

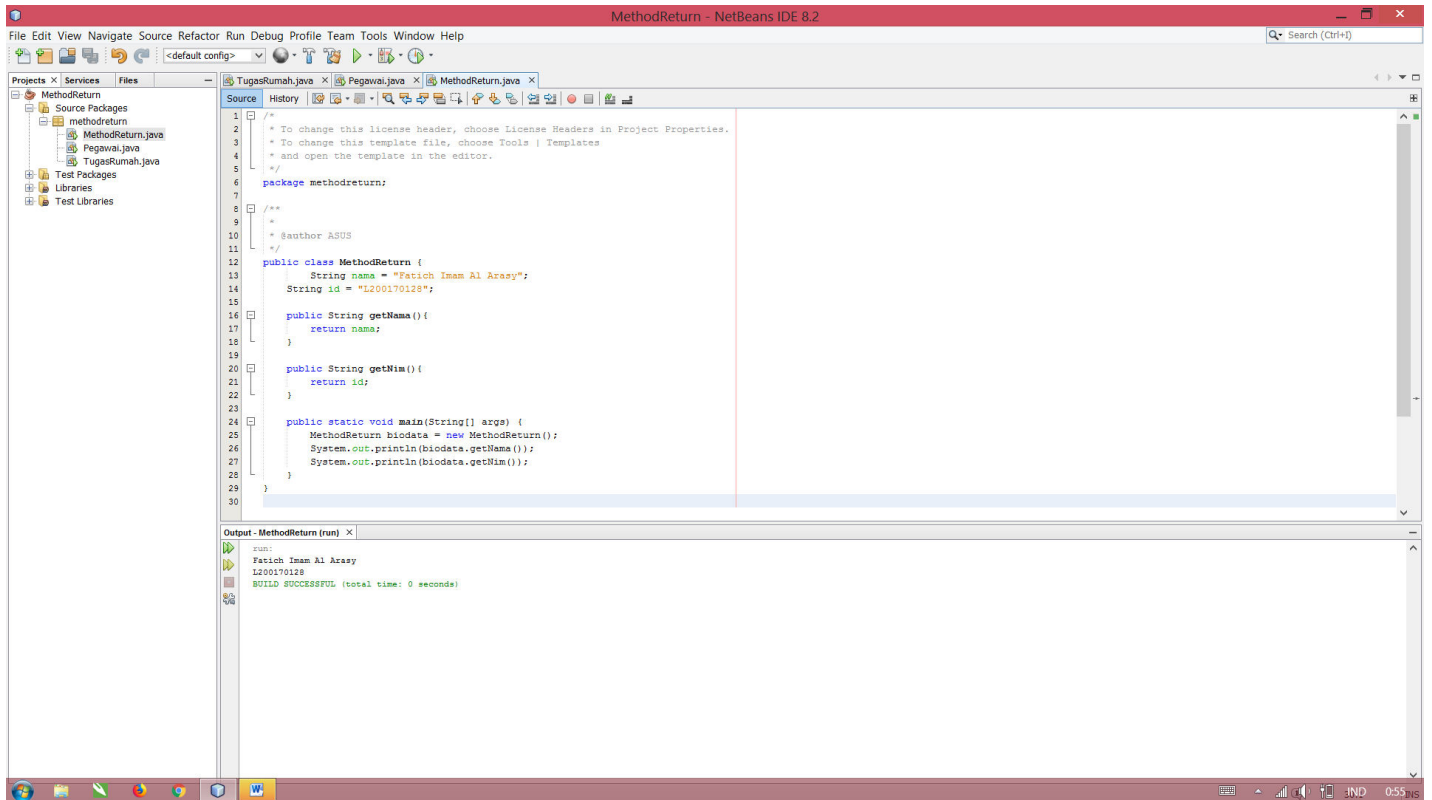
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## Modul 3

### 1. MethodReturn



## 2. Pegawai

The screenshot shows the NetBeans IDE 8.2 interface. The main editor window displays the source code of the `Pegawai` class in `MethodReturn.java`. The code includes package declarations, class annotations, and methods for setting employee data and displaying it.

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package methodreturn;
7
8  /**
9   *
10   * @author ASUS
11   */
12  public class Pegawai {
13      String nama;
14      int nip;
15      double gaji;
16
17      public String setName(String beriNama){
18          return this.nama = beriNama;
19      }
20
21      public int setNip(int beriNip){
22          return this.nip = beriNip;
23      }
24
25      public double setGaji(Double beriGaji){
26          return this.gaji = beriGaji;
27      }
28
29      void infoPegawai(){
30          System.out.println(
31              "Nama: "+this.nama+"\n"+
32              "Nip: "+this.nip+"\n"+
33              "Gaji: Rp. "+this.gaji+"\n"
34          );
35      }
36
37      public static void main(String[] args) {
38          Pegawai datapegawai1 = new Pegawai();
39          Pegawai datapegawai2 = new Pegawai();
40          Pegawai datapegawai3 = new Pegawai();
41          Pegawai datapegawai4 = new Pegawai();
42          Pegawai datapegawai5 = new Pegawai();
43
44          datapegawai1.setName("Salwa");
45          datapegawai2.setName("Rizki");
46          datapegawai3.setName("Aini");
47          datapegawai4.setName("Febri");
48          datapegawai5.setName("Udin");
49
50          datapegawai1.setNip(113);
51          datapegawai2.setNip(133);
```

The screenshot shows the NetBeans IDE 8.2 interface with the `main` method of the `Pegawai` class. The code sets names, NIPs, and salaries for five employees and then calls the `infoPegawai` method for each. The bottom output window shows the results of the program execution.

```
37  public static void main(String[] args) {
38      Pegawai datapegawai1 = new Pegawai();
39      Pegawai datapegawai2 = new Pegawai();
40      Pegawai datapegawai3 = new Pegawai();
41      Pegawai datapegawai4 = new Pegawai();
42      Pegawai datapegawai5 = new Pegawai();
43
44      datapegawai1.setName("Udin");
45      datapegawai2.setName("Rafidz");
46      datapegawai3.setName("Aini");
47      datapegawai4.setName("Febri");
48      datapegawai5.setName("Ripli");
49
50      datapegawai1.setNip(113);
51      datapegawai2.setNip(133);
52      datapegawai3.setNip(107);
53      datapegawai4.setNip(140);
54      datapegawai5.setNip(104);
55
56      datapegawai1.setGaji(2000000.0);
57      datapegawai2.setGaji(2000000.0);
58      datapegawai3.setGaji(2000000.0);
59      datapegawai4.setGaji(2000000.0);
60      datapegawai5.setGaji(2000000.0);
61
62      datapegawai1.infoPegawai();
63      datapegawai2.infoPegawai();
64      datapegawai3.infoPegawai();
65      datapegawai4.infoPegawai();
66      datapegawai5.infoPegawai();
67  }
```

Output - MethodReturn (run) X

```
run:
Nama: Udin
Nip: 113
Gaji: Rp. 2000000.0

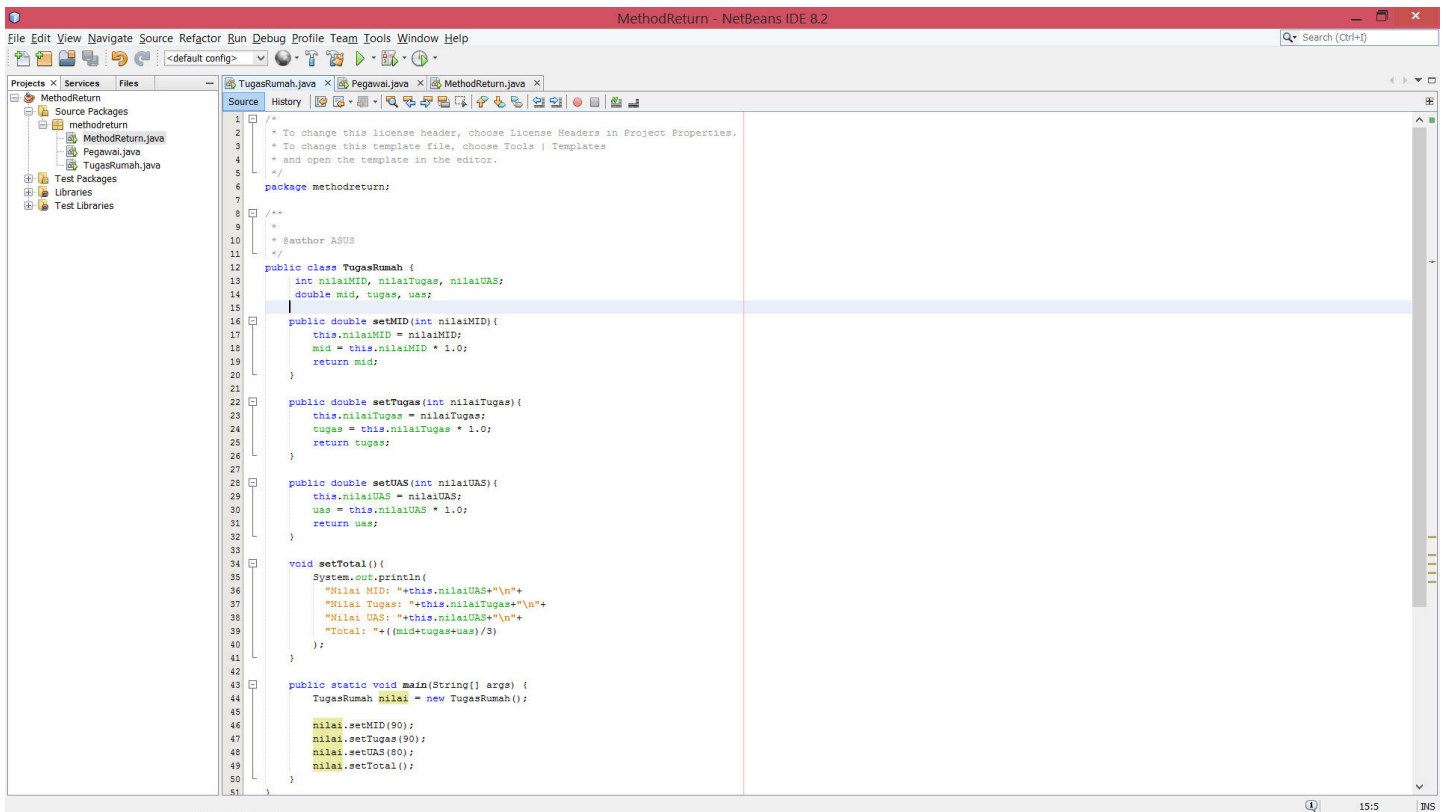
Nama: Rafidz
Nip: 133
Gaji: Rp. 2000000.0

Nama: Aini
Nip: 107
Gaji: Rp. 2000000.0

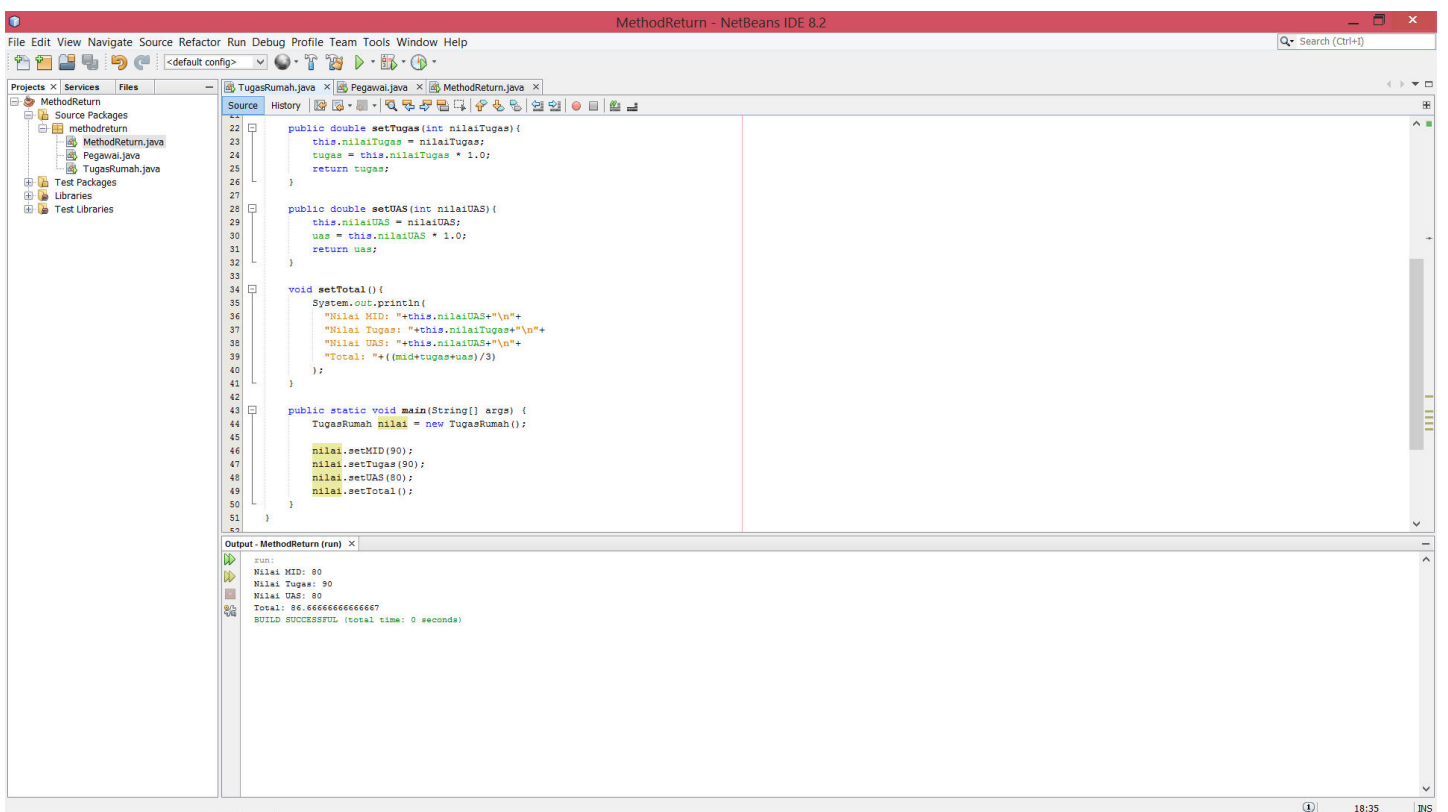
Nama: Febri
Nip: 140
Gaji: Rp. 2000000.0

Nama: Ripli
Nip: 104
Gaji: Rp. 2000000.0
```

### 3. TugasRumah



```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package methodreturn;
7
8  /**
9   *
10  * @author ASUS
11  */
12  public class TugasRumah {
13      int nilaiMID, nilaiTugas, nilaiUAS;
14      double mid, tugas, uas;
15
16      public double setMID(int nilaiMID){
17          this.nilaiMID = nilaiMID;
18          mid = this.nilaiMID * 1.0;
19          return mid;
20      }
21
22      public double setTugas(int nilaiTugas){
23          this.nilaiTugas = nilaiTugas;
24          tugas = this.nilaiTugas * 1.0;
25          return tugas;
26      }
27
28      public double setUAS(int nilaiUAS){
29          this.nilaiUAS = nilaiUAS;
30          uas = this.nilaiUAS * 1.0;
31          return uas;
32      }
33
34      void setTotal(){
35          System.out.println(
36              "Nilai MID: "+this.nilaiUAS+"\n"+
37              "Nilai Tugas: "+this.nilaiTugas+"\n"+
38              "Nilai UAS: "+this.nilaiUAS+"\n"+
39              "Total: "+(mid+tugas+uas)/3
40          );
41      }
42
43      public static void main(String[] args) {
44          TugasRumah nilai = new TugasRumah();
45
46          nilai.setMID(90);
47          nilai.setTugas(90);
48          nilai.setUAS(80);
49          nilai.setTotal();
50      }
51  }
```



```
22  public double setTugas(int nilaiTugas){
23      this.nilaiTugas = nilaiTugas;
24      tugas = this.nilaiTugas * 1.0;
25      return tugas;
26  }
27
28  public double setUAS(int nilaiUAS){
29      this.nilaiUAS = nilaiUAS;
30      uas = this.nilaiUAS * 1.0;
31      return uas;
32  }
33
34  void setTotal(){
35      System.out.println(
36          "Nilai MID: "+this.nilaiUAS+"\n"+
37          "Nilai Tugas: "+this.nilaiTugas+"\n"+
38          "Nilai UAS: "+this.nilaiUAS+"\n"+
39          "Total: "+(mid+tugas+uas)/3
40      );
41  }
42
43  public static void main(String[] args) {
44      TugasRumah nilai = new TugasRumah();
45
46      nilai.setMID(90);
47      nilai.setTugas(90);
48      nilai.setUAS(80);
49      nilai.setTotal();
50  }
51  }
```

Output - MethodReturn (run) X

```
run:
Nilai MID: 90
Nilai Tugas: 90
Nilai UAS: 80
Total: 86.66666666666667
BUILD SUCCESSFUL (total time: 0 seconds)
```