setNama("Bella Programmer");
            programmer.setGajiPokok(12000000);
            programmer.setBonus(1500000);
            programmer.cetakInfo();
            programmer.cetakBonus();
        }
    }
}
```

Output dari C#


```
C:\Windows\system32\cmd.exe                                          —    □    ×

========Pegawai Class========
Pegawai : Bella Pegawai
Gaji Pokok : 8000000
========Manager Class========
Pegawai : Bella Manager
Posisi Anda : Manager
Gaji Pokok Anda : 15000000
Tunjangan Anda : 10000000
========Programmer Class========
Pegawai : Bella Programmer
Posisi : Programmer
Gaji Pokok Anda : 12000000
Bonus Anda : 1500000
Press any key to continue . . .
```