

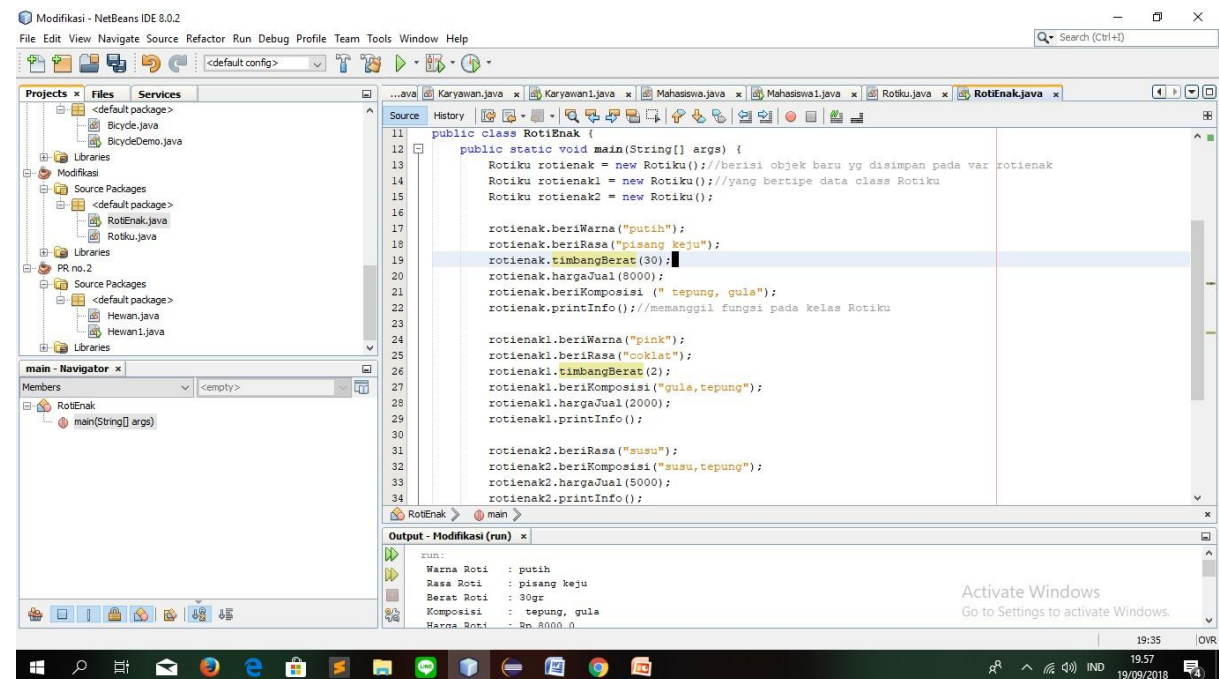
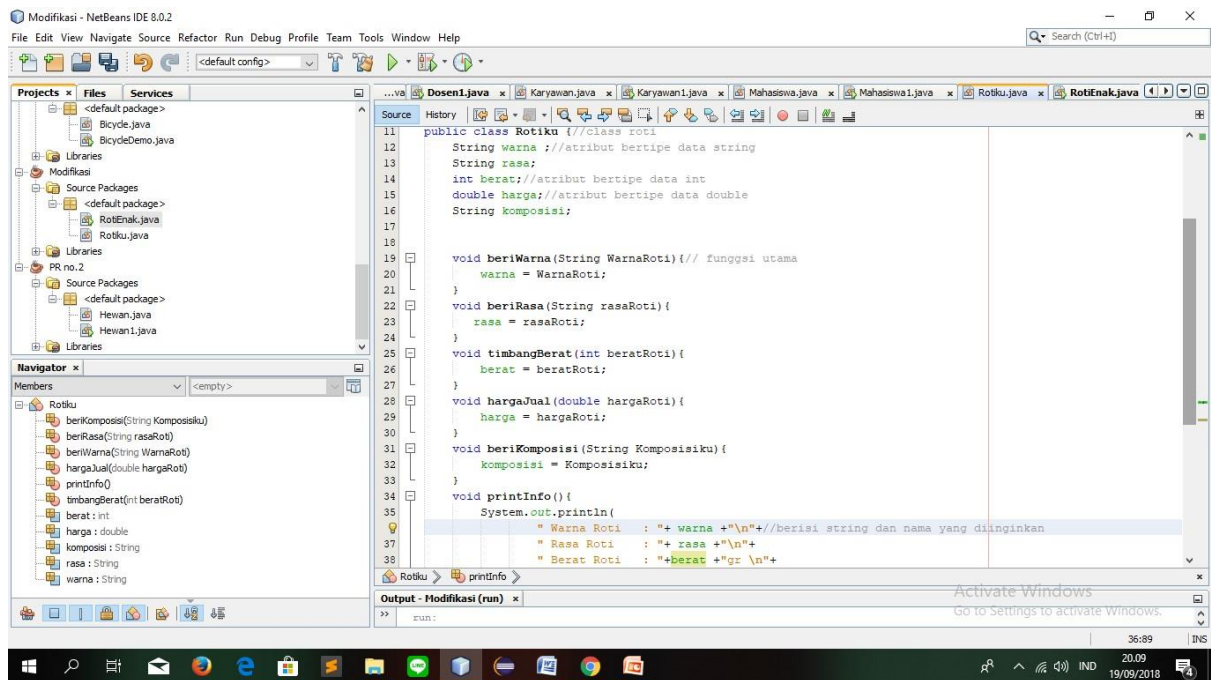
NAMA : DANDUNG RAHMATDHAN

NIM : L200170098

KELAS : C

LATIHAN

1.



2.

RotiEnak

Warna :String
 Rasa :String
 Komposisi :string
 Harga : double
 Berat : int

beriWarna() beriRasa()
 timbangBearat()
 hargaJual()
 beriKomposisi()

3.

The screenshot shows the NetBeans IDE interface. The main editor displays the `Bicycle.java` file with the following code:

```

11 public class Bicycle { //clas bicycle
12     int Cadance; //line 12-14 adalah sebuah atribut
13     int speedUp;
14     int Gear ;
15
16     void changeCadance(int cadance1){
17         Cadance = cadance1;
18     }
19
20     void speedUp(int speedUp1){
21         speedUp = speedUp1;
22     }
23     void changeGear(int gear1){
24         Gear = gear1;
25     } //line 16,20,23,26 merupakan sebuah fungsi utama
26
27     void printInfo() {
28         System.out.println( //line 27 untuk memanggil perintah di bawah ini
29             " cadance :"+ Cadance +"\n"+
30             " SpeedUp :"+ speedUp +"\n"+
31             " Gear :"+ Gear);
32     } //line 28-30 merupakan string dan atribut guna nya untuk memanggil atribut di atas
  
```

The left sidebar shows the **Projects** and **Files** panels. The **Members** panel for the `Bicycle` class lists the following methods and attributes:

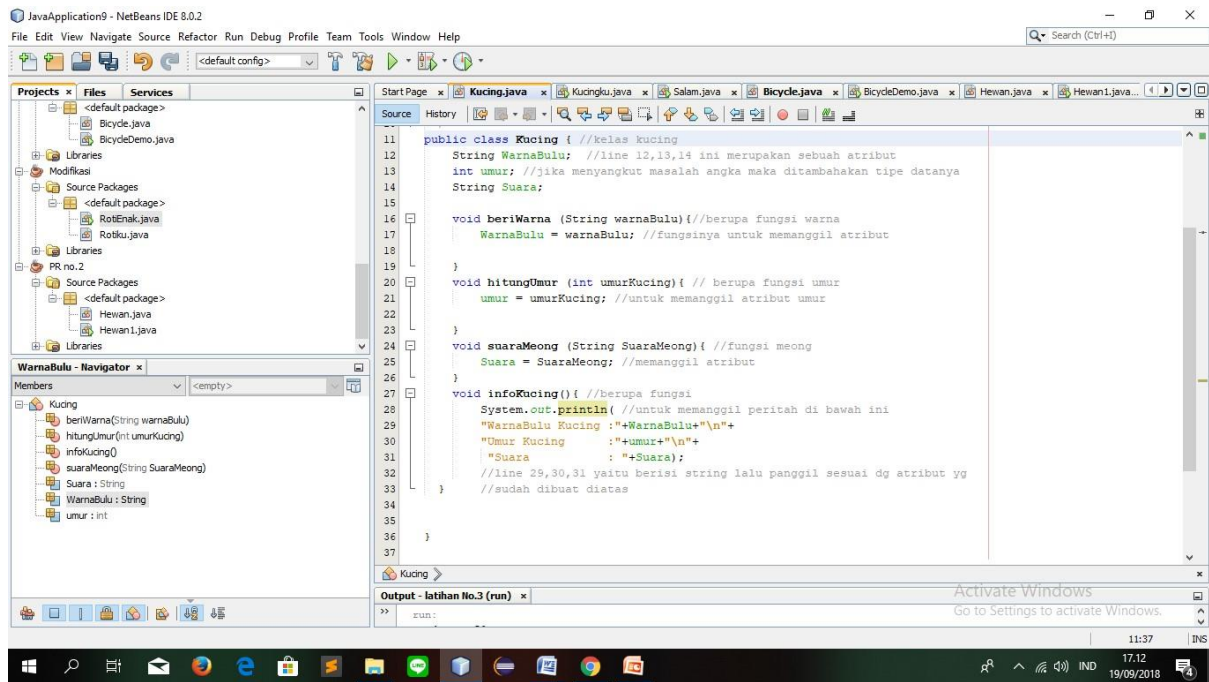
- changeCadance(int cadance1)
- changeGear(int gear1)
- printInfo()
- speedUp(int speedUp1)
- Cadance : int
- Gear : int
- speedUp : int

The bottom right panel shows the **Output - latihan No.3 (run)** window with the following output:

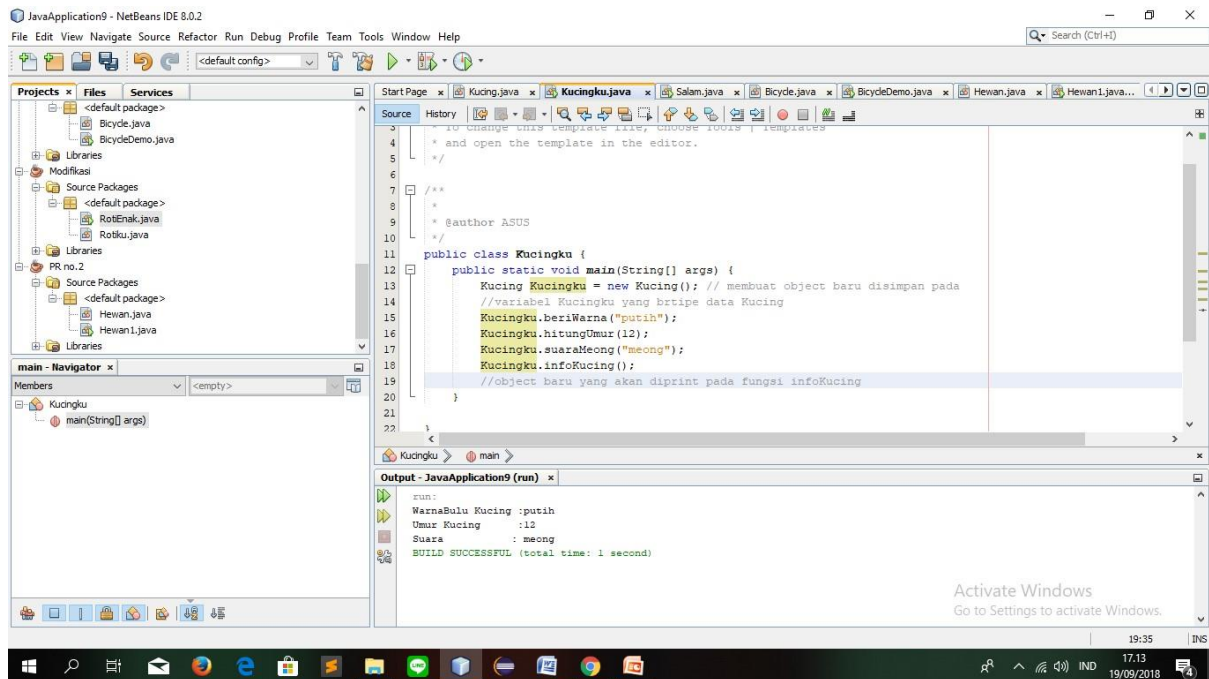
```

run:
cadance :50
SpeedUp :20
Gear :2
cadance :40
SpeedUp :10
Gear :1
  
```

4. class kucing



• Class kucingKu



6.

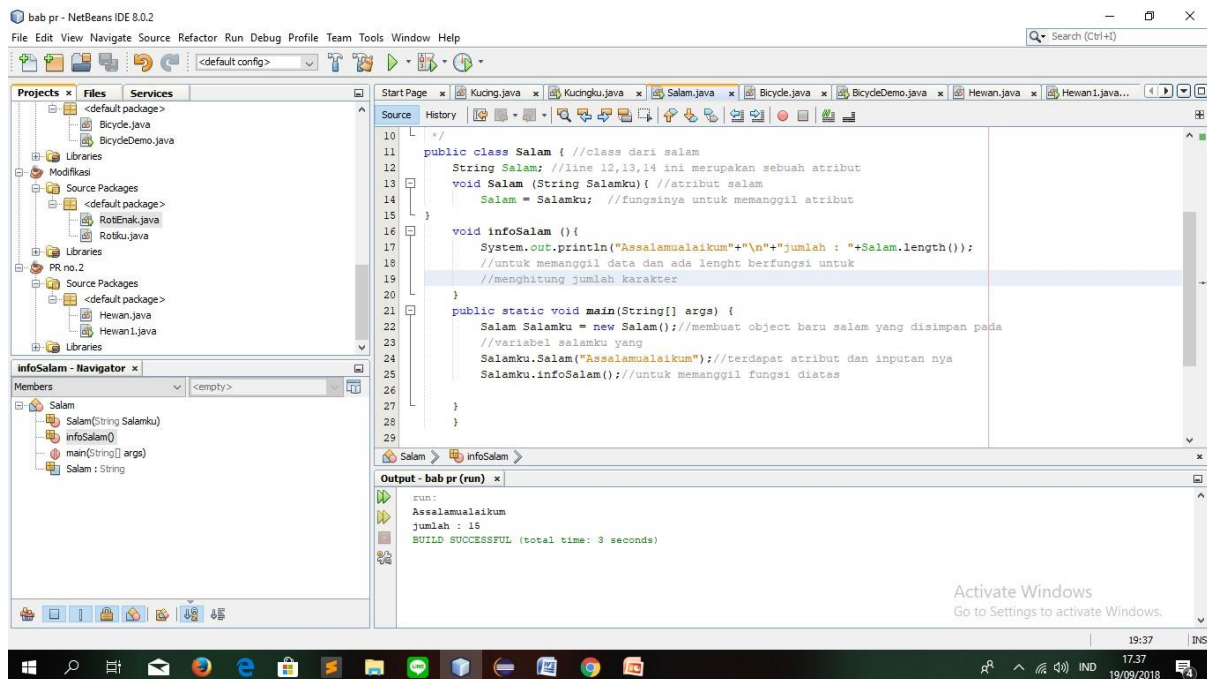
Rotiku

#warna:String
#rasa:String
#berat:int
#harga:double

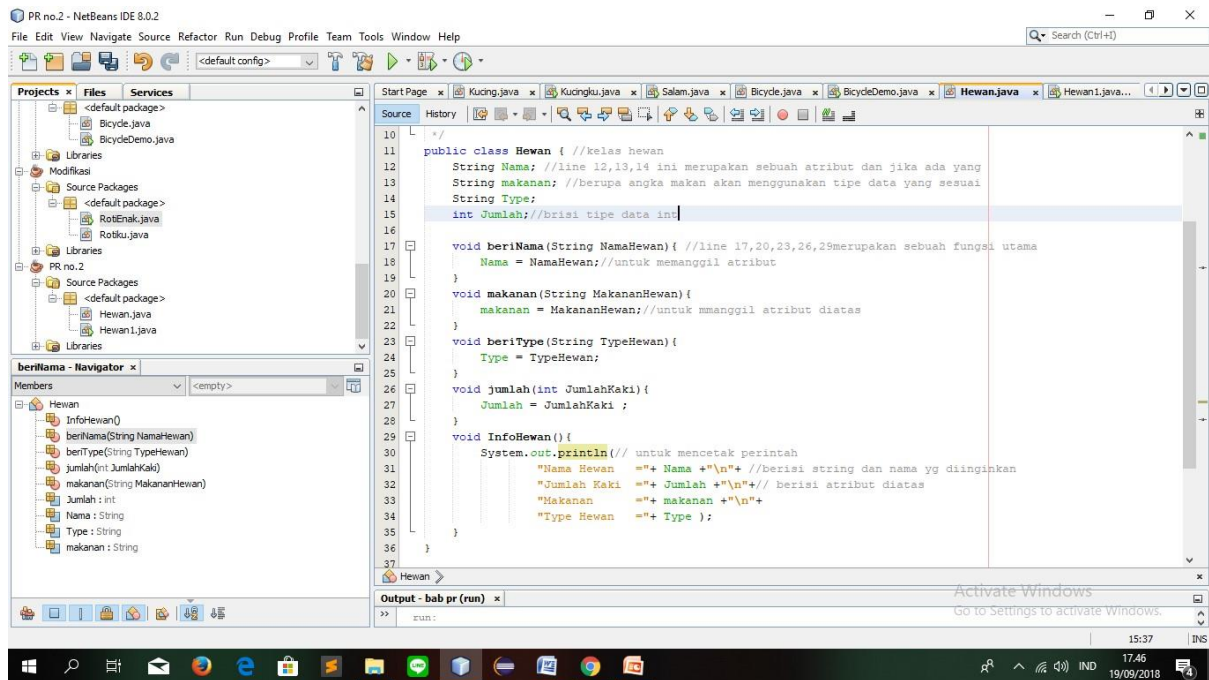
#beriWarna()
#berirasa()
#timbangBerat()
#hargaJual()

PEKERJAAN RUMAH :

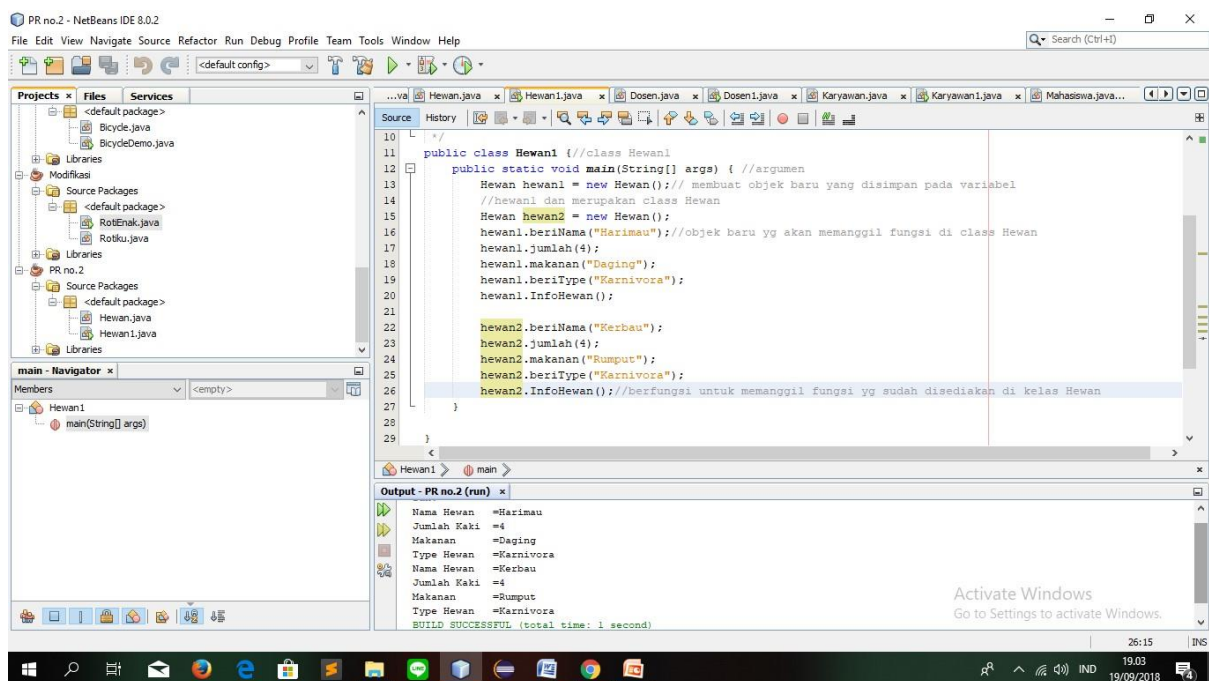
1. class salam



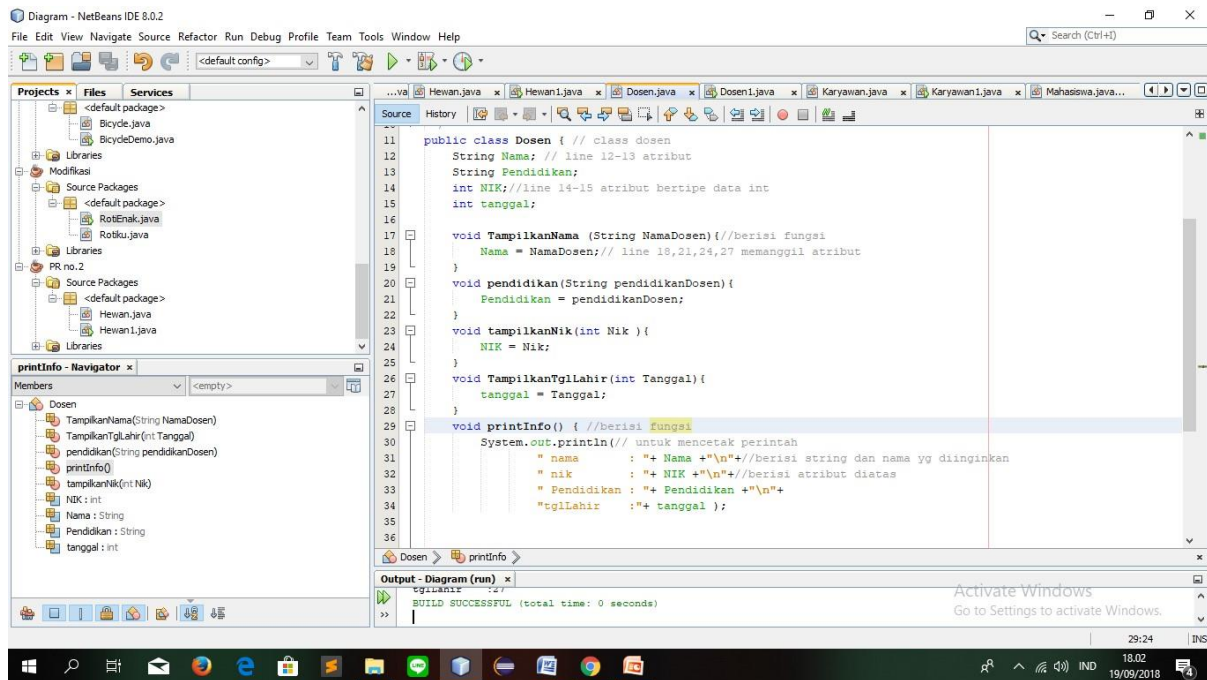
2. berisi codingan awal class Hewan



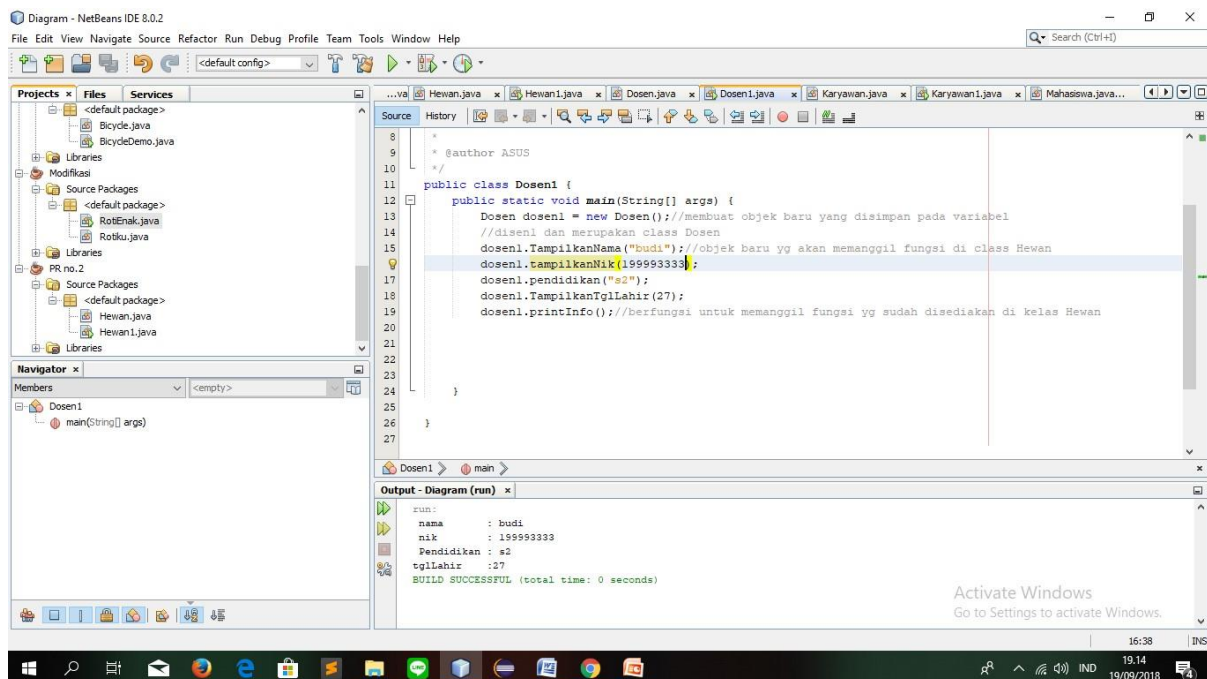
- Berisi objek baru dan hasil dari keseluruhan codingan class Hewan1



3.berisi codingan awal class Dosen

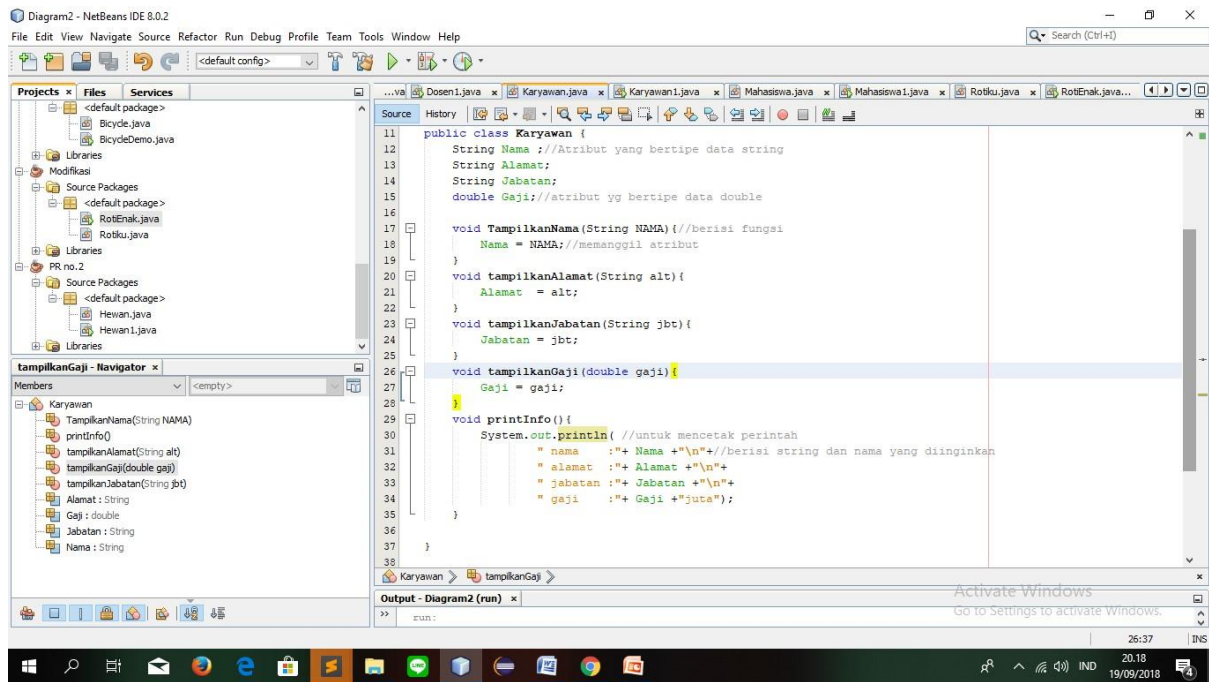


- Berisi hasil codingan dan object baru class dosen1

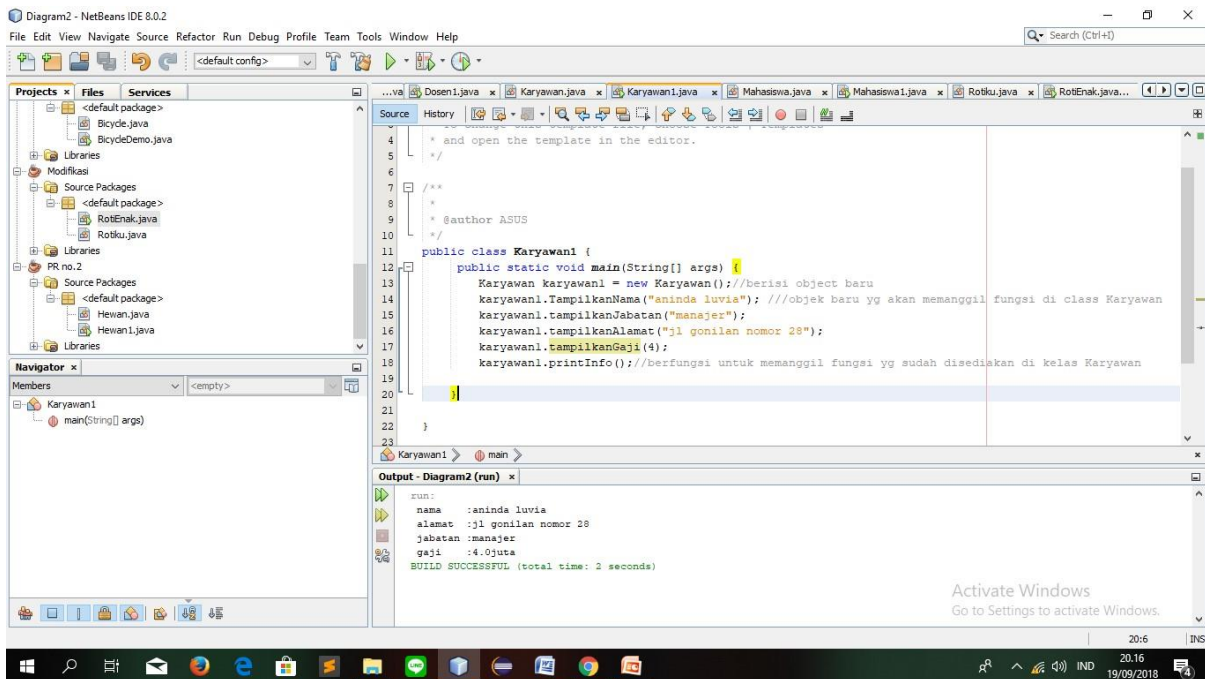


KARYAWAN

- Berisi class Karyawan

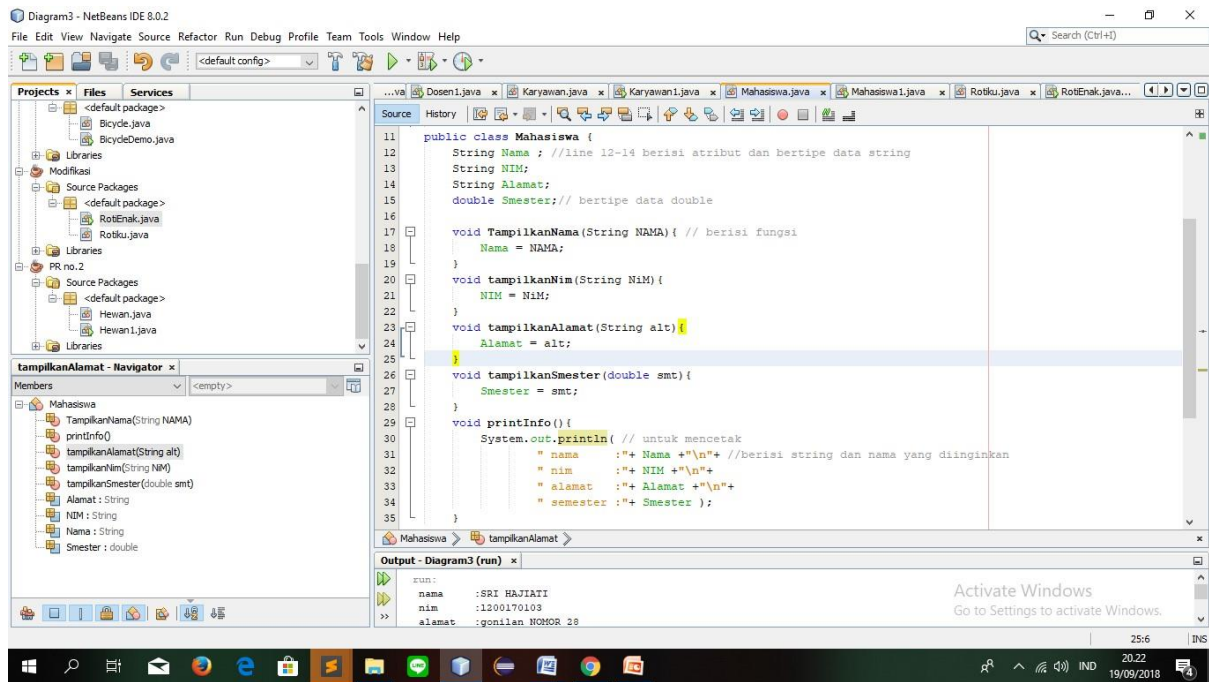


- Berisi hasil codingan dan object baru



MAHASISWA

- CLASS Mahasiswa



- Berisi object baru dan hasil dari codingan

