**LAPORAN HASIL PRAKTIKUM PEMROGRAMAN BERBASIS OBJEK  
Jobsheet 10**

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Disusun Oleh :

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**PROGRAM STUDI TEKNIK INFORMATIKA**

**JURUSAN TEKNOLOGI INFORMASI**

**POLINEMA**

**2025**

1. Percobaan 1
   1. Langkah Percobaan
2. Membuat class Employee

package Jobsheet10;

public class Employee {

    protected String name;

    public String getEmployeeInfo() {

        return "Name = " + name;

    }

}

1. Membuat interface payable

package Jobsheet10;

public interface payable {

    public int getPaymentAmount();

}

1. Membuat InternshipEmployee sebagai subclass dari Employee

package Jobsheet10;

public class InternshipEmployee extends Employee {

    private int length;

    public InternshipEmployee(String name, int length) {

        this.length = length;

        this.name = name;

    }

    public int getLength() {

        return length;

    }

    public void setLength(int length) {

        this.length = length;

    }

    @Override

    public String getEmployeeInfo() {

        String info = super.getEmployeeInfo() + "\n";

        info += "Registered as internship employee for " + length + " month/s\n";

        return info;

    }

}

1. Membuat class PermanentEmployee sebagai subclass dari Employee dan implements ke Payable

package Jobsheet10;

public class PermanentEmployee extends Employee implements Payable {

    private int salary;

    public PermanentEmployee(String name, int salary) {

        this.name = name;

        this.salary = salary;

    }

    public int getSalary() {

        return salary;

    }

    public void setSalary(int salary) {

        this.salary = salary;

    }

    @Override

    public int getPaymentAmount() {

        return (int) (salary + 0.05 \* salary);

    }

    @Override

    public String getEmployeeInfo() {

        String info = super.getEmployeeInfo() + "\n";

        info += "Registered as permanent employee with salary " + salary + "\n";

        return info;

    }

}

1. Membuat class ElectricityBill yang implements ke interface Payable

package Jobsheet10;

public class ElectricityBill implements Payable {

    private int kwh;

    private String category;

    public ElectricityBill(int kwh, String category) {

        this.kwh = kwh;

        this.category = category;

    }

    public int getKwh() {

        return kwh;

    }

    public void setKwh(int kwh) {

        this.kwh = kwh;

    }

    public String getCategory() {

        return category;

    }

    public void setCategory(String category) {

        this.category = category;

    }

    @Override

    public int getPaymentAmount() {

        return kwh \* getBasePrice();

    }

    public int getBasePrice() {

        int bPrice = 0;

        switch (category) {

            case "R-1":

                bPrice = 100;

                break;

            case "R-2":

                bPrice = 200;

                break;

        }

        return bPrice;

    }

    public String getBillInfo() {

        return "KWH = " + kwh + "\n" + "Category = " + category + " (" + getBasePrice() + " per kWH)\n";

    }

}

1. Membuat class Tester1

package Jobsheet10;

public class Tester1 {

    public static void main(String[] args) {

        PermanentEmployee pEmp = new PermanentEmployee("Dedik", 500);

        InternshipEmployee iEmp = new InternshipEmployee("Sunarto", 5);

        ElectricityBill eBill = new ElectricityBill(5, "A-1");

        Employee e;

        Payable p;

        e = pEmp;

        e = iEmp;

        p = pEmp;

        p = eBill;

    }

}

1. Hasil running kode program
   1. Pertanyaan
2. das
3. dsa
4. dsa
5. Percobaan 2
   1. Langkah Percobaan
6. Membuat class Tester2

package Jobsheet10;

public class Tester2 {

    public static void main(String[] args) {

        PermanentEmployee pEmp = new PermanentEmployee("Dedik", 500);

        Employee e;

        e = pEmp;

        System.out.println("" + e.getEmployeeInfo());

        System.out.println("---");

        System.out.println("" + pEmp.getEmployeeInfo());

    }

}

1. Dsa
2. dsa
   1. Pertanyaan
      1. das
      2. dsa
      3. dsa
3. Percobaan 3
   1. Langkah Percobaan
4. Membuat class Tester3

package Jobsheet10;

public class Tester3 {

    public static void main(String[] args) {

        PermanentEmployee pEmp = new PermanentEmployee("Dedik", 500);

        InternshipEmployee iEmp = new InternshipEmployee("Sunarto", 5);

        ElectricityBill eBill = new ElectricityBill(5, "A-1");

        Employee e[] = { pEmp, iEmp };

        Payable p[] = { pEmp, eBill };

        Employee e2[] = { pEmp, iEmp, eBill };

    }

}

1. das
2. dsa
   1. Pertanyaan
3. das
4. dsa
5. dsa
6. Percobaan 4
   1. Langkah Percobaan
7. dsads
8. das
9. dsa
   1. Pertanyaan
10. das
11. dsa
12. dsa
13. Tugas
14. Dsa
15. Da
16. Dsa
17. Sda
18. asd