**LAPORAN PRAKTIKUM PEMROGRAMAN BEORIENTASI OBJEK**

“Tugas 06 – Enkapsulasi : Latihan Membuat Game*”*

****

Oleh:

Nama : Kyara Azwa Humayra

NPM : 4522210058

Kelas : A

Dosen:

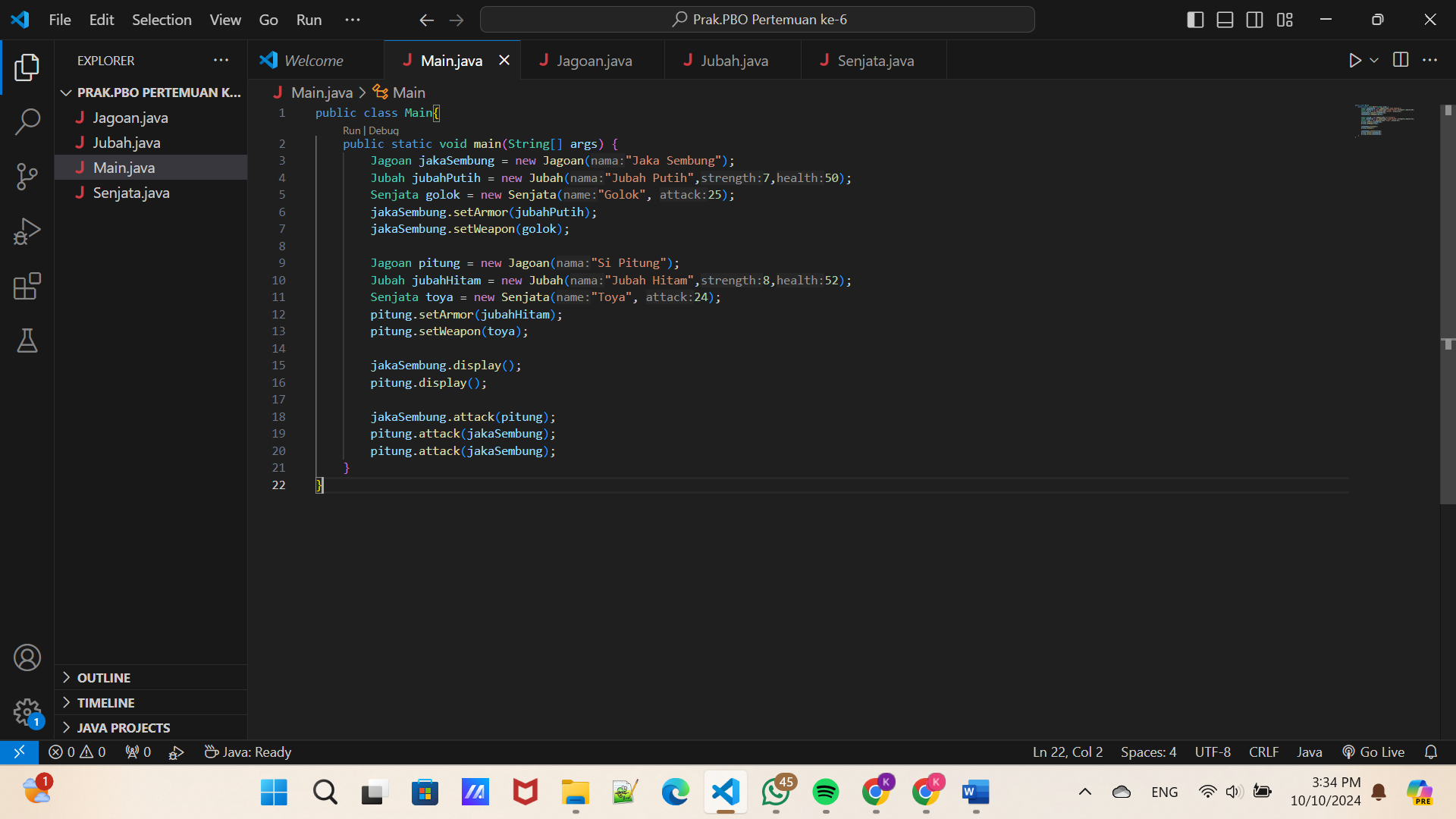
Adi Wahyu Pribadi , S.Si., M.Kom

**S1-Teknik Informatika**

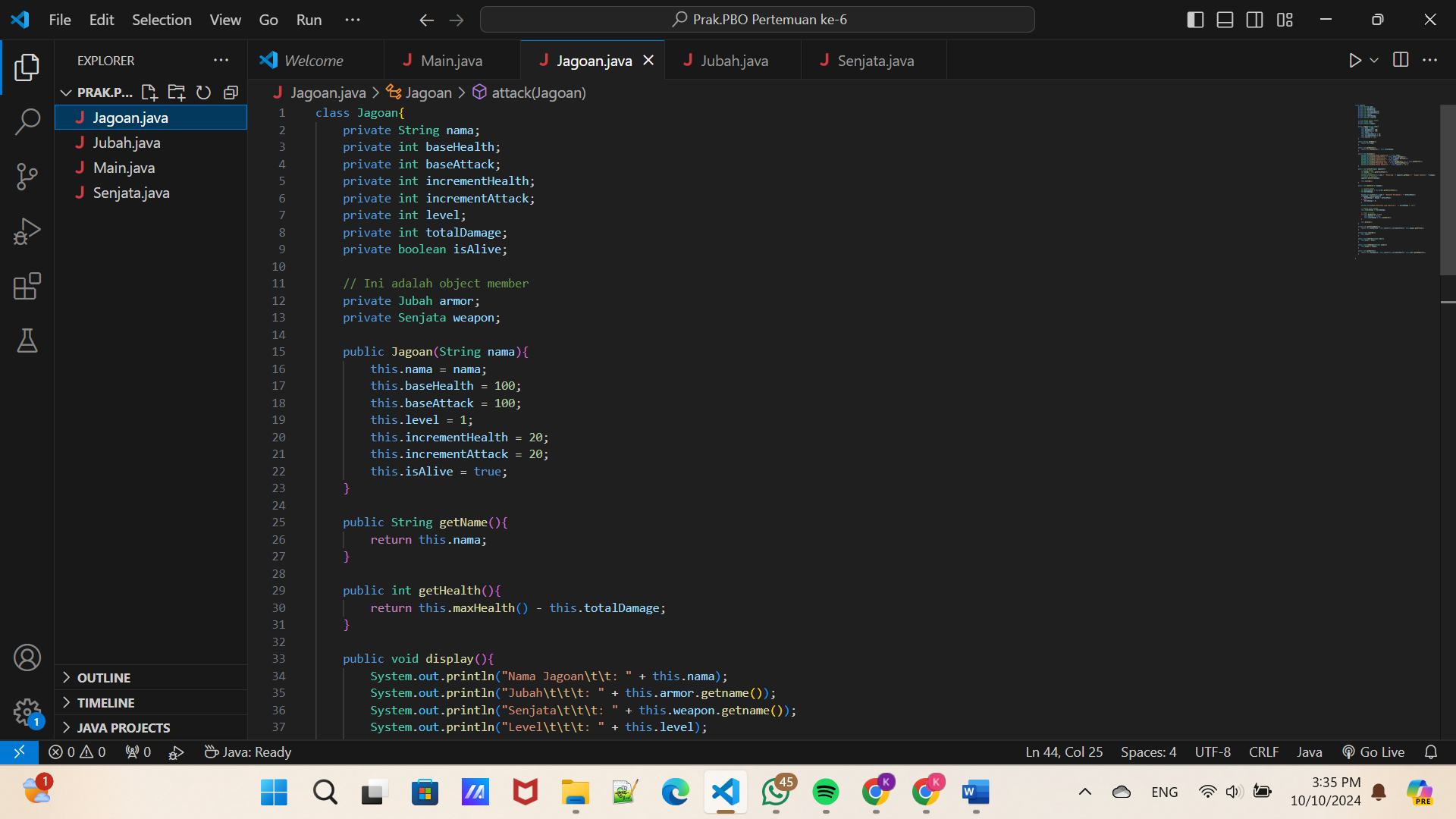
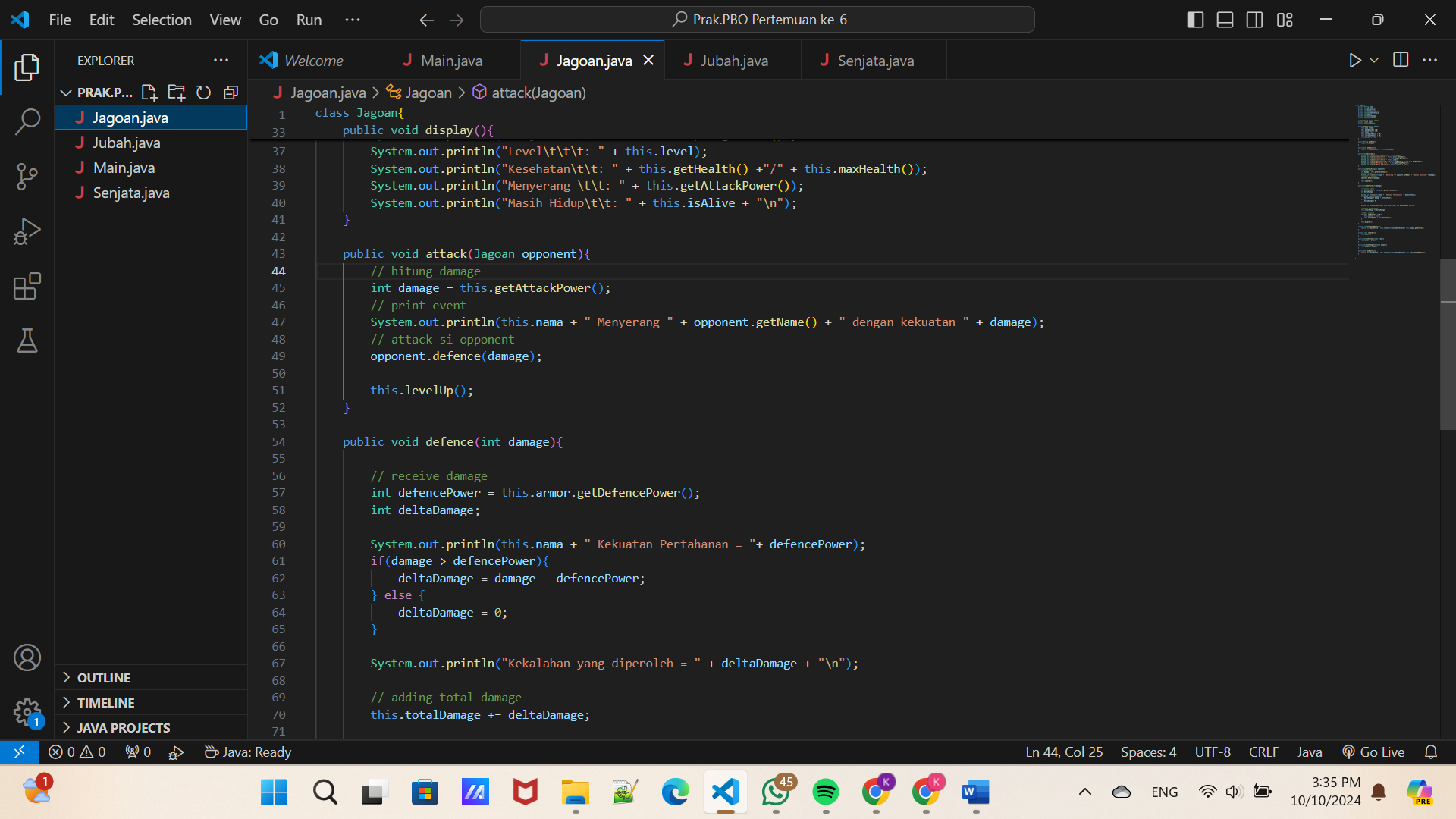
**Fakultas Teknik Universitas Pancasila**

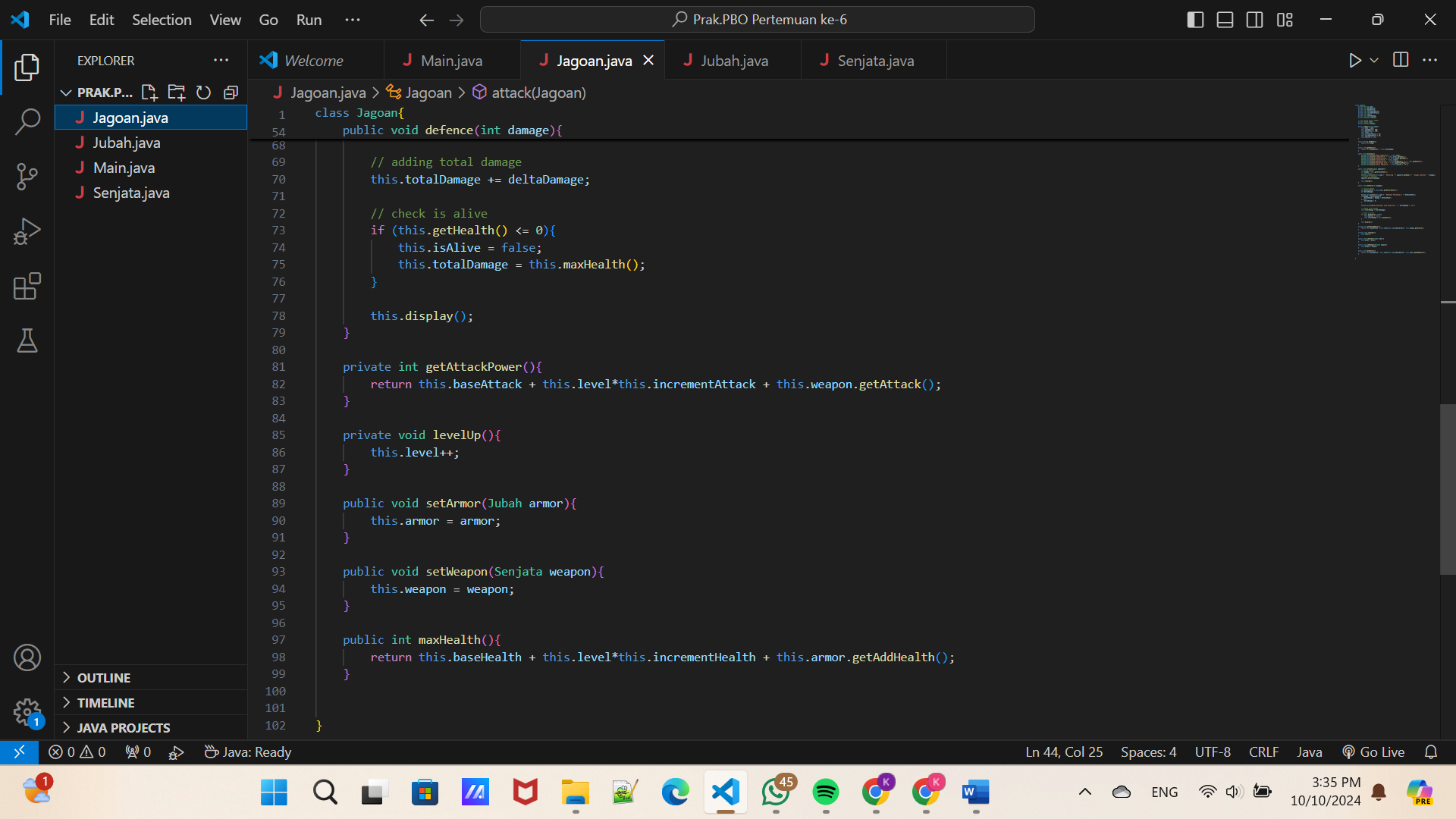
**2023/2024**

1. Main.java

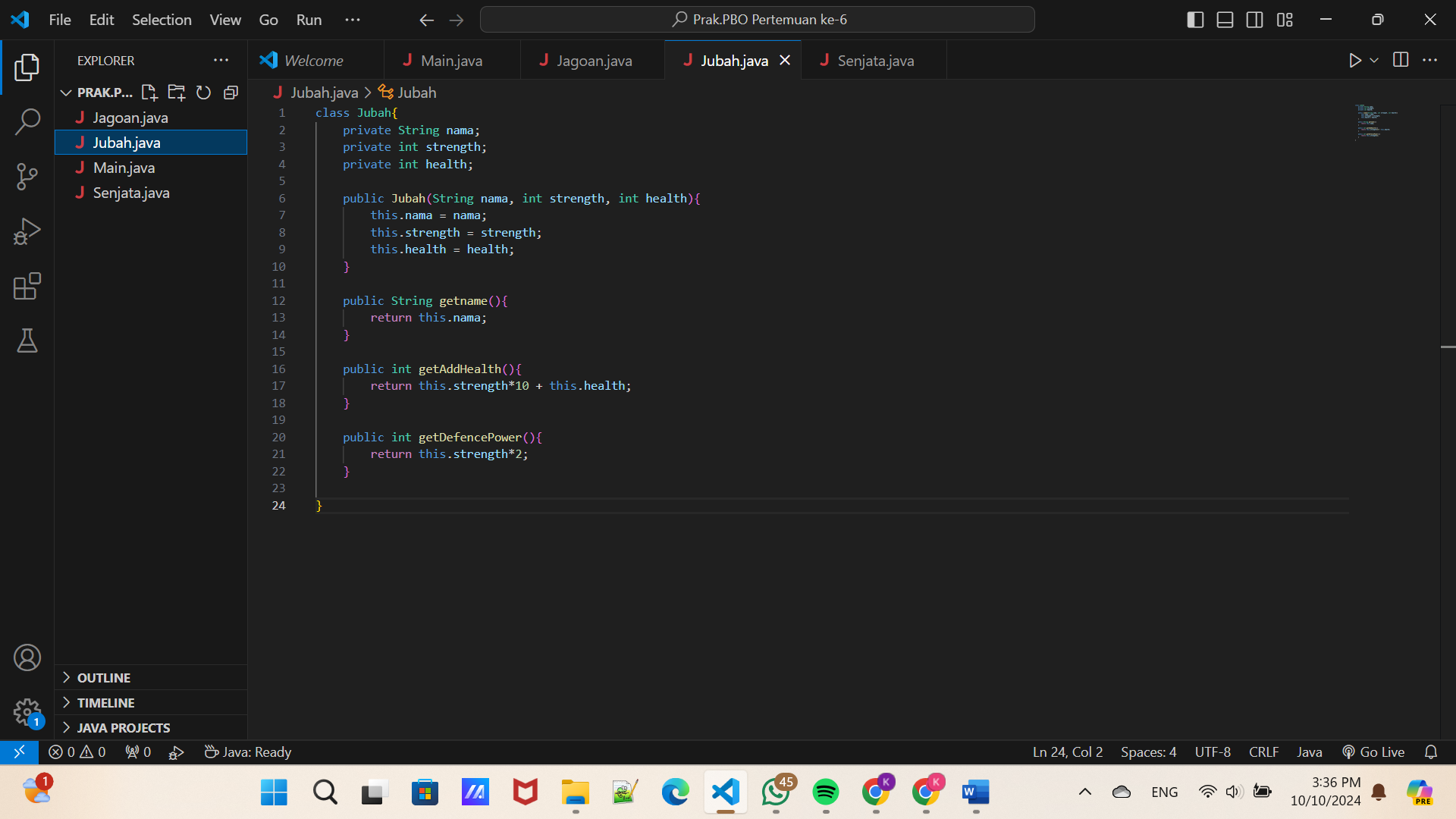


1. Jagoan.java

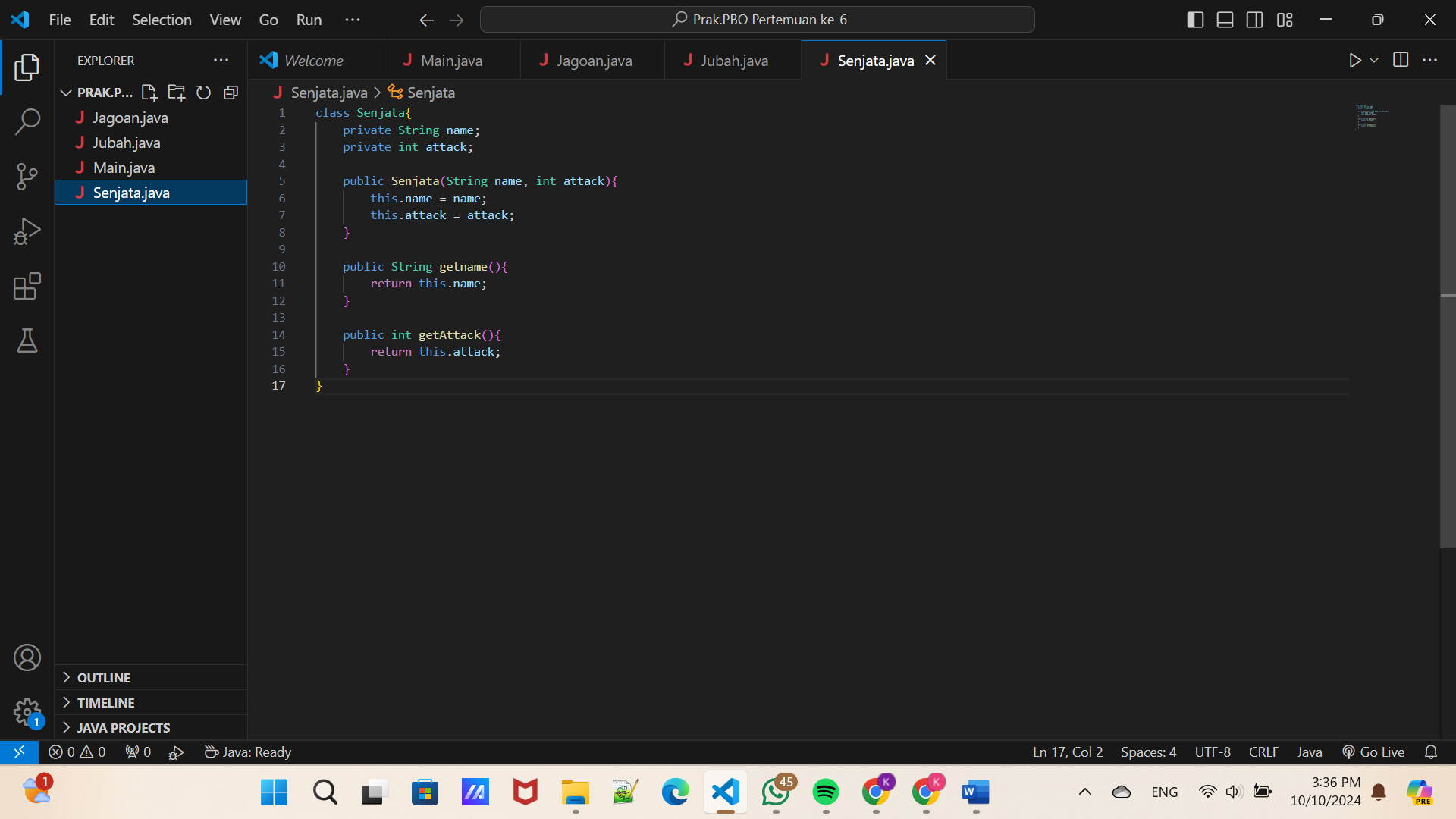
 



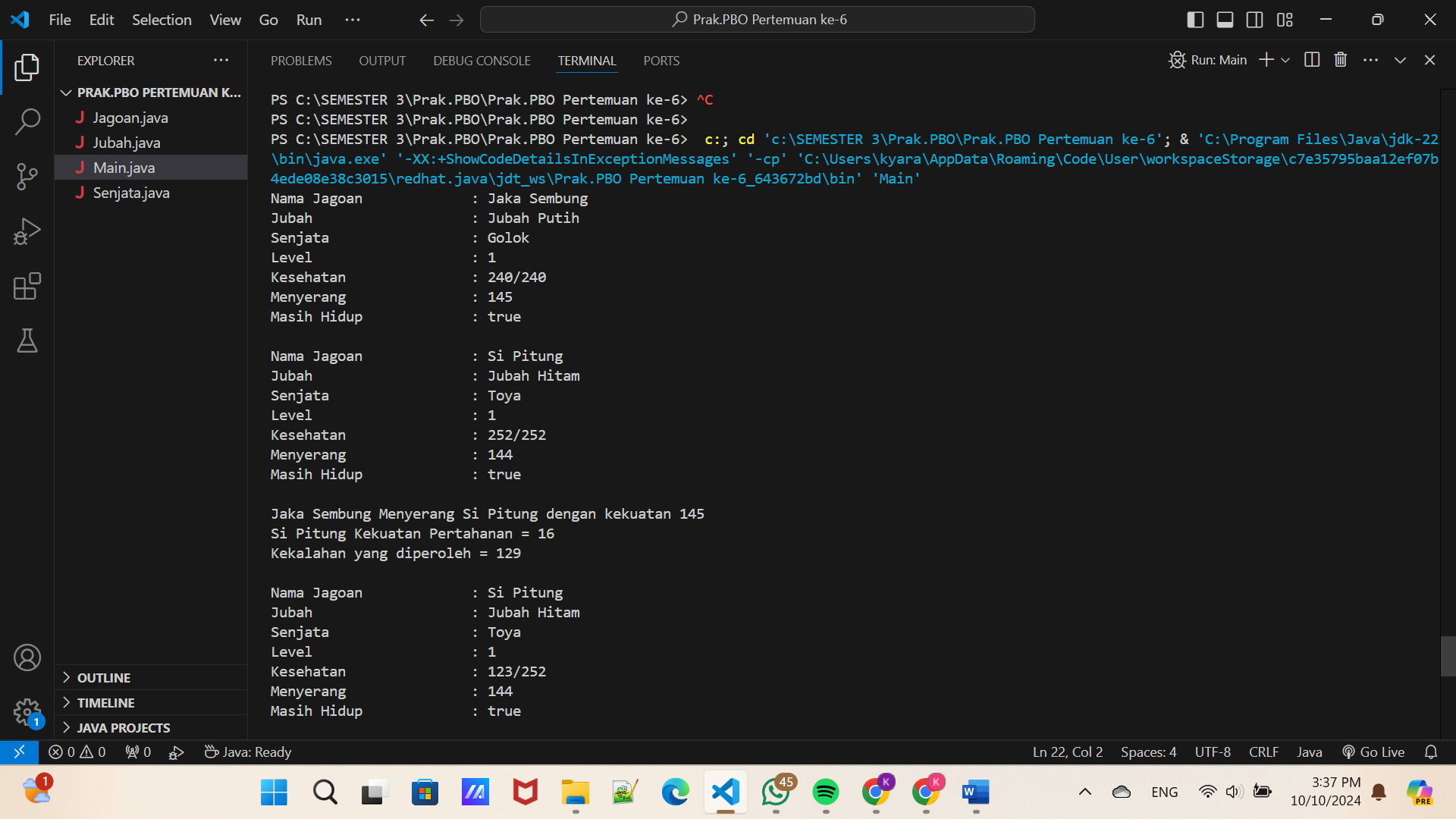
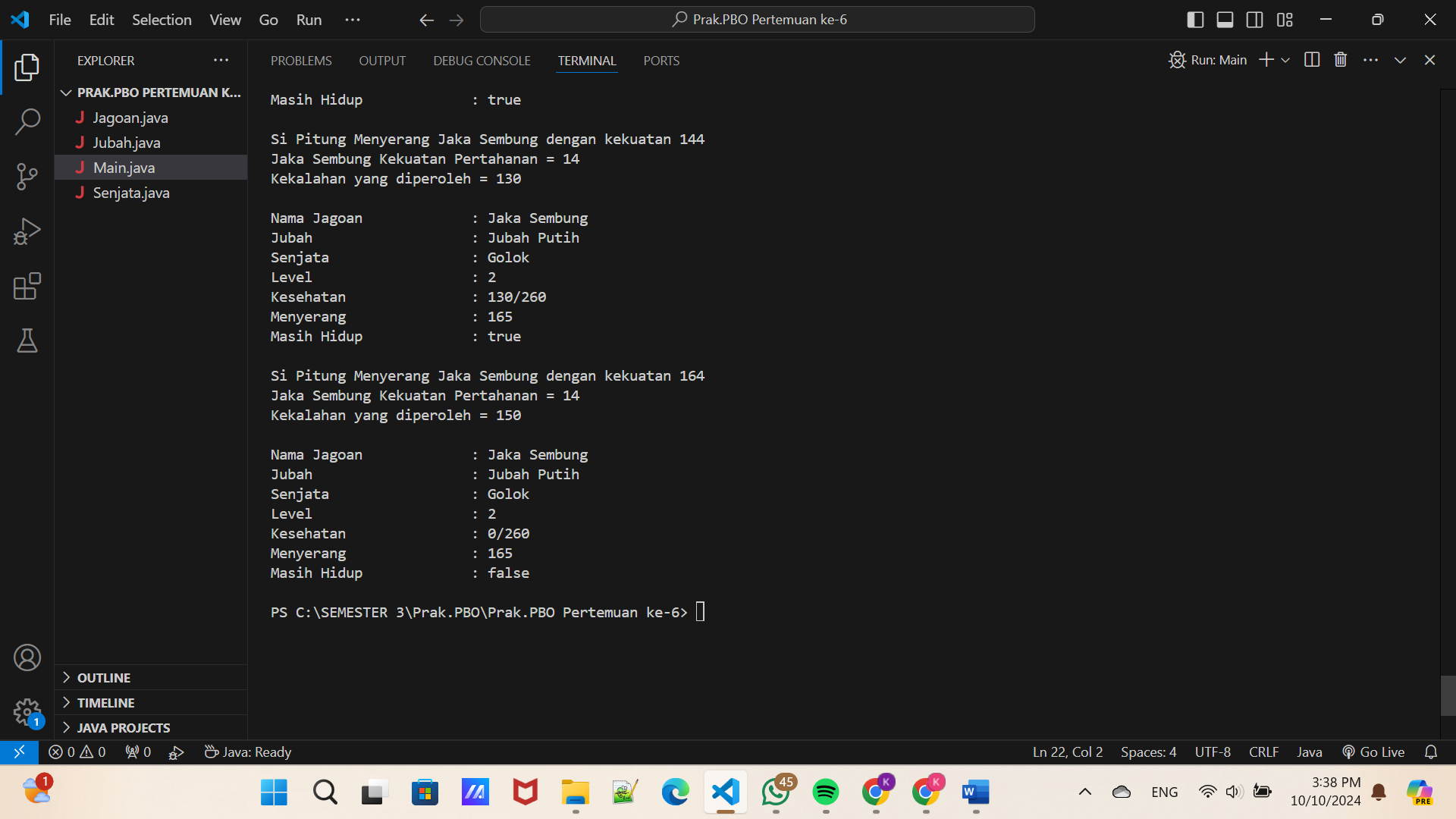
1. Jubah.java



1. Senjata.java



Hasil Run

Link Github: