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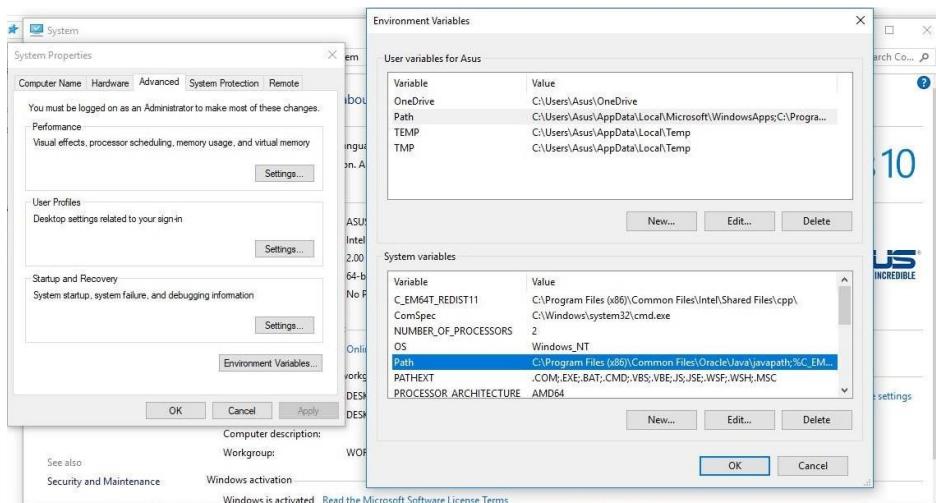
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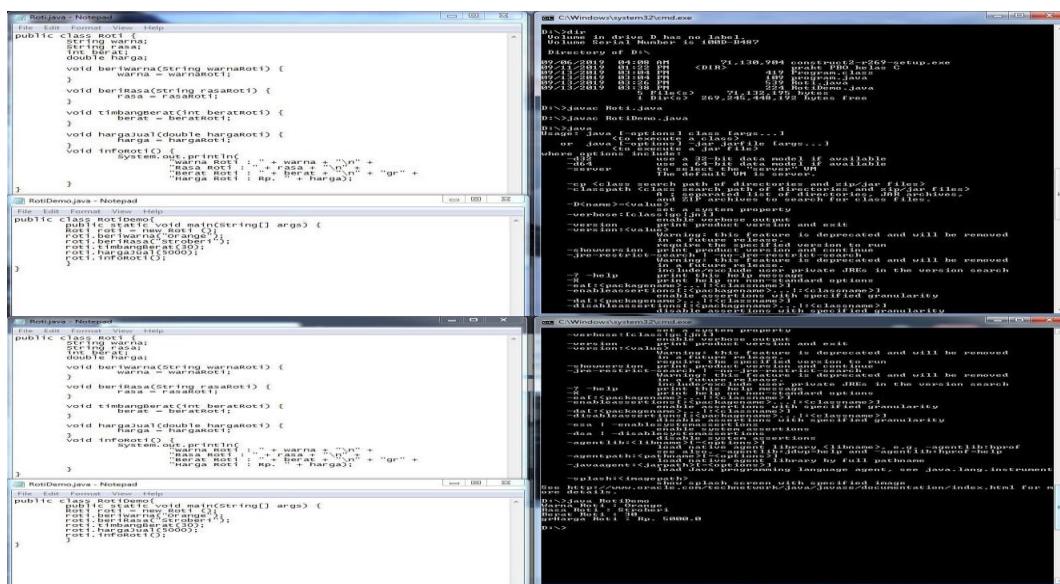
MODUL 1-12

Modul 1

1. Membuat Path



2. Roti



MODUL 2

1. Roti

The image shows three windows on a Windows operating system:

- Roti.java - Notepad**: Contains the source code for the `Roti` class. It defines a class with attributes `warna`, `rasa`, `berat`, and `harga`. It includes methods for setting `warna`, `rasa`, `berat`, and `harga`, and a `infoRoti` method for printing the details.
- RotiDemo.java - Notepad**: Contains the source code for the `RotiDemo` class. It contains a static `main` method that creates a `Roti` object, sets its properties, and calls its `infoRoti` method.
- Command Prompt**: Shows the terminal session where the Java files are compiled (`javac roti.java` and `javac RotiDemo.java`) and then run (`java RotiDemo`). The output of the program is displayed, showing the properties of the `Roti` object.

```
Roti.java - Notepad
File Edit Format View Help
public class Roti{
    String warna;
    String rasa;
    int berat;
    double harga;

    void beriWarna(String warnaRoti){
        warna = warnaRoti;
    }

    void beriRasa(String rasaRoti){
        rasa = rasaRoti;
    }

    void timbangBerat(int beratRoti){
        berat = beratRoti;
    }

    void hargaJual(double hargaRoti){
        harga = hargaRoti;
    }

    void infoRoti() {
        System.out.println(
            "Warna Roti :" + warna + "\n" +
            "Rasa Roti :" + rasa + "\n" +
            "Berat Roti :" + berat + "\n" +
            "Harga Roti : Rp. " + harga);
    }
}

RotiDemo.java - Notepad
File Edit Format View Help
public class RotiDemo{
    public static void main(String[] args){
        Roti roti = new Roti();
        roti.beriWarna("putih");
        roti.beriRasa("coklat");
        roti.timbangBerat(30);
        roti.hargaJual(3000);
        roti.infoRoti();
    }
}

Command Prompt
Microsoft Windows [Version 10.0.15063]
(c) 2017 Microsoft Corporation. All rights reserved.

C:\Users\Asus>cd..
C:\Users>cd..
C:\>D:
D:\>javac roti.java
D:\>javac RotiDemo.java
D:\>java RotiDemo
Warna Roti :putih
Rasa Roti :coklat
Berat Roti :30
Harga Roti : Rp. 3000.0
D:\>
```

2. Mobil

Mobil.java - Notepad

```
public class Mobil{
    String nama;
    String jenis;
    String warna;
    int cc;
    double harga;

    void beriNama(String namaMobil){
        nama = namaMobil;
    }

    void beriJenis(String jenisMobil){
        jenis = jenisMobil;
    }

    void beriWarna(String warnaMobil){
        warna = warnaMobil;
    }

    void besarCc(double ccMobil){
        cc = ccMobil;
    }

    void hargaJual(double hargaMobil){
        harga = hargaMobil;
    }

    void infoMobil() {
        System.out.println(
            "Nama Mobil :" + nama + "\n" +
            "Jenis Mobil :" + jenis + "\n" +
            "Warna Mobil :" + warna + "\n" +
            "Besar CC Mobil :" + cc + "\n" +
            "Harga Mobil : Rp. " + harga + "Juta"
        );
    }
}
```

MobilDemo.java - Notepad

```
public class MobilDemo{
    public static void main(String[] args){
        Mobil mobil = new Mobil();
        mobil.beriNama("Pajero");
        mobil.beriJenis("Sport");
        mobil.beriWarna("Silver");
        mobil.besarCc(2000);
        mobil.hargaJual(500);
        mobil.infoMobil();
    }
}
```

Command Prompt

```
Microsoft Windows [Version 10.0.15063]
(c) 2017 Microsoft Corporation. All rights reserved.

C:\Users\Asus>cd..
C:\Users>cd..
C:\>D:
D:\>javac Mobil.java
D:\>javac MobilDemo.java
D:\>java MobilDemo
Nama Mobil :Pajero
Jenis Mobil :Sport
Warna Mobil :Silver
Besar CC Mobil :2000.0
Harga Mobil : Rp. 500.0Juta
D:\>
```

3. Car

Car.java - Notepad

```
public class Car{
    int change;
    int speed;
    int gear;

    void ChangeCadence(int changeCar) {
        change = changeCar;
    }

    void SpeedUp(int speedCar) {
        speed = speedCar;
    }

    void ChangeGear(int gearCar) {
        gear = gearCar;
    }

    void printInfo(){
        System.out.println(
            "Cadence :" + change + "\n" +
            "SpeedUp :" + speed + "\n" +
            "changeGear :" + gear );
    }
}
```

CarDemo.java - Notepad

```
public class CarDemo{
    public static void main(String[] args) {
        Car car1 = new Car();
        Car car2 = new Car();

        car1.ChangeCadence(50);
        car1.SpeedUp(20);
        car1.ChangeGear(2);
        car1.printInfo();

        car2.ChangeCadence(30);
        car2.SpeedUp(10);
        car2.ChangeGear(1);
        car2.printInfo();
    }
}
```

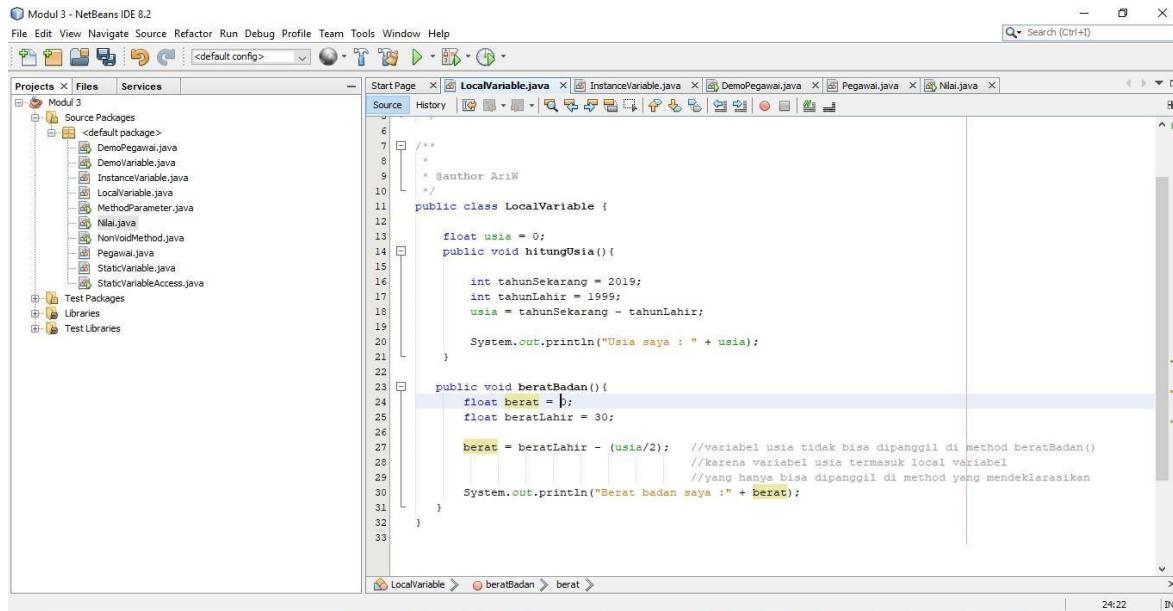
Command Prompt

```
D:\>javac BungaDemo.java
D:\>java BungaDemo
Warna Bunga :Merah
Jenis Bunga :Mawar
Berat Bunga :15
grHarga Bunga : Rp. 7000.0

D:\>javac Car.java
D:\>javac CarDemo.java
D:\>java CarDemo
Cadence : 50
SpeedUp :20
changeGear :2
Cadence : 30
SpeedUp :10
changeGear :1
D:\>
```

MODUL 3

Latihan 1



Modul 3 - NetBeans IDE 8.2

LocalVariable.java

```
/*
 * @author AziW
 */
public class LocalVariable {

    float usia = 0;
    public void hitungUsia(){

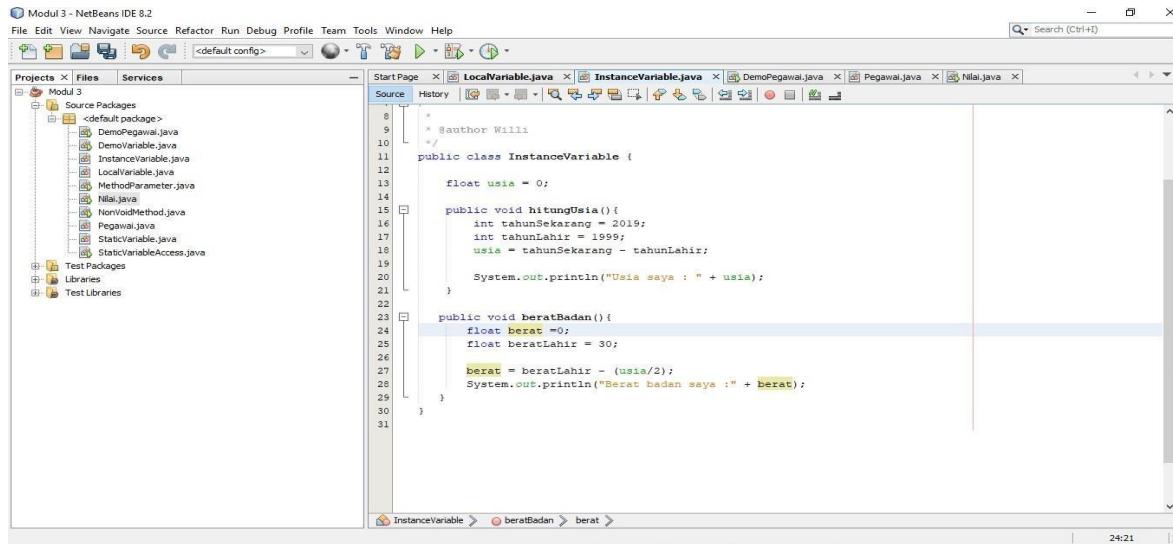
        int tahunSekarang = 2019;
        int tahunLahir = 1999;
        usia = tahunSekarang - tahunLahir;

        System.out.println("Usia saya : " + usia);
    }

    public void beratBadan(){
        float berat = 0;
        float beratLahir = 30;

        berat = beratLahir - (usia/2); //variabel usia tidak bisa dipanggil di method beratBadan()
        //karena variabel usia termasuk local variabel
        //yang hanya bisa dipanggil di method yang mendeklarasikan
        System.out.println("Berat badan saya :" + berat);
    }
}
```

Latihan 2



Modul 3 - NetBeans IDE 8.2

InstanceVariable.java

```
/*
 * @author Willi
 */
public class InstanceVariable {

    float usia = 0;

    public void hitungUsia(){
        int tahunSekarang = 2019;
        int tahunLahir = 1999;
        usia = tahunSekarang - tahunLahir;

        System.out.println("Usia saya : " + usia);
    }

    public void beratBadan(){
        float berat = 0;
        float beratLahir = 30;

        berat = beratLahir - (usia/2);
        System.out.println("Berat badan saya :" + berat);
    }
}
```

Latihan 3

Modul 3 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services

Start Page LocalVariable.java InstanceVariable.java DemoPegawai.java Pegawai.java Nila.java

Source History

```
8  *
9  * @author Arie
10 */
11 public class Pegawai {
12     String nama;
13     int nip;
14     double gaji;
15
16     void beriNama(String nama){
17         this.nama = nama;
18     }
19     void beriNip(int nip_peg){
20         nip = nip_peg;
21     }
22     void tambahGaji(double gaji_peg){
23         gaji = gaji_peg;
24     }
25
26     void cetakPegawai(){
27         System.out.println(
28             "Nama Pegawai : " + nama + "\n" +
29             "NIP Pegawai : " + nip + "\n" +
30             "Gaji Pegawai : Rp. " + gaji + "\n"
31         );
32     }
33
34 }
35
```

9:16 INS

Modul 3 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services

Start Page LocalVariable.java InstanceVariable.java DemoPegawai.java Pegawai.java Nila.java

Source History

```
11 public static void main(String[] args) {
12     Pegawai pgw1 = new Pegawai();
13     pgw1.beriNama("Arie");
14     pgw1.beriNip(1800111222);
15     pgw1.tambahGaji(3000000);
16     pgw1.cetakPegawai();
17
18     Pegawai pgw2 = new Pegawai();
19     pgw2.beriNama("Andi");
20     pgw2.beriNip(1800444666);
21     pgw2.tambahGaji(3500000);
22     pgw2.cetakPegawai();
23
24     Pegawai pgw3 = new Pegawai();
25     pgw3.beriNama("Dinas");
26     pgw3.beriNip(1800997779);
27     pgw3.tambahGaji(2500000);
28     pgw3.cetakPegawai();
29
30     Pegawai pgw4 = new Pegawai();
31     pgw4.beriNama("Sri");
32     pgw4.beriNip(18000332211);
33     pgw4.tambahGaji(4000000);
34     pgw4.cetakPegawai();
35
36     Pegawai pgw5 = new Pegawai();
37     pgw5.beriNama("Astrin");
38     pgw5.beriNip(1800556633);
39     pgw5.tambahGaji(4000000);
40     pgw5.cetakPegawai();
41 }
```

DemoPegawai > main

4:29 INS

Modul 3 - NetBeans IDE 8.2

```

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects Files Services
Modul 3
Source Packages <default package>
  DemoPegawai.java
  DemoVariable.java
  InstanceVariable.java
  LocalVariable.java
  MethodParameter.java
  Nilai.java
  NonVoidMethod.java
  Pegawai.java
  StaticVariable.java
  StaticVariableAccess.java
Test Packages
Libraries
Test Libraries

Start Page LocalVariable.java InstanceVariable.java DemoPegawai.java Pegawai.java Nilai.java
Source History DemoPegawai > main >
Output - Modul 3 (run) >
run:
  Nama Pegawai : Ari
  NIP Pegawai : 1800111222
  Gaji Pegawai : Rp. 3000000.0

  Nama Pegawai : Andi
  NIP Pegawai : 1800444666
  Gaji Pegawai : Rp. 3500000.0

  Nama Pegawai : Dimas
  NIP Pegawai : 1800957779
  Gaji Pegawai : Rp. 2500000.0

  Nama Pegawai : Sri
  NIP Pegawai : 1800332211
  Gaji Pegawai : Rp. 4000000.0

  Nama Pegawai : Astrin
  NIP Pegawai : 1800556633
  Gaji Pegawai : Rp. 4000000.0

  BUILD SUCCESSFUL (total time: 0 seconds)

```

Tugas

Modul 3 - NetBeans IDE 8.2

```

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects Files Services
Modul 3
Source Packages <default package>
  Nilai.java
Test Packages
Libraries
Test Libraries

Start Page LocalVariable.java InstanceVariable.java DemoPegawai.java Pegawai.java Nilai.java
Source History Nilai > main >
public class Nilai {
    double nilaiUTS;
    double nilaiUAS;
    double nilaiTugas;
    double nilaiTotal;

    void n_uts(double UTS) {
        nilaiUTS = UTS;
    }

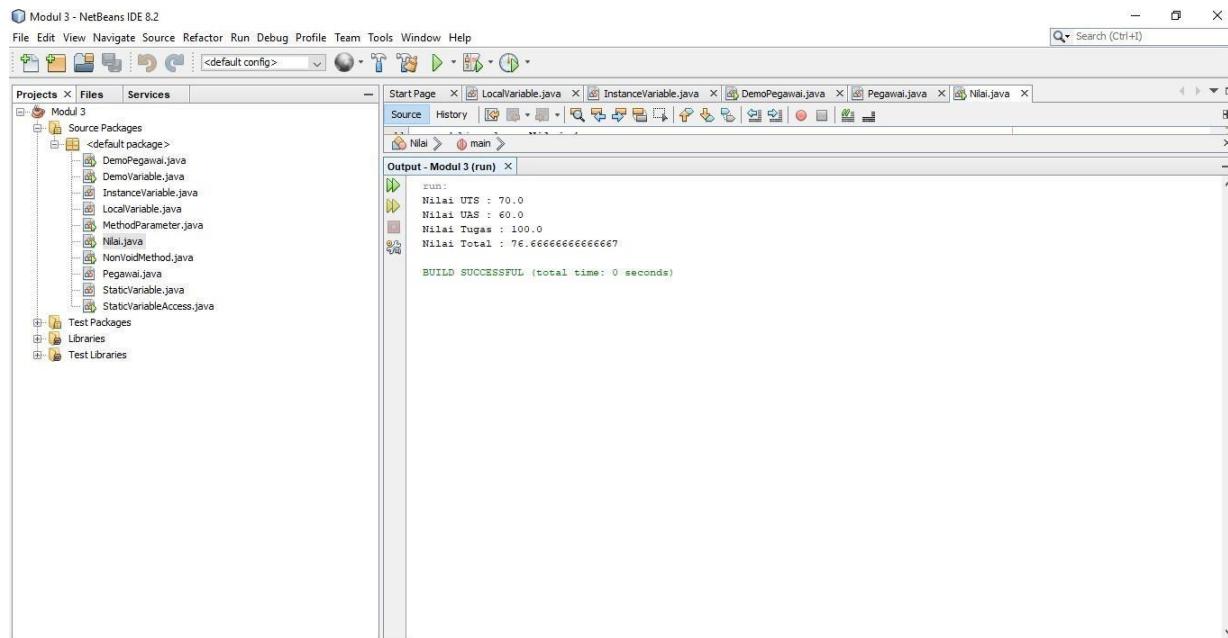
    void n_uas(double UAS) {
        nilaiUAS = UAS;
    }

    void n_tug(double Tugas) {
        nilaiTugas = Tugas;
    }

    void cetakNilai() {
        nilaiTotal = (nilaiUTS + nilaiUAS + nilaiTugas)/3;
        System.out.println(
            "Nilai UTS : " + nilaiUTS + "\n" +
            "Nilai UAS : " + nilaiUAS + "\n" +
            "Nilai Tugas : " + nilaiTugas + "\n" +
            "Nilai Total : " + nilaiTotal + "\n");
    }

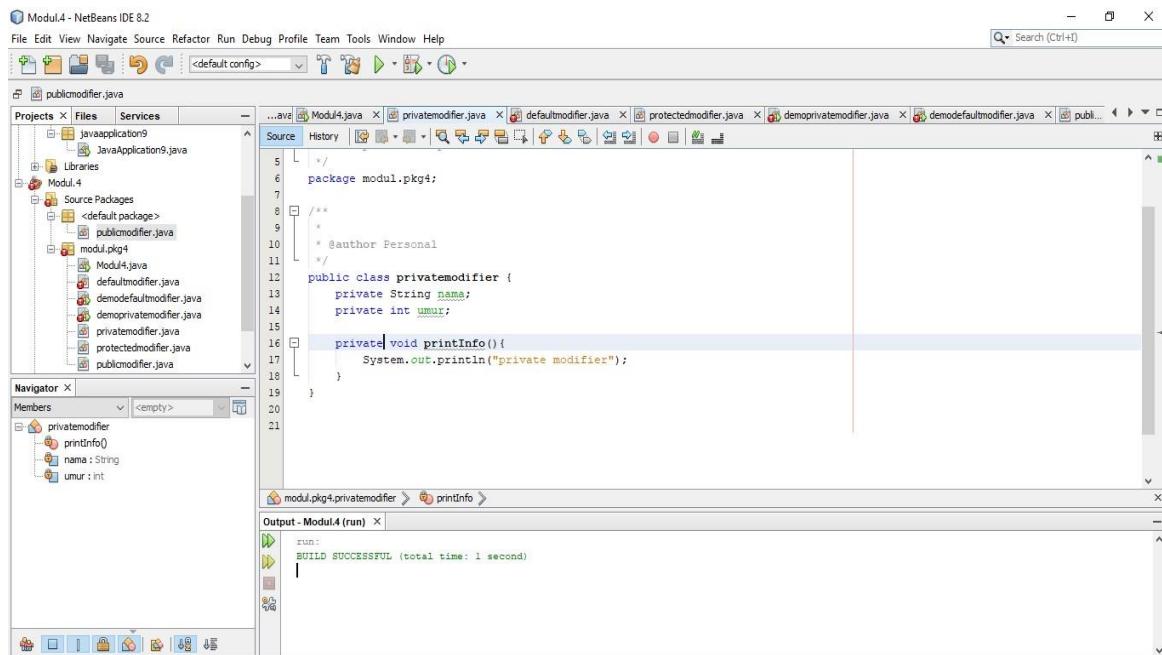
    public static void main (String[] args){
        Nilai nilail = new Nilai();
        nilail.n_uts(70);
        nilail.n_uas(60);
        nilail.n_tug(100);
        nilail.cetakNilai();
    }
}

```



MODUL 4

1. Private Modifier



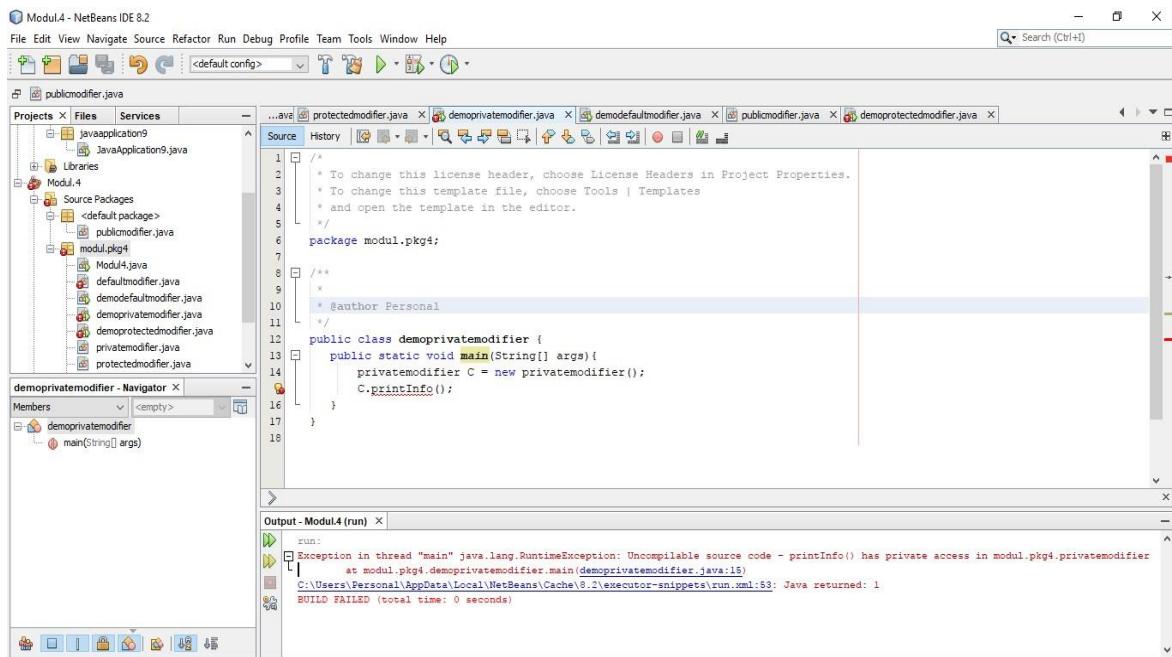
The screenshot shows the NetBeans IDE interface with the title "Modul.4 - NetBeans IDE 8.2". The left pane displays the project structure under "Projects X Files Services". The "Source Packages" section shows a package named "modul.pkg4" containing several Java files: "Modul4.java", "defaultmodifier.java", "demodefaultmodifier.java", "demoprivatemodifier.java", "protectedmodifier.java", "privatemodifier.java", and "publicmodifier.java". The "privatemodifier.java" file is open in the central editor, showing the following code:

```
5  /*
6   * To change this license header, choose License Headers in Project Properties.
7   * To change this template file, choose Tools | Templates
8   * and open the template in the editor.
9   */
10  package modul.pkg4;
11
12  /**
13   * @author Personal
14   */
15  public class privatemodifier {
16      private String nama;
17      private int umur;
18
19      private void printInfo(){
20          System.out.println("private modifier");
21      }
22  }
```

The "Output - Modul.4 (run)" window at the bottom shows the build log:

```
run:
BUILD SUCCESSFUL (total time: 1 second)
```

2. Hasil



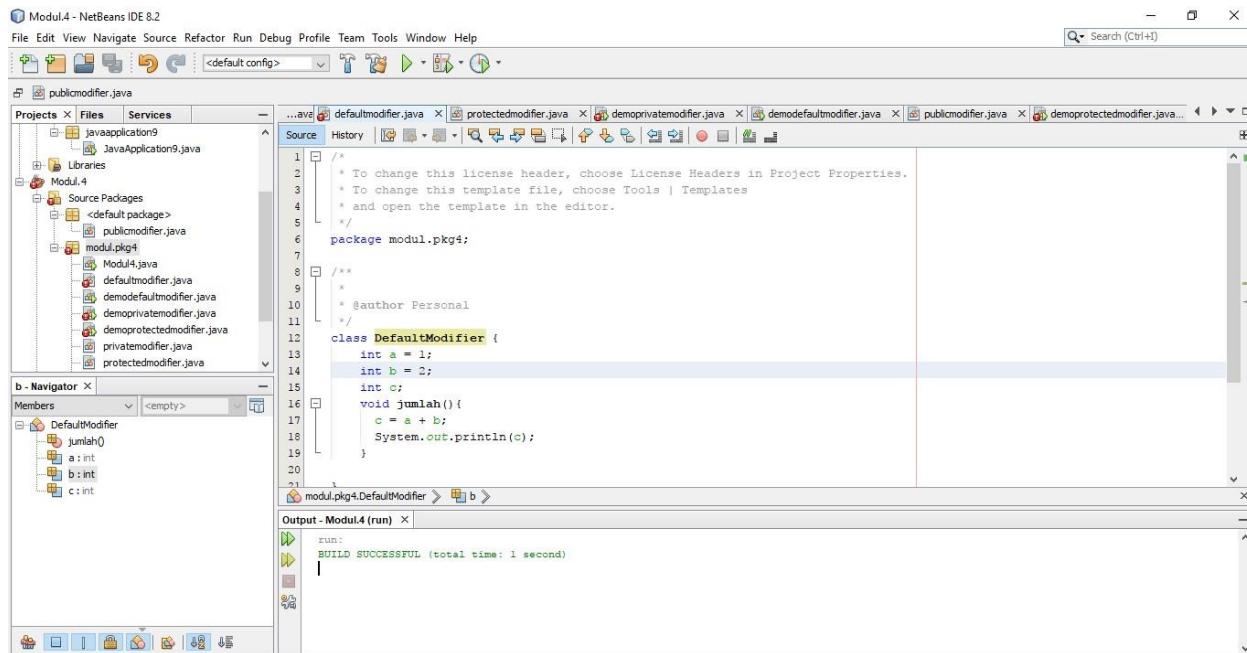
The screenshot shows the NetBeans IDE interface with the title "Modul.4 - NetBeans IDE 8.2". The left pane displays the project structure under "Projects X Files Services". The "Source Packages" section shows a package named "modul.pkg4" containing several Java files: "Modul4.java", "defaultmodifier.java", "demodefaultmodifier.java", "demoprivatemodifier.java", "protectedmodifier.java", and "privatemodifier.java". The "demoprivatemodifier.java" file is open in the central editor, showing the following code:

```
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 modul.pkg4;
7
8  /**
9   * @author Personal
10  */
11  public class demoprivatemodifier {
12      public static void main(String[] args){
13          privatemodifier C = new privatemodifier();
14          C.printInfo();
15      }
16  }
```

The "Output - Modul.4 (run)" window at the bottom shows the build log and an error message:

```
run:
Exception in thread "main" java.lang.RuntimeException: Uncompilable source code - printInfo() has private access in modul.pkg4.privatemodifier
    at modul.pkg4.demoprivatemodifier.main(demoprivatemodifier.java:15)
C:\Users\Personal\AppData\Local\NetBeans\Cache\8.2\executor-snippets\run.xml:53: Java returned: 1
BUILD FAILED (total time: 0 seconds)
```

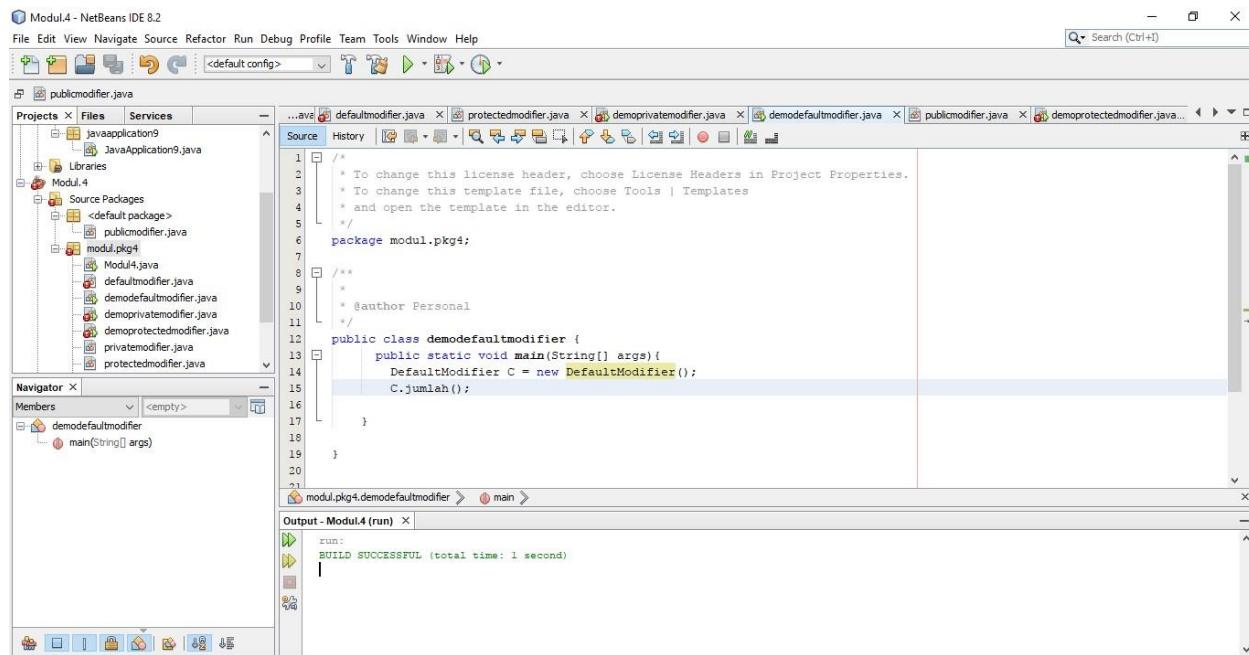
1. Default Modifier



The screenshot shows the NetBeans IDE interface with the following details:

- Projects Tab:** Shows JavaApplication9 and Modul.4.
- Files Tab:** Shows several Java files including defaultmodifier.java, protectedmodifier.java, demoprivatemodifier.java, demodefaultmodifier.java, publicmodifier.java, and demoprotectedmodifier.java.
- Source Editor:** Displays the code for the DefaultModifier class. The code defines three integer variables (a, b, c) and a method jumlah() that adds a and b and prints the result.
- Navigator Tab:** Shows the members of the DefaultModifier class: jumlah(), a, b, and c.
- Output Window:** Shows the build log: "run: BUILD SUCCESSFUL (total time: 1 second)".

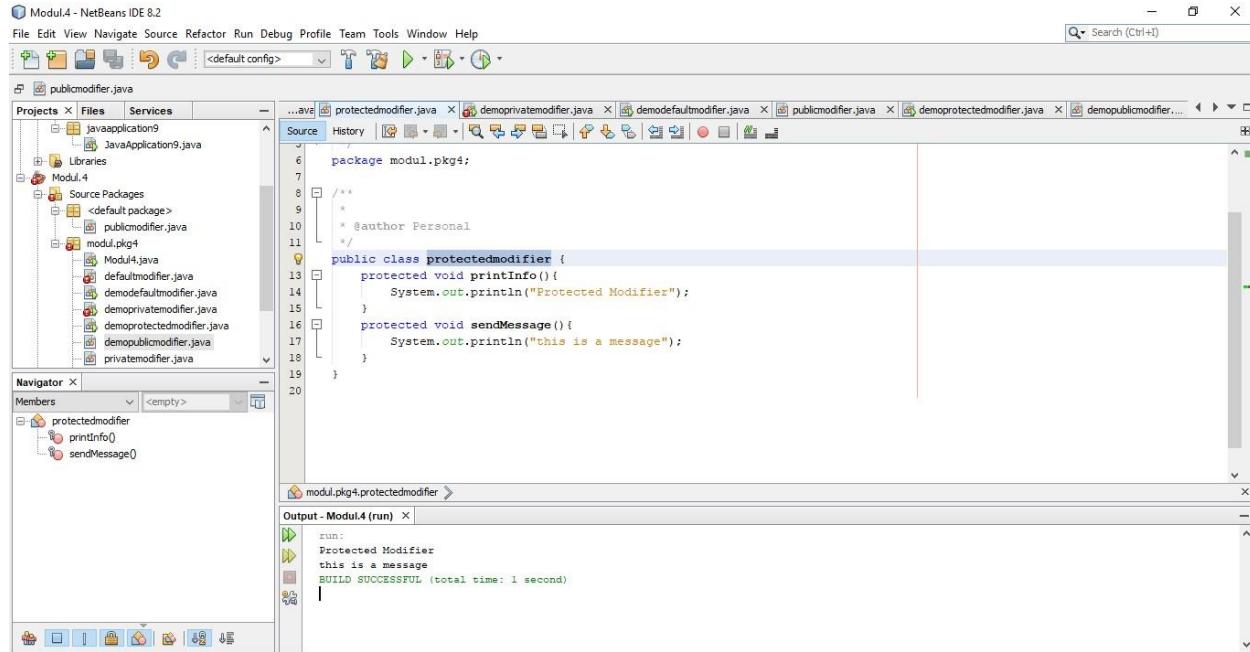
2. Hasil



The screenshot shows the NetBeans IDE interface with the following details:

- Projects Tab:** Shows JavaApplication9 and Modul.4.
- Files Tab:** Shows several Java files including defaultmodifier.java, protectedmodifier.java, demoprivatemodifier.java, demodefaultmodifier.java, publicmodifier.java, and demoprotectedmodifier.java.
- Source Editor:** Displays the code for the demodefaultmodifier class. It contains a main() method that creates an instance of DefaultModifier and calls its jumlah() method.
- Navigator Tab:** Shows the members of the demodefaultmodifier class: main(String[] args).
- Output Window:** Shows the build log: "run: BUILD SUCCESSFUL (total time: 1 second)".

1. Protected Modifier



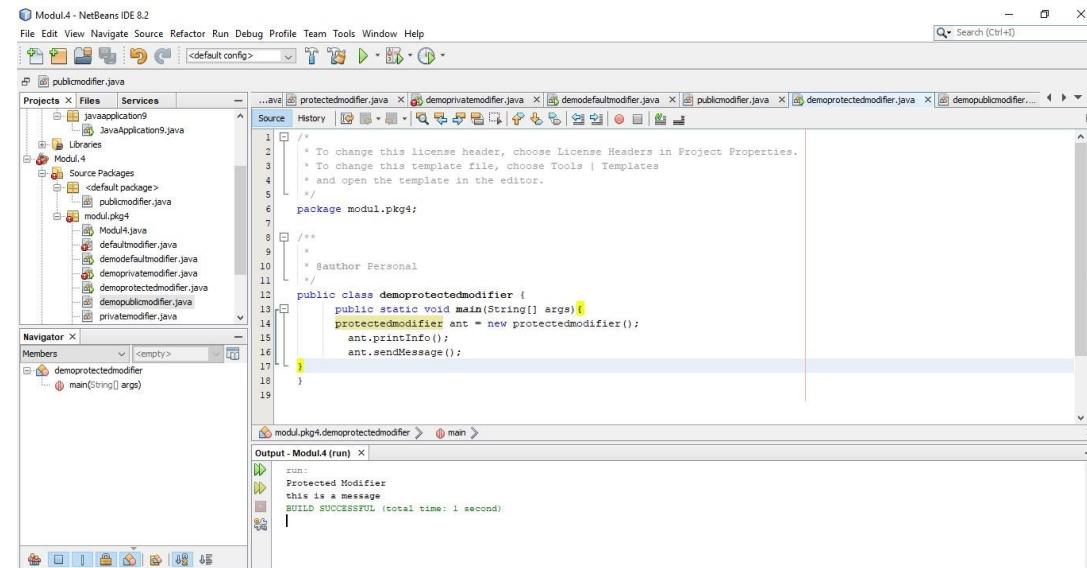
The screenshot shows the NetBeans IDE interface with the following details:

- Projects Tab:** Shows Javaapplication9 and Modul.4.
- Files Tab:** Shows protectedmodifier.java, demoprotectedmodifier.java, demodefaultmodifier.java, publicmodifier.java, demopublicmodifier.java, and demoprivatemodifier.java.
- Source Editor:** Displays the code for protectedmodifier.java:

```
6 package modul.pkg4;
7
8 /**
9  * @author Personal
10 */
11
12 public class protectedmodifier {
13     protected void printInfo(){
14         System.out.println("Protected Modifier");
15     }
16     protected void sendMessage(){
17         System.out.println("this is a message");
18     }
19 }
```
- Output Window:** Shows the run output:

```
run:
Protected Modifier
this is a message
BUILD SUCCESSFUL (total time: 1 second)
```

2. Hasil



The screenshot shows the NetBeans IDE interface with the following details:

- Projects Tab:** Shows Javaapplication9 and Modul.4.
- Files Tab:** Shows publicmodifier.java, demoprotectedmodifier.java, demodefaultmodifier.java, publicmodifier.java, demopublicmodifier.java, and demoprivatemodifier.java.
- Source Editor:** Displays the code for demoprotectedmodifier.java:

```
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 modul.pkg4;
7
8 /**
9  * @author Personal
10 */
11
12 public class demoprotectedmodifier {
13     public static void main(String[] args){
14         protectedmodifier ant = new protectedmodifier();
15         ant.printInfo();
16         ant.sendMessage();
17     }
18 }
```
- Output Window:** Shows the run output:

```
run:
Protected Modifier
this is a message
BUILD SUCCESSFUL (total time: 1 second)
```

1. Public Modifier

```

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package modul4;

/**
 *
 * @author LABRPL-32
 */
public class publicModifier {
    public int a = 2;
    public int b = 5;
    public int c = 9;
    public void kali(){
        int d = a+b+c;
        System.out.println("Hasil kali = " + d);
    }
}

```

1. Hasil

```

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package modul4;

/**
 *
 * @author LABRPL-32
 */
public class demoPublicModifier {
    public static void main(String[] args){
        publicModifier pp = new publicModifier();
        pp.kali();
    }
}

```

Output - modul4 (run) :

```

run:
Hasil kali = 90
BUILD SUCCESSFUL (total time: 0 seconds)

```

Tambah,Kurang,Bagi dan Rata-Rata

```
public class publicModifier {
    public int a = 2;
    public int b = 5;
    public int c = 9;
    public void kali(){
        int d = a*b*c;
        System.out.println("Hasil kali = " + d);
    }
    public void tambah(){
        int d = a+b+c;
        System.out.println("Hasil tambah = " + d);
    }
    public void kurang(){
        int d = a-b-c;
        System.out.println("Hasil kurang = " + d);
    }
    public void bagi(){
        int d = a/b/c;
        System.out.println("Hasil bagi = " + d);
    }
    public void ratarata(){
        int d = (a+b+c)/3;
        System.out.println("Hasil Rata rata = " + d);
    }
}
```

- Hasil Tambah,Kurang,Bagi dan Rata-Rata

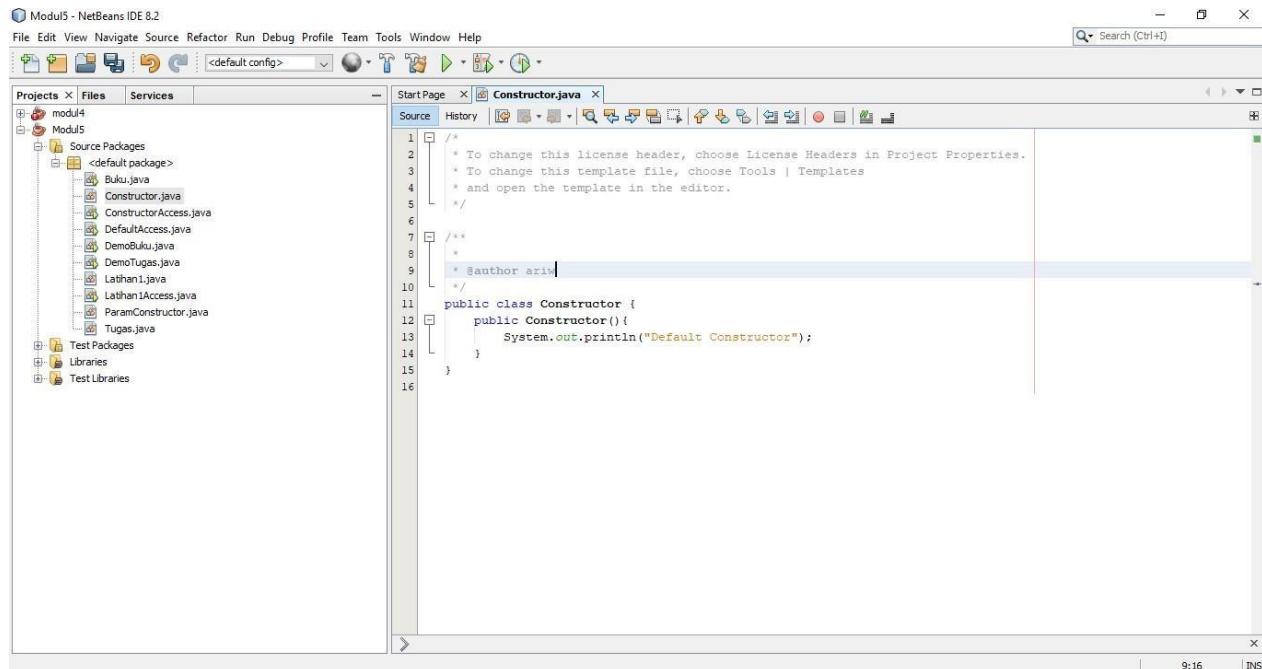
```
package modul4;

public class demoPublicModifier {
    public static void main(String[] args){
        publicModifier pp = new publicModifier();
        pp.kali();
        pp.tambah();
        pp.kurang();
        pp.bagi();
        pp.ratarata();
    }
}
```

Output - modul4 (run) #

```
run:
Hasil kali = 90
Hasil tambah = 16
Hasil kurang = -12
Hasil bagi = 0
Hasil Rata rata = 5
BUILD SUCCESSFUL (total time: 0 seconds)
```

MODUL 5



The screenshot shows the NetBeans IDE interface with the title "Modul5 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, and Help. The toolbar has icons for New Project, Open Project, Save, Undo, Redo, Cut, Copy, Paste, Find, Replace, and others. The left sidebar has tabs for Projects, Files, and Services, with "modul5" selected. The Projects panel shows "Source Packages" containing "Buku.java", "Constructor.java", "ConstructorAccess.java", "DefaultAccess.java", "DemoBuku.java", "DemoTugas.java", "Lathan1.java", "Lathan1Access.java", "ParamConstructor.java", and "Tugas.java". It also shows "Test Packages", "Libraries", and "Test Libraries". The main editor window displays the "Constructor.java" source code:

```
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
7 /**
8 *
9 * @author ariv
10 */
11 public class Constructor {
12     public Constructor(){
13         System.out.println("Default Constructor");
14     }
15 }
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Tools Window Help

Search (Ctrl+F)

Projects Files Services

modul4 Modul5

Source Packages <default package>

- Buku.java
- Constructor.java
- ConstructorAccess.java
- DefaultAccess.java
- DemoBuku.java
- DemoTugas.java
- Latihan1.java
- Latihan1Access.java
- ParamConstructor.java
- Tugas.java

Test Packages Libraries Test Libraries

Start Page Constructor.java DefaultAccess.java ConstructorAccess.java ParamConstructor.java

Source History

```
1 /* To change this license header, choose License Headers in Project Properties.
2 * To change this template file, choose Tools | Templates
3 * and open the template in the editor.
4 */
5
6 /**
7 *
8 *
9 * @author aris
10 */
11 public class DefaultAccess {
12     public static void main(String[] args){
13         Constructor cons = new Constructor();
14     }
15 }
16
```

Output - Modul5 (run) ×

```
run:
Default Constructor
BUILD SUCCESSFUL (total time: 3 seconds)
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services

Source Packages <default package>

- Buku.java
- Constructor.java
- ConstructorAccess.java
- DefaultAccess.java
- DemoBuku.java
- DemoTugas.java
- Latihan1.java
- LatihanAccess.java
- ParamConstructor.java
- Tugas.java

Test Packages Libraries Test Libraries

Start Page Constructor.java DefaultAccess.java ConstructorAccess.java ParamConstructor.java

```
8  /*
9   * @author ariw
10  */
11 public class ParamConstructor {
12     String nama, nim;
13     int semester;
14
15     public ParamConstructor(String nama, int semester, String nim){
16         this.nama = nama;
17         this.semester = semester;
18         this.nim = nim;
19     }
20
21     public void info(){
22         System.out.println("Nama : " + nama + "\n" +
23                             "NIM : " + nim + "\n" +
24                             "Semester : " + semester + "\n");
25     }
26
27 }
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services

Source Packages <default package>

- Buku.java
- Constructor.java
- ConstructorAccess.java
- DefaultAccess.java
- DemoBuku.java
- DemoTugas.java
- Latihan1.java
- LatihanAccess.java
- ParamConstructor.java
- Tugas.java

Test Packages Libraries Test Libraries

...java DefaultAccess.java ConstructorAccess.java ParamConstructor.java Latihan1.java Latihan1Access.java

```
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
7  /**
8   *
9   * @author ariw
10  */
11 public class Latihan1Access {
12     public static void main(String[] args){
13         Latihan1 lti = new Latihan1();
14     }
15 }
16
17 
```

Output - Modul5 (run) #2

```
run:
Default Constructor
BUILD SUCCESSFUL (total time: 1 second)
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects Files Services

modul4 Modul5

Source Packages <default package>

- Buku.java
- Constructor.java
- ConstructorAccess.java
- DefaultAccess.java
- DemoBuku.java
- DemoTugas.java
- Lathen1.java
- LathenAccess.java
- ParamConstructor.java
- Tugas.java

Test Packages Libraries Test Libraries

```
23     Buku(String judulBuku, String namaPengarang, int tahunTerbit){  
24         this(judulBuku, namaPengarang);  
25         System.out.println("Tahun Terbit : " + tahunTerbit);  
26     }  
27  
28 }  
29  
30     Buku(String judulBuku, String namaPengarang, int tahunTerbit, int cetakanKe){  
31         this(judulBuku, namaPengarang, tahunTerbit);  
32         System.out.println("Cetakan Ke : " + cetakanKe);  
33     }  
34  
35     Buku(String judulBuku, String namaPengarang, int tahunTerbit, int cetakanKe, double hargaJual){  
36         this(judulBuku, namaPengarang, tahunTerbit, cetakanKe);  
37         System.out.println("Harga Jual : Rp. " + hargaJual + "\n");  
38     }  
39  
40     public static void main(String[] args){  
41         Buku bk1 = new Buku("PBO", "Dyah Priyavati", 2019, 1, 60000);  
42         Buku bk2 = new Buku("Leskar Felangi", "Andree", 2015, 1, 70000);  
43         Buku bk3 = new Buku("Dear Nathan", "Erisca", 2017, 1, 62000);  
44         Buku bk4 = new Buku("Cinta Brontosaurus", "Raditya Dika", 2015, 1, 77000);  
45         Buku bk5 = new Buku("Menembus Impian", "Abidah", 2017, 2, 25000);  
46         Buku bk6 = new Buku("Merpaci Biru", "Ahmad", 2018, 1, 43000);  
47         Buku bk7 = new Buku("Kepompong", "Indah", 2006, 1, 59000);  
48         Buku bk8 = new Buku("Kupu-kupu", "Putut", 2015, 1, 50000);  
49         Buku bk9 = new Buku("Sepucuk Surat", "Susanto", 2019, 1, 80000);  
50         Buku bk10 = new Buku("Surat Dari Kota", "Susanto", 2019, 1, 90000);  
51     }  
52 }
```

Modul5 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+I)

Projects Files Services

modul4 Modul5

Source Packages <default package>

- Buku.java
- Constructor.java
- ConstructorAccess.java
- DefaultAccess.java
- DemoBuku.java
- DemoTugas.java
- Lathen1.java
- LathenAccess.java
- ParamConstructor.java
- Tugas.java

Test Packages Libraries Test Libraries

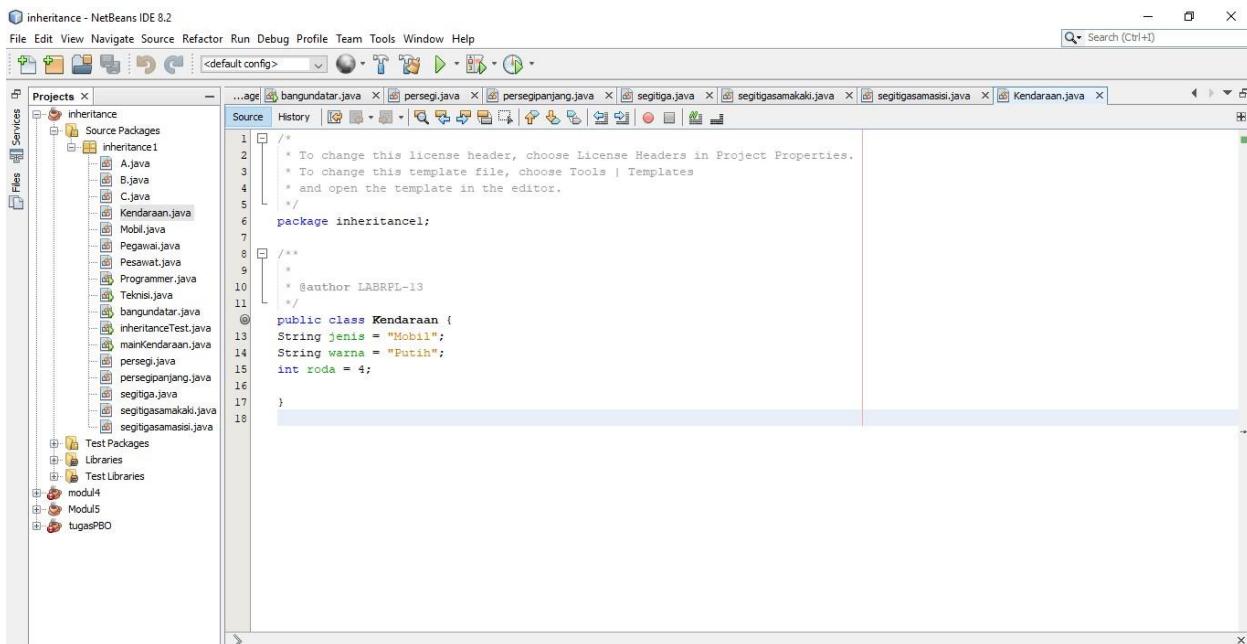
```
1  /*  
2   * To change this license header, choose License Headers in Project Properties.  
3   * To change this template file, choose Tools | Templates  
4   * and open the template in the editor.  
5 */  
6  
7  /**  
8   *  
9   * @author azri  
*/  
10  public class DemoBuku {  
11      public static void main(String[] args) {  
12          run();  
13      }  
14  }  
15  
16 }  
17
```

Output - Modul5 (run) ×

```
run  
Default Constructor  
BUILD SUCCESSFUL (total time: 1 second)
```

Modul 6

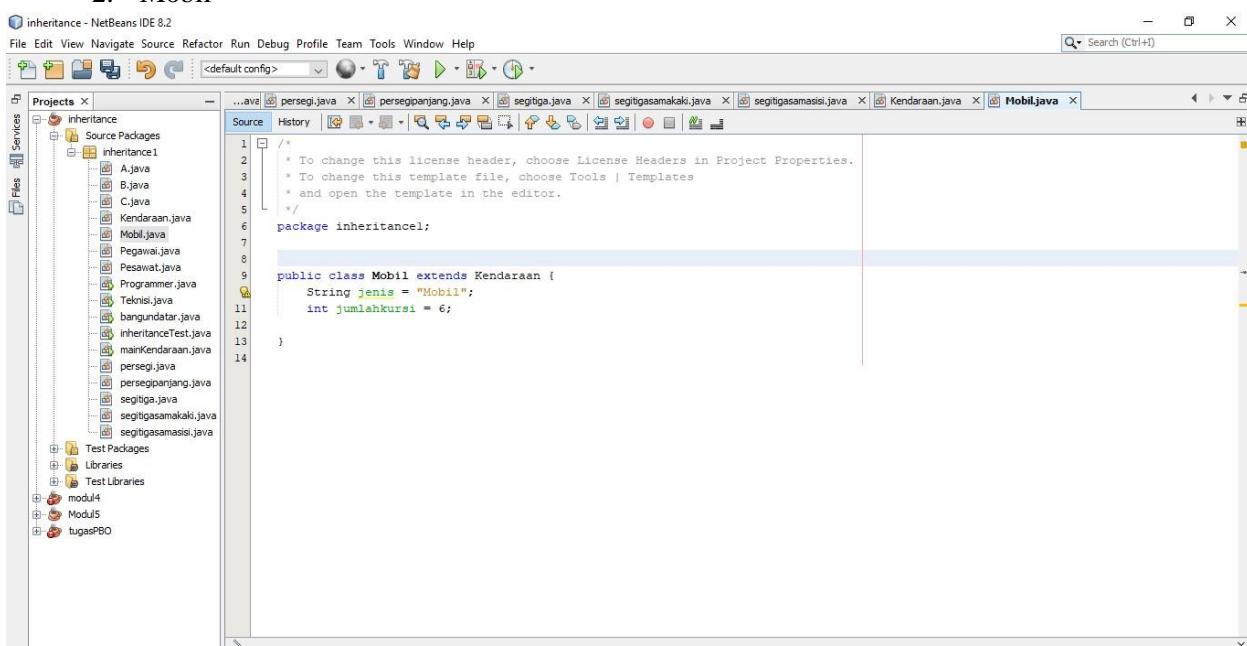
1. kendaraan



The screenshot shows the NetBeans IDE interface with the title bar "inheritance - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for New Project, Open Project, Save, Run, Stop, and others. The Projects tab shows a package named "inheritance" containing several Java files like A.java, B.java, C.java, Kendaraan.java, Mobil.java, Pegawai.java, Pesawat.java, Programmer.java, Teknis.java, bangundatar.java, inheritanceTest.java, mainKendaraan.java, persegi.java, persegiPanjang.java, segitiga.java, segitigasamakai.java, and segitigasamasi.java. The Files tab is selected, showing the source code for Kendaraan.java:

```
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 inheritancel;
7
8  /**
9  *
10 * @author LABRPL-13
11 */
12 public class Kendaraan {
13     String jenis = "Mobil";
14     String warna = "Putih";
15     int roda = 4;
16 }
17
18 }
```

2. Mobil



The screenshot shows the NetBeans IDE interface with the title bar "inheritance - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for New Project, Open Project, Save, Run, Stop, and others. The Projects tab shows a package named "inheritance" containing several Java files like A.java, B.java, C.java, Kendaraan.java, Mobil.java, Pegawai.java, Pesawat.java, Programmer.java, Teknis.java, bangundatar.java, inheritanceTest.java, mainKendaraan.java, persegi.java, persegiPanjang.java, segitiga.java, segitigasamakai.java, and segitigasamasi.java. The Files tab is selected, showing the source code for Mobil.java:

```
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 inheritancel;
7
8  /**
9  *
10 * @author LABRPL-13
11 */
12 public class Mobil extends Kendaraan {
13     String jenis = "Mobil";
14     int jumlahkursi = 6;
15 }
16
17 }
```

3. Pesawat

inheritance - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

<default config>

Projects Services Files

Source Packages inheritance1 A.java B.java C.java Kendaraan.java Mobil.java Pegawai.java Pesawat.java Programmer.java Teknis.java bangundatar.java inheritanceTest.java mainKendaraan.java persegi.java persegiPanjang.java segitiga.java segitigasamakai.java segitigasamasasi.java

Test Packages Libraries Test Libraries modul4 Modul5 tugasPBO

Source History

```
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 inheritance1;
7
8 /**
9  *
10 * @author LABRPL-13
11 */
12 public class Pesawat extends Kendaraan{
13     String jenis = "Pesawat";
14     int jumlahpenumpang = 200;
15 }
16
```

Hasil

inheritance - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

<default config>

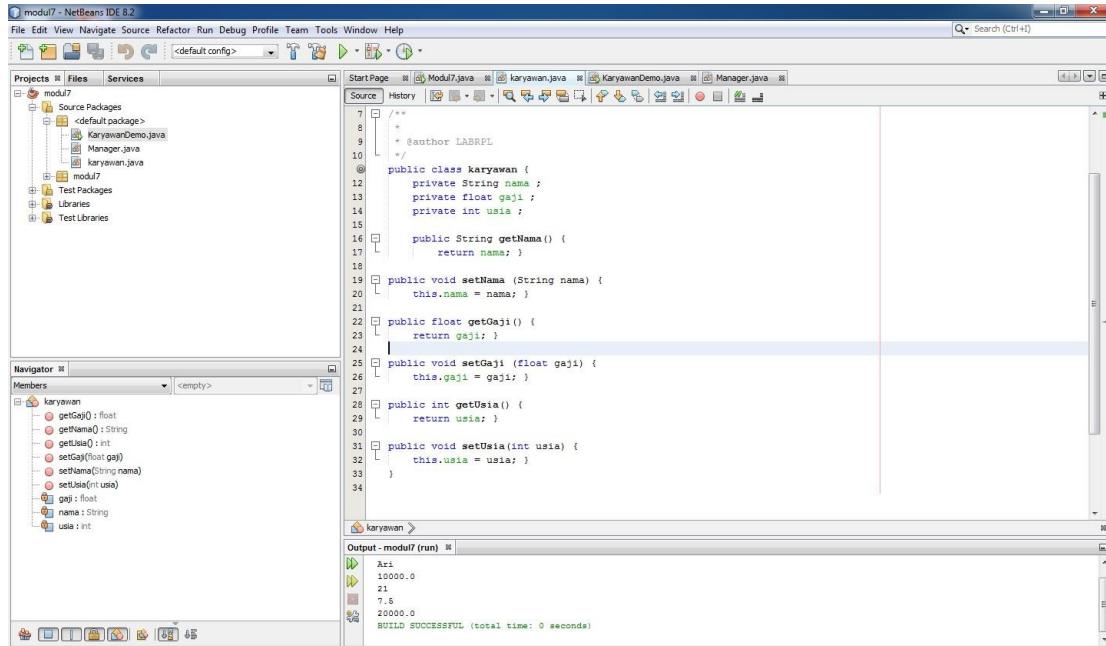
Projects Services Files

Source Packages inheritance1 A.java B.java C.java Kendaraan.java Mobil.java Pegawai.java Pesawat.java Programmer.java Teknis.java bangundatar.java inheritanceTest.java mainKendaraan.java persegi.java persegiPanjang.java segitiga.java segitigasamakai.java segitigasamasasi.java

Output - inheritance (run)

```
run:
Mobil
Putih
4
6
Pesawat
Putih
4
200
Mobil
Putih
4
BUILD SUCCESSFUL (total time: 1 second)
```

Modul 7

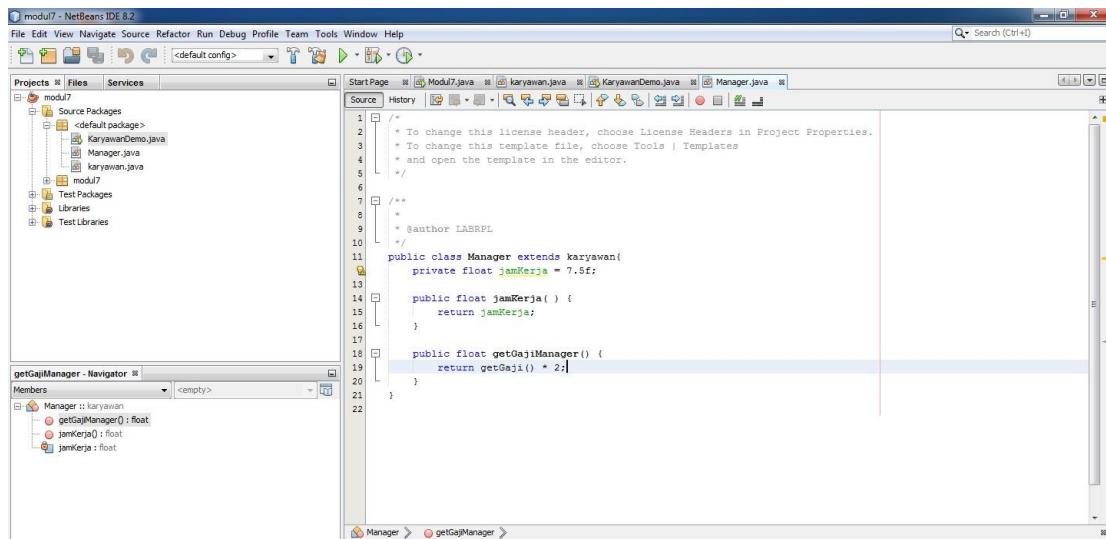


The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects:** modul7
- Source Packages:** modul7 (containing KaryawanDemo.java, Manager.java, and karyawan.java), module7 (containing karyawan.java)
- Navigator:** Members (empty)
- Code Editor:** karyawan.java (content below)
- Output:** modul7 (run) (output below)

```
7  /**
8  * 
9  * @author LABRPL
10 */
11 public class karyawan {
12     private String nama;
13     private float gaji;
14     private int usia;
15 
16     public String getNama() {
17         return nama;
18     }
19 
20     public void setNama (String nama) {
21         this.nama = nama;
22     }
23     public float getGaji() {
24         return gaji;
25     }
26     public void setGaji (float gaji) {
27         this.gaji = gaji;
28     }
29     public int getUsia() {
30         return usia;
31     }
32     public void setUsia(int usia) {
33         this.usia = usia;
34     }
}
```

```
Ari
10000.0
2
7.5
20000.0
BUILD SUCCESSFUL (total time: 0 seconds)
```



The screenshot shows the NetBeans IDE 8.2 interface with the following details:

- Projects:** modul7
- Source Packages:** modul7 (containing KaryawanDemo.java, Manager.java, and karyawan.java), module7 (containing karyawan.java)
- Navigator:** getGajiManager - Navigator (empty)
- Code Editor:** Manager.java (content below)

```
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 
7 /**
8  * 
9  * @author LABRPL
10 */
11 public class Manager extends karyawan {
12     private float jamKerja = 7.5f;
13 
14     public float jamKerja() {
15         return jamKerja;
16     }
17 
18     public float getGajiManager() {
19         return getGaji() * 2;
20     }
21 }
```

modul7 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Projects Files Services

Start Page Modul7.java karyawan.java KaryawanDemo.java Manager.java

Source History

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 * @author LABRPL
 */
public class Manager extends karyawan{
 private float jamKerja = 7.5f;

 public float jamKerja() {
 return jamKerja;
 }

 public void setJamKerja(float jamKerja){
 this.jamKerja = jamKerja;
 }

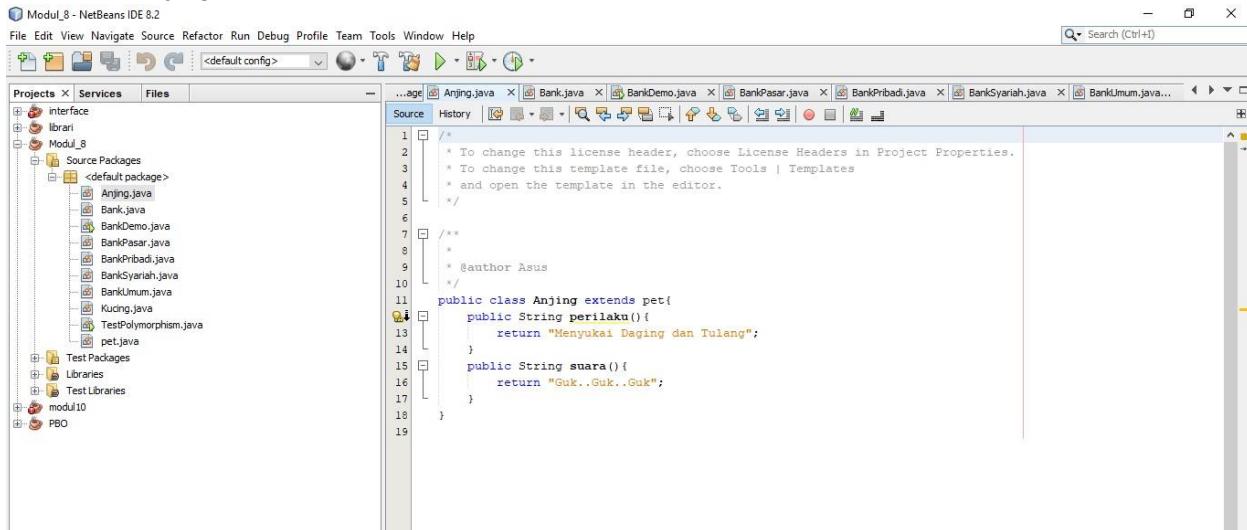
 public float getGajiManager() {
 return getGaji() * 2;
 }
}

jamKerja : float

Manager > setJamKerja >

Modul 8

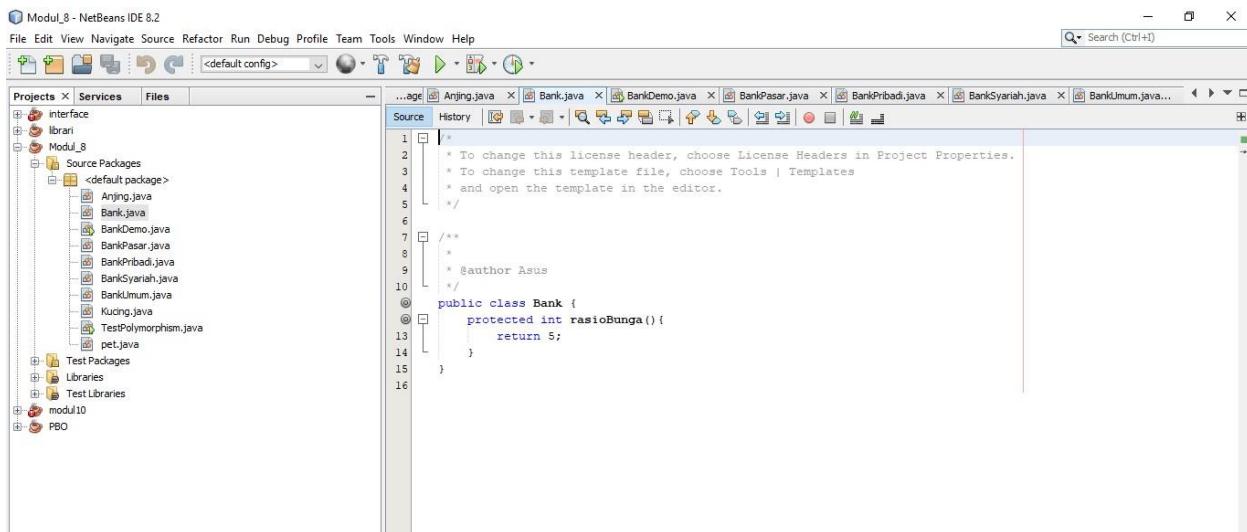
1. anjing



The screenshot shows the NetBeans IDE interface with the title bar "Modul_8 - NetBeans IDE 8.2". The left sidebar displays the project structure under "Modul_8" with "Source Packages" containing "Anjing.java", "Bank.java", "BankDemo.java", "BankPasar.java", "BankPribadi.java", "BankSyariah.java", "BankUmum.java", "Kucing.java", "TestPolymorphism.java", and "pet.java". The right panel shows the code editor for "Anjing.java" with the following content:

```
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
7 /**
8 *
9 * @author Asus
10 */
11 public class Anjing extends pet{
12     public String perilaku(){
13         return "Menyukai Daging dan Tulang";
14     }
15     public String suara(){
16         return "Guk..Guk..Guk";
17     }
18 }
19
```

2. bank



The screenshot shows the NetBeans IDE interface with the title bar "Modul_8 - NetBeans IDE 8.2". The left sidebar displays the project structure under "Modul_8" with "Source Packages" containing "Anjing.java", "Bank.java", "BankDemo.java", "BankPasar.java", "BankPribadi.java", "BankSyariah.java", "BankUmum.java", "Kucing.java", "TestPolymorphism.java", and "pet.java". The right panel shows the code editor for "Bank.java" with the following content:

```
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
7 /**
8 *
9 * @author Asus
10 */
11 public class Bank {
12     protected int rasioBunga(){
13         return 5;
14     }
15 }
16
```

3. bank demo

```

 6  /**
 7  * 
 8  * @author Asus
 9  */
10 public class BankDemo {
11     public static void main(String[] args) {
12         Bank bpr = new BankFribadi();
13         Bank bu = new BankUmum();
14         Bank bp = new BankPasar();
15         Bank bs = new BankSyariah();
16 
17         System.out.println(
18             "Bank Fribadi :" + bpr.rasioBunga() +"\n"+
19             "Bank Umum :" + bu.rasioBunga() +"\n"+
20             "Bank Pasar :" + bp.rasioBunga() +"\n"+
21             "Bank Syariah :" + bs.rasioBunga()
22         );
23         BankUmum bkpr = new BankPasar();
24         BankUmum bksyr = new BankSyariah();
25 
26         System.out.println(
27             "Bank Pasar :" + bkpr.rasioBunga() +"\n"+
28             "Bank Syariah :" + bksyr.rasioBunga()
29         );
30     }

```

4. bank pasar

```

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 
7 /**
8 * 
9 * @author Asus
10 */
11 public class BankPasar extends BankUmum {
12     protected int rasioBunga(){
13         return 3;
14     }
15 }

```

5. bank pribadi

The screenshot shows the NetBeans IDE interface with the title "Modul_8 - NetBeans IDE 8.2". The left sidebar displays the project structure under "Modul_8" with "Source Packages" containing files like Anjing.java, Bank.java, BankDemo.java, BankPasar.java, BankPribadi.java, BankSyariah.java, BankUmum.java, Kucing.java, and TestPolymorphism.java. The main editor window shows the source code for "BankPribadi.java". The code defines a class "BankPribadi" that extends "Bank". It contains a protected integer variable "rasioBunga" and a method "rasioBunga()" that returns 7.

```
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
7 /**
8  *
9  * @author Asus
10 */
11 public class BankPribadi extends Bank {
12     protected int rasioBunga(){
13         return 7;
14     }
15 }
16
```

6. bank syariah

The screenshot shows the NetBeans IDE interface with the title "Modul_8 - NetBeans IDE 8.2". The left sidebar displays the project structure under "Modul_8" with "Source Packages" containing files like Anjing.java, Bank.java, BankDemo.java, BankPasar.java, BankPribadi.java, BankSyariah.java, BankUmum.java, Kucing.java, and TestPolymorphism.java. The main editor window shows the source code for "BankSyariah.java". The code defines a class "BankSyariah" that extends "BankUmum". It contains a protected integer variable "rasioBunga" and a method "rasioBunga()" that returns 0.

```
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
7 /**
8  *
9  * @author Asus
10 */
11 public class BankSyariah extends BankUmum{
12     protected int rasioBunga(){
13         return 0;
14     }
15 }
16
```

7. bank umum

The screenshot shows the NetBeans IDE interface with the title "Modul_8 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The search bar at the top right says "Search (Ctrl+F)". The Projects tab is selected in the left sidebar, showing a tree structure with "interface", "librari", "Modul_8", "Source Packages", "Test Packages", "Libraries", "modul10", and "PBO". The "Source Packages" node is expanded, showing files like Anjing.java, Bank.java, BankDemo.java, BankPasar.java, BankPribadi.java, BankSyariah.java, BankUmmum.java, Kucing.java, TestPolymorphism.java, and pet.java. The main editor area displays the code for BankUmmum.java:

```
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
7 /**
8 *
9 * @author Asus
10 */
11 public class BankUmmum extends Bank{
12     protected int rasioBunga(){
13         return 9;
14     }
15 }
```

8. kucing

The screenshot shows the NetBeans IDE interface with the title "Modul_8 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The search bar at the top right says "Search (Ctrl+F)". The Projects tab is selected in the left sidebar, showing a tree structure with "interface", "librari", "Modul_8", "Source Packages", "Test Packages", "Libraries", "modul10", and "PBO". The "Source Packages" node is expanded, showing files like Anjing.java, Bank.java, BankDemo.java, BankPasar.java, BankPribadi.java, BankSyariah.java, BankUmmum.java, Kucing.java, TestPolymorphism.java, and pet.java. The main editor area displays the code for Kucing.java:

```
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
7 /**
8 *
9 * @author Asus
10 */
11 public class Kucing extends pet{
12     public String perilaku(){
13         return "Menyukai Ikan";
14     }
15     public String suara(){
16         return "Meeow..Meeow";
17     }
18 }
```

9. test polymorphism

Modul_8 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects Services Files

Source Packages <default package>

- Anjing.java
- Bank.java
- BankDemo.java
- BankPasar.java
- BankPribadi.java
- BankSyariah.java
- BankUmum.java
- Kucing.java
- TestPolymorphism.java
- pet.java

Test Packages Libraries modul10 PBO

Source History

```
3 * To change this template file, choose Tools | Templates
4 * and open the template in the editor.
5 */
6
7 /**
8 *
9 * @author Asus
10 */
11 public class TestPolymorphism {
12     public static void main (String[] args){
13         Kucing k = new Kucing();
14         Anjing a = new Anjing();
15
16         k.beriNama("Tom");
17         a.beriNama("Bull");
18
19         System.out.println(
20             k.panggilNama()+"\n"+
21             k.perilaku()+"\n"+
22             k.suara()+"\n"+
23             a.panggilNama()+"\n"+
24             a.perilaku()+"\n"+
25             a.suara()
26         );
27     }
}
```

10. pet

Modul_8 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects Services Files

Source Packages <default package>

- Anjing.java
- Bank.java
- BankDemo.java
- BankPasar.java
- BankPribadi.java
- BankSyariah.java
- BankUmum.java
- Kucing.java
- TestPolymorphism.java
- pet.java

Test Packages Libraries modul10 PBO

Source History

```
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
7 /**
8 *
9 * @author Asus
10 */
11 public class pet {
12     private String nama;
13
14     public void beriNama(String beriNama){
15         this.nama = beriNama;
16     }
17     public String panggilNama(){
18         return this.nama;
19     }
20     public String perilaku(){
21         return " Hewan Penurut";
22     }
23 }
```

Modul 9

1. Abstrak class

The screenshot shows the NetBeans IDE interface with the title bar "PROJECT ABADI - NetBeans IDE 8.2". The left sidebar displays the project structure under "PROJECT ABADI" with a package named "modul9.modul9" containing various Java files. The main editor window shows the code for "AbstrakClass.java". The code defines an abstract class "AbstrakClass" with three integer fields "a", "b", and "c", and a method "kali()". The output window at the bottom shows the results of running the project, including calculations for various shapes.

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package modul9;

/*
 * @author Personal
 */
abstract class AbstrakClass {
    int a;
    int b;
    int c;
    public AbstrakClass(int a, int b, int c){
        this.a = a;
        this.b = b;
        this.c = c;
    }
    public int kali(){
        return a*b*c;
    }
}

modul9.AbstrakClass >
```

Output - PROJECT ABADI (run) :

```
Keliling = 44
Luas = 121

Keliling Persegi Panjang = 80000
Luas Persegi Panjang = 25000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 60
Luas Segitiga = 25
```

2. Balok

The screenshot shows the NetBeans IDE interface with the title bar "PROJECT ABADI - NetBeans IDE 8.2". The left sidebar displays the project structure under "PROJECT ABADI" with a package named "modul9.modul9" containing various Java files. The main editor window shows the code for "Balok.java", which extends the "BangunRuang" class. The code defines a constructor with parameters p, l, and t, and two methods: "Volume()" and "LuasPermukaan()". The output window at the bottom shows the results of running the project, including calculations for various shapes.

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package modul9;

/*
 * @author Personal
 */
public class Balok extends BangunRuang {
    int p = 7;
    int l = 7;
    int t = 7;

    public int Volume() {
        return p*l*t;
    }
    public int LuasPermukaan() {
        return 2*((p*l)+(p*t)+(l*t));
    }
}
```

Output - PROJECT ABADI (run) :

```
Keliling = 44
Luas = 121

Keliling Persegi Panjang = 80000
Luas Persegi Panjang = 25000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 60
Luas Segitiga = 25
```

3. Bangun ruang

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History ...

Projects Files Services

PROJECT ABADI

modul9.modul9

- AbstractClass.java
- Balok.java
- BangunRuang.java
- Bola.java
- JajarGenjang.java
- Kerucut.java
- Kubus.java
- Lingkaran.java
- MethodMain.java
- MethodmainBangunRuang.java
- Modul9.java
- ObjekAbstrakClass.java
- Persegi.java
- PersegiPanjang.java
- PrismaSegitiga.java
- Segitiga.java
- TumbuhanAbstrakClass.java

Navigator Members

BangunRuang

- LuasPermukaan(): int
- Volume(): int
- getLuasPermukaan(): int
- getVolume(): int

Source

```

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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 abstract class BangunRuang {
13     public abstract int LuasPermukaan();
14     public abstract int Volume();
15
16     public int getVolume() {
17         return Volume();
18     }
19     public int getLuasPermukaan() {
20         return LuasPermukaan();
21     }
22 }
23

```

Output - PROJECT ABADI (run) ■

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keling Segitiga = 60
Luas Segitiga = 25

```

4. Bola

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History ...

Projects Files Services

PROJECT ABADI

modul9.modul9

- AbstractClass.java
- Balok.java
- BangunRuang.java
- Bola.java
- JajarGenjang.java
- Kerucut.java
- Kubus.java
- Lingkaran.java
- MethodMain.java
- MethodmainBangunRuang.java
- Modul9.java
- ObjekAbstrakClass.java
- Persegi.java
- PersegiPanjang.java
- PrismaSegitiga.java
- Segitiga.java
- TumbuhanAbstrakClass.java

Navigator Members

Bola :: BangunRuang

- LuasPermukaan(): int : BangunRuang
- Volume(): int : BangunRuang
- phi : int
- r : int

Source

```

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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class Bola extends BangunRuang{
13     int phi = 22/7;
14     int r = 7;
15
16     public int Volume() {
17         return 4/3*phi*r*r*r;
18     }
19     public int LuasPermukaan() {
20         return 4*phi*r*r;
21     }
22 }
23

```

Output - PROJECT ABADI (run) ■

```

run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keling Segitiga = 60
Luas Segitiga = 25

```

5. Jajar genjang

PROJECT ABADI - NetBeans IDE 8.2

```

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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class JajarGenjang extends methodAbstract{
13     int atas = 10;
14     int bawah = 10;
15     int tinggi = 5;
16     int c = 3;
17     int d = 4;
18
19     public int luas() {
20         return atas*tinggi;
21     }
22     public int keliling(){
23         return atas+bawah+c+d;
24     }
25 }

```

Output - PROJECT ABADI (run) :

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 60
Luas Segitiga = 25

```

6. Kerucut

PROJECT ABADI - NetBeans IDE 8.2

```

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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class Kerucut extends BangunRuang{
13     int phi = 22/7;
14     int r = 7;
15     int t = 60;
16     int s = 10;
17
18     public int Volume() {
19         return 3/(phi*r*r*t);
20     }
21     public int LuasPermukaan(){
22         return phi*r*(r+s);
23     }
24 }

```

Output - PROJECT ABADI (run) :

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 60
Luas Segitiga = 25

```

7. Kubus

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects Files Services <default config>

Source History

AbstrakClass.java Balok.java BangunRuang.java Bola.java JajarGenjang.java Kerucut.java Kubus.java Lingkaran.java MethodMain.java MethodMenghitung.java ObjekAbstrakClass.java Persegi.java PersegiPanjang.java PrismaSegitiga.java Segitiga.java TumbuhanAnekaCiri.java

modul9

modul8

AbstrakClass.java Balok.java BangunRuang.java Bola.java JajarGenjang.java Kerucut.java Kubus.java Lingkaran.java MethodMain.java MethodMenghitung.java ObjekAbstrakClass.java Persegi.java PersegiPanjang.java PrismaSegitiga.java Segitiga.java TumbuhanAnekaCiri.java

Source History

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 modul9;
7
8 /**
9 *
10 * @author Personal
11 */
12 public class Kubus extends BangunRuang{
13 int s =7;
14
15 public int Volume() {
16 return s*s*s;
17 }
18 public int LuasPermukaan() {
19 return 6*(s*s);
20 }
21 }
22

Members

Kubus :: BangunRuang

LuasPermukaan(): int : BangunRuang

Volume(): int : BangunRuang

s : int

Output - PROJECT ABADI (run) x

xrun:
Kelling = 44
Luas = 121

Keliling Persegi Panjang= 50000
Luas Persegi Panjang= 25000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 60

Keliling Segitiga = 50
Luas Segitiga = 25

8. Lingkaran

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

<default config>

Projects **PROJECT ABADI** Files Services

Source Packages

modul9.modul9

- AbstractClass.java
- Balok.java
- BangunRuang.java
- Bola.java
- JajarGenjang.java
- Kerucut.java
- Kubus.java
- Lingkaran.java
- MethodMain.java
- MethodMainBangunRuang.java
- Modul9.java
- ObjekAbstractClass.java
- Persegi.java
- PersegiPanjang.java
- PrismaSegitiga.java
- Segitiga.java
- TunanganAbstrakClass.java

Navigator Members <empty>

Lingkaran :: methodAbstract

- keling() : int : methodAbstract
- luas() : int : methodAbstract
- phi : int
- r : int

Source History

```
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 modul9;
7
8 /**
9  *
10 * @author Personal
11 */
12 public class Lingkaran extends methodAbstract{
13     int r =14;
14     int phi = 22/7;
15
16
17     public int luas () {
18         return (phi*r*r);
19     }
20     public int keliling(){
21         return 2*phi*r;
22     }
23 }
```

Output - PROJECT ABADI (run) ■

```
run:
Keling = 44
Luas = 121

Keling Persegi Panjang= 60000
Luas Persegi Panjang = 28000

Keling Jajar Genjang = 27
Luas Jajar Genjang = 60

Keling Segitiga = 50
Luas Segitiga = 25
```

9. Method main

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History <default config> ...java BangunRuang.java Bola.java JajarGenjang.java Kerucut.java Kubus.java Lingkaran.java MethodMain.java MethodmainBangunRuang.java Modul9.java ObjekAbstrakClass.java Persegi.java PersegiPanjang.java PrismaSegitiga.java Segitiga.java TumbuhanAbstrakClass.java

Projects Files Services

Source Author Personal

```

10  /*
11   * @author Personal
12   */
13  public class MethodMain {
14      public static void main(String[] args){
15          Persegi psg = new Persegi();
16          System.out.println("Kelling = "+psg.getKell());
17          System.out.println("Luas = "+psg.getLuas()+"\n");
18
19          PersegiPanjang pp = new PersegiPanjang();
20          System.out.println("Kelling Persegi Panjang= "+pp.getKell());
21          System.out.println("Luas Persegi Panjang = "+pp.getLuas()+"\n");
22
23          JajarGenjang jg = new JajarGenjang();
24          System.out.println("Kelling Jajar Genjang = "+jg.getKell());
25          System.out.println("Luas Jajar Genjang = "+jg.getLuas()+"\n");
26
27          Segitiga sg = new Segitiga();
28          System.out.println("Kelling Segitiga = "+sg.getKell());
29          System.out.println("Luas Segitiga = "+sg.getLuas()+"\n");
30
31          Lingkaran ling = new Lingkaran();
32          System.out.println("Kelling Lingkaran = "+ ling.getKell());
33          System.out.println("Luas Lingkaran = "+ ling.getLuas());
34      }
35  }

```

Output - PROJECT ABADI (run) ■

```

run:
Kelling = 44
Luas = 121

Kelling Persegi Panjang= 60000
Luas Persegi Panjang = 28000

Kelling Jajar Genjang = 27
Luas Jajar Genjang = 50

Kelling Segitiga = 50
Luas Segitiga = 25

```

10. Method main bangun ruang

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History <default config> ...java JajarGenjang.java Kerucut.java Kubus.java Lingkaran.java MethodMain.java MethodmainBangunRuang.java Modul9.java ObjekAbstrakClass.java Persegi.java PersegiPanjang.java PrismaSegitiga.java Segitiga.java TumbuhanAbstrakClass.java

Projects Files Services

Source Author Personal

```

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
7  package modul9;
8
9  /*
10  *
11  * @author Personal
12  */
13  public class MethodmainBangunRuang {
14      public static void main(String[] args){
15          Balok blk = new Balok();
16          System.out.println("Volume Balok= "+blk.Volume());
17          System.out.println("LuasPermukaan Balok= "+blk.LuasPermukaan()+"\n");
18
19          Kubus kbs = new Kubus();
20          System.out.println("Volume Kubus= "+kbs.Volume());
21          System.out.println("LuasPermukaan Kubus = "+kbs.LuasPermukaan()+"\n");
22
23          Bola bl = new Bola();
24          System.out.println("Volume Bola = "+bl.Volume());
25          System.out.println("LuasPermukaan Bola = "+bl.LuasPermukaan()+"\n");
26      }
27  }

```

Output - PROJECT ABADI (run) ■

```

run:
Kelling = 44
Luas = 121

Kelling Persegi Panjang= 60000
Luas Persegi Panjang = 28000

Kelling Jajar Genjang = 27
Luas Jajar Genjang = 50

Kelling Segitiga = 50
Luas Segitiga = 25

```

11. Objek abstrak class

PROJECT ABADI - NetBeans IDE 8.2

```

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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class ObjekAbstrakClass {
13     public static void main(String [] args){
14         TurunanAbstrakClass tac = new TurunanAbstrakClass(2,3,4);
15         tac.printX();
16         System.out.println(tac.kali());
17     }
18 }
19

```

Output - PROJECT ABADI (run) :

```

run:
Kelling = 44
Luas = 121

Kelling Persegi Panjang= 50000
Luas Persegi Panjang = 25000

Kelling Jajar Genjang = 27
Luas Jajar Genjang = 50

Kelling Segitiga = 60
Luas Segitiga = 25

```

12. Persegi

PROJECT ABADI - NetBeans IDE 8.2

```

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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class Persegi extends methodAbstract{
13     int sisi=11;
14
15     public int luas() {
16         return sisi*sisi;
17     }
18     public int keliling(){
19         return 4*sisi;
20     }
21 }
22

```

Output - PROJECT ABADI (run) :

```

run:
Kelling = 44
Luas = 121

Kelling Persegi Panjang= 50000
Luas Persegi Panjang = 25000

Kelling Jajar Genjang = 27
Luas Jajar Genjang = 50

Kelling Segitiga = 60
Luas Segitiga = 25

```

13. Persegi panjang

PROJECT ABADI - NetBeans IDE 8.2

```

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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class PersegiPanjang extends methodAbstract{
13     int panjang =500;
14     int lebar = 50;
15
16     public int luas() {
17         return panjang*lebar;
18     }
19     public int keliling(){
20         return 2*(panjang+lebar);
21     }
22 }

```

Output - PROJECT ABADI (run) ■

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang= 60000
Luas Persegi Panjang = 28000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 50
Luas Segitiga = 25

```

14. Prisma segitiga

PROJECT ABADI - NetBeans IDE 8.2

```

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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public class PrismaSegitiga extends BangunRuang{
13     int luassalas = 100;
14     int kelilingsalas = 100;
15     int t = 10;
16
17     public int Volume() {
18         return luassalas*t;
19     }
20     public int LuasPermuakaan(){
21         return (2*luassalas)+(kelilingsalas*t);
22     }
23 }

```

Output - PROJECT ABADI (run) ■

```

run:
Keliling = 44
Luas = 121

Keliling Persegi Panjang= 60000
Luas Persegi Panjang = 28000

Keliling Jajar Genjang = 27
Luas Jajar Genjang = 50

Keliling Segitiga = 50
Luas Segitiga = 25

```

15. Segitiga

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History ...

Projects Files Services

...java Modul9.java ObjekAbstrakClass.java Perseg.java PersegPanjang.java PrismaSegitiga.java Segtiga.java TurunanAbstrakClass.java methodAbstract.java

Members

```

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 modul9;
7
8  /**
9   *
10  * @author Personal
11  */
12 public class Segitiga extends methodAbstract{
13     int Alas =10;
14     int tinggi = 5;
15     int sisil =10;
16     int sisil2 = 20;
17     int sisil3 = 20;
18
19
20     public int luas() {
21         return (Alas*tinggi)/2;
22     }
23
24     public int keliling(){
25         return (sisil+sisil2+sisil3);
26     }
27
28 }

```

Output - PROJECT ABADI (run) :

```

run:
Kelling = 44
Luas = 121

Kelling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Kelling Jajar Genjang = 27
Luas Jajar Genjang = 50

Kelling Segitiga = 60
Luas Segitiga = 25

```

16. Turunan abstrak

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History ...

Projects Files Services

...java ObjekAbstrakClass.java Perseg.java PersegPanjang.java PrismaSegitiga.java Segtiga.java TurunanAbstrakClass.java methodAbstract.java

Members

```

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 modul9;
7
8  /**
9   *
10  * @author Personal
11  */
12 public class TurunanAbstrakClass extends AbstrakClass{
13
14     int x;
15
16     public TurunanAbstrakClass (int a, int b, int c){
17         super(a,b,c);
18         x = a+b+c;
19     }
20
21     public void printX(){
22         System.out.println(x);
23     }
24
25 }

```

Output - PROJECT ABADI (run) :

```

run:
Kelling = 44
Luas = 121

Kelling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Kelling Jajar Genjang = 27
Luas Jajar Genjang = 50

Kelling Segitiga = 60
Luas Segitiga = 25

```

17. Method abstrak

PROJECT ABADI - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Source History ... Search (Ctrl+F)

Projects Files Services

...java Perseg.java PersegPanjang.java PrismaSegitiga.java Segitiga.java TurunanAbstrakClass.java methodAbstract.java

methodAbstract.java

```
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 modul9;
7
8 /**
9  *
10  * @author Personal
11  */
12 public abstract class methodAbstract {
13     public abstract int luas();
14     public abstract int keliling();
15
16     public int getLuas(){
17         return luas();
18     }
19     public int getKell(){
20         return keliling();
21     }
22 }
23
```

Navigator Members

methodAbstract

- getKell(): int
- getluas(): int
- kelling(): int
- luas(): int

JDK 1.8 (Default)

Output - PROJECT ABADI (run) ■

```
run:
Kelling = 44
Luas = 121

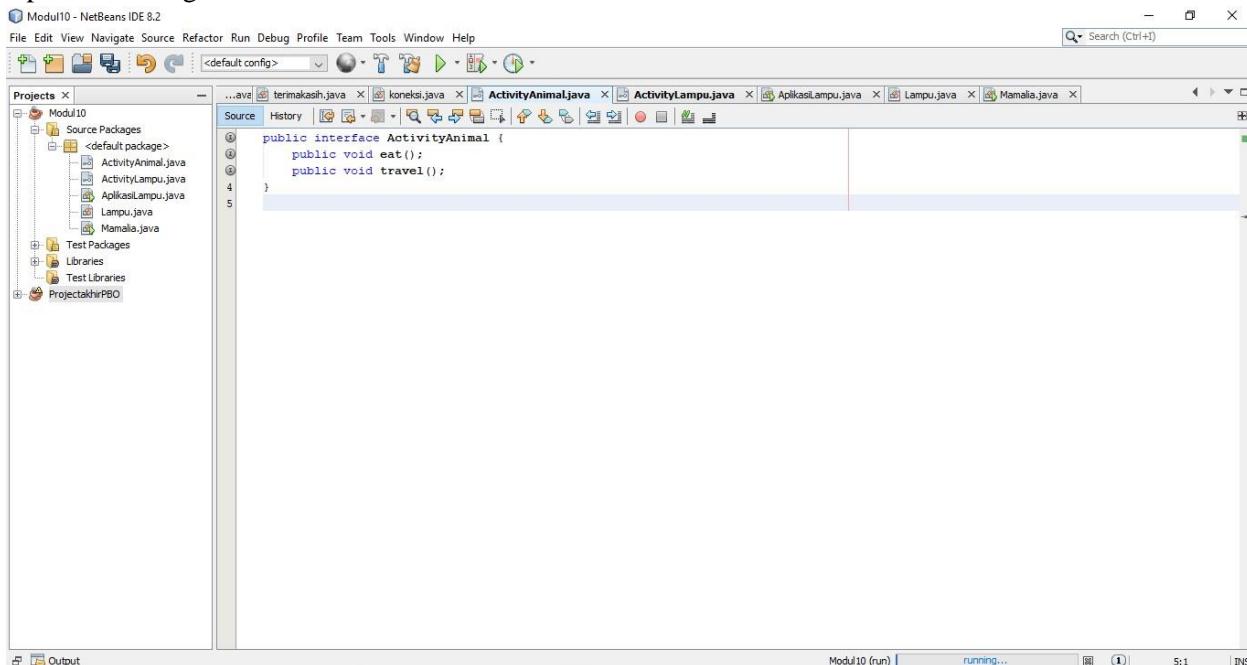
Kelling Persegi Panjang= 60000
Luas Persegi Panjang = 25000

Kelling Jajar Genjang = 27
Luas Jajar Genjang = 50

Kelling Segitiga = 60
Luas Segitiga = 25
```

Modul 10

Laporan dan Tugas



Modul10 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

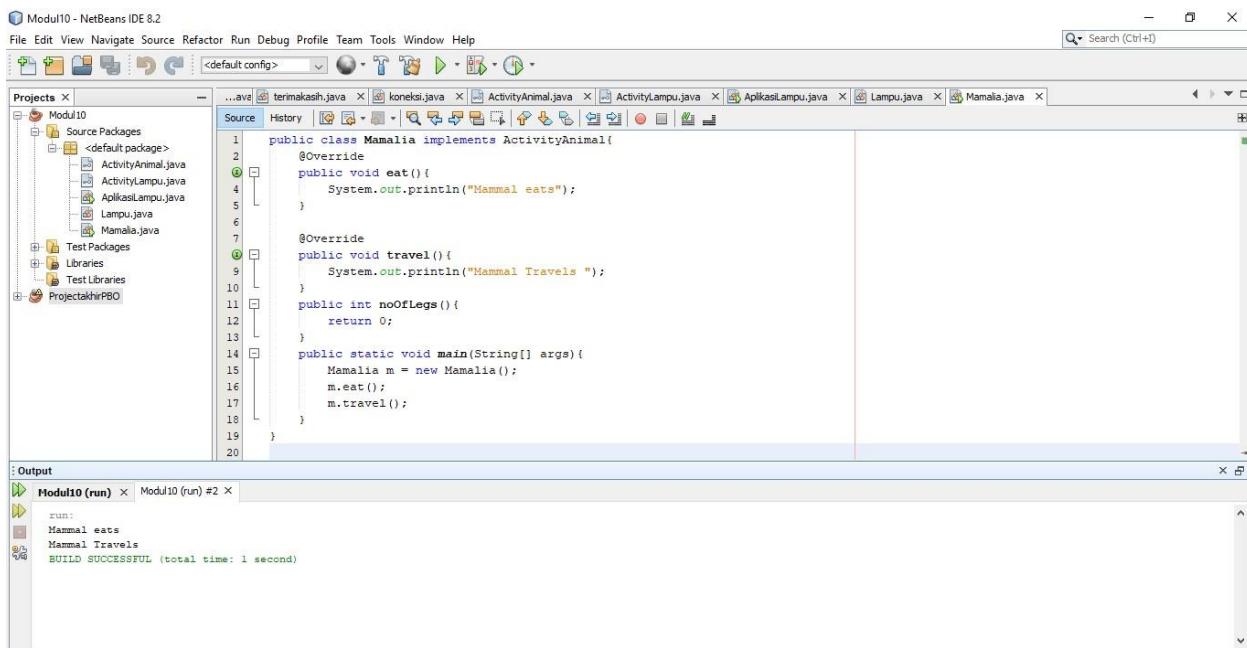
Projects Modul10

- Source Packages <default package>
 - ActivityAnimal.java
 - ActivityLampu.java
 - ApikasiLampu.java
 - Lampu.java
 - Mamalia.java
- Test Packages
- Libraries
- Test Libraries
- ProjectakhirPBO

Source History <default config>

```
1 Public interface ActivityAnimal {  
2     public void eat();  
3     public void travel();  
4 }  
5 
```

Output Modul10 (run) running... 5:1 INS



Modul10 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects Modul10

- Source Packages <default package>
 - ActivityAnimal.java
 - ActivityLampu.java
 - ApikasiLampu.java
 - Lampu.java
 - Mamalia.java
- Test Packages
- Libraries
- Test Libraries
- ProjectakhirPBO

Source History <default config>

```
1 public class Mamalia implements ActivityAnimal{  
2     @Override  
3     public void eat(){  
4         System.out.println("Mammal eats");  
5     }  
6     @Override  
7     public void travel(){  
8         System.out.println("Mammal Travels ");  
9     }  
10    public int noOfLegs(){  
11        return 0;  
12    }  
13    public static void main(String[] args){  
14        Mamalia m = new Mamalia();  
15        m.eat();  
16        m.travel();  
17    }  
18 }  
19 }  
20 } 
```

Output Modul10 (run) Modul10 (run) #2

```
run:  
Mammal eats  
Mammal Travels  
BUILD SUCCESSFUL (total time: 1 second)
```

Modul10 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects X Modul10

Source Packages <default package>

- ActivityAnimal.java
- ActivityLampu.java
- AplikasiLampu.java
- Lampu.java
- Mamala.java

Test Packages Libraries Test Libraries ProjectakhirPBO

Source History

```
1 public interface ActivityLampu {  
2     public static final int LAMPU_HIDUP=1;  
3     public static final int LAMPU_MATI=0;  
4     public static final int LAMPU_REDUP=2;  
5     public abstract void matikanLampu();  
6     public abstract void hidupkanLampu();  
7     public abstract void redupkanLampu();  
8 }  
9
```

Output Modul10 (run) running... 9:1 INS

Modul10 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects X Modul10

Source Packages <default package>

- ActivityAnimal.java
- ActivityLampu.java
- AplikasiLampu.java
- Lampu.java
- Mamala.java

Test Packages Libraries Test Libraries ProjectakhirPBO

Source History

```
1 Public class Lampu implements ActivityLampu{  
2     public int statusLampu;  
3  
4     @Override  
5     public void matikanLampu(){  
6         if(statusLampu == 0){  
7             System.out.println("Lampu sudah dalam kondisi mati");  
8         }else if(statusLampu == 1){  
9             statusLampu -= 1;  
10            System.out.println("Lampu sudah dimatikan");  
11        }  
12    }  
13  
14    @Override  
15    public void hidupkanLampu(){  
16        if(statusLampu == 1){  
17            System.out.println("Lampu sudah dinyalakan\n***");  
18        }else{  
19            statusLampu += 1;  
20            System.out.println("Lampu sudah dalam kondisi menyala");  
21        }  
22    }  
23  
24    public int setSaklar(int saklar){  
25        return statusLampu = saklar;  
26    }  
27  
28    @Override  
29    public void redupkanLampu(){  
30        if(statusLampu == 2){  
31            System.out.println("Lampu telah diredukan");  
32        }else{  
33        }  
34    }  
35}
```

Modul10 - NetBeans IDE 8.2

```
Source History ...ave mainkoneksi.java terimakasih.java koneksi.java ActivityAnimal.java ActivityLampu.java AplikasiLampu.java Lampu.java Mamalia.java
```

Projects X Modul10

```
Source Packages <default package>
    ActivityAnimal.java
    ActivityLampu.java
    AplikasiLampu.java
    Lampu.java
    Mamalia.java
```

Test Packages Libraries Test Libraries ProjectakhirPBO

```
8     }else if(statusLampu == 1){
9         statusLampu -= 1;
10        System.out.println("Lampu sudah dimatikan");
11    }
12
13
14    @Override
15    public void hidupkanLampu(){
16        if(statusLampu == 1){
17            System.out.println("Lampu sudah dinyalakan\n***");
18        }else{
19            statusLampu += 1;
20            System.out.println("Lampu sudah dalam kondisi menyala");
21        }
22
23
24    public int setSaklar(int saklar){
25        return statusLampu = saklar;
26    }
27
28    @Override
29    public void redupkanLampu(){
30        if(statusLampu == 2){
31            System.out.println("Lampu telah diredupkan");
32        }else{
33            statusLampu +=1;
34            System.out.println("Keredupan Lampu telah ditambah");
35        }
36    }
37
38}
39
```

Modul10 - NetBeans IDE 8.2

```
Source History ...ave mainkoneksi.java terimakasih.java koneksi.java ActivityAnimal.java ActivityLampu.java AplikasiLampu.java Lampu.java Mamalia.java
```

Projects X Modul10

```
Source Packages <default package>
    ActivityAnimal.java
    ActivityLampu.java
    AplikasiLampu.java
    Lampu.java
    Mamalia.java
```

Test Packages Libraries Test Libraries ProjectakhirPBO

```
1 import java.util.Scanner;
2
3 public class AplikasiLampu {
4     public static void main(String[] args){
5         Lampu lampu = new Lampu();
6         Scanner sc = new Scanner(System.in);
7         lampu.statusLampu = lampu.setSaklar(0);
8         System.out.println("Status Lampu = " + lampu.statusLampu +"\n Ketikan");
9         System.out.println("1 Untuk menyalaikan Lampu\n0 Untuk mematikan Lampu\n2 Untuk meredupkan Lampu");
10
11         if(lampu.setSaklar(sc.nextInt()) == 0){
12             lampu.matiakanLampu();
13         }else if(lampu.statusLampu == 1){
14             lampu.hidupkanLampu();
15         }else{
16             lampu.redupkanLampu();
17         }
18     }
19 }
20
```

Output

```
Modul10 (run) X Modul10 (run) #2 X
run:
Status Lampu = 0
Ketikan
1 Untuk menyalaikan Lampu
0 Untuk mematikan Lampu
2 Untuk meredupkan Lampu
```

Modul 11

1. Outer_Demo.

The screenshot shows the NetBeans IDE interface with the title "Modul 11 - NetBeans IDE 8.2". The Projects tab displays a package named "Outer_Demo" containing several Java files: Outer.java, OuterDemo.java, OuterDemo2.java, OuterDemoMain.java, and Outer_Demo.java. The Source tab shows the code for Outer_Demo.java:

```
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
7  /**
8  * 
9  * @author LABRPL-29
10 */
11 public class Outer_Demo {
12     class Nested_Demo{
13     }
14 }
15
```

The Navigator tab shows the members of the Outer_Demo class, including "Outer_Demo" and "Nested_Demo". The Output tab is empty.

OuterDemo.

The screenshot shows the NetBeans IDE interface with the title "Modul 11 - NetBeans IDE 8.2". The Projects tab displays a package named "Outer" containing Java files: Outer.java, OuterDemo.java, OuterDemo2.java, OuterDemoMain.java, and NestedClass.java. The Source tab shows the code for OuterDemo.java:

```
1  /*
2  * 
3  */
4
5  /**
6  * 
7  * @author LABRPL-29
8  */
9
10 public class OuterDemo {
11     int num;
12
13     //inner class
14     private class InnerDemo{
15         private void print(){
16             System.out.println("Ini merupakan method inner class");
17         }
18     }
19
20     //akses method inner class dari method outer class
21     void displayInner(){
22         InnerDemo inner = new InnerDemo();
23         inner.print();
24     }
25 }
26
```

The Navigator tab shows the members of the Outer class, including "main(String[] args)" and "NestedDemo". The Output tab shows the run results:

```
run:
Ini adalah Method static nested class
BUILD SUCCESSFUL (total time: 0 seconds)
```

2. OuterDemo2

The screenshot shows the NetBeans IDE interface with the title "Modul 11 - NetBeans IDE 8.2". The Projects tab shows a package named "Modul 11" containing several Java files: Outer.java, OuterDemo.java, OuterDemo2.java, OuterDemoMain.java, and Outer_Demo.java. The Source tab displays the code for OuterDemo2.java:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
public class OuterDemo2 {
    private int num = 175;
    public class Inner_Demo{
        public int getNum(){
            System.out.println("Ini adalah nilai dari variable private outerDemo");
            return num;
        }
    }
}
```

The Navigator tab shows the members of OuterDemoMain.java, which contains a main method. The Output tab shows the run results:

```
run:
Ini adalah nilai dari variable private outerDemo
175
BUILD SUCCESSFUL (total time: 0 seconds)
```

3. OuterDemoMain

The screenshot shows the NetBeans IDE interface with the title "Modul 11 - NetBeans IDE 8.2". The Projects tab shows a package named "Modul 11" containing several Java files. The Source tab displays the code for OuterDemoMain.java:

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
public class OuterDemoMain {
    public static void main(String[] args){
        //membuat Object Outerdemo
        OuterDemo2 outer = new OuterDemo2();

        //Membuat Object InnerDemo
        OuterDemo2.Inner_Demo inner = outer.new Inner_Demo();
        System.out.println(inner.getNum());
    }
}
```

The Navigator tab shows the members of OuterDemoMain.java, which contains a main method. The Output tab shows the run results:

```
run:
Ini adalah nilai dari variable private outerDemo
175
BUILD SUCCESSFUL (total time: 0 seconds)
```

4. Outer

Modul 11 - NetBeans IDE 8.2

```

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
7 /**
8 *
9 * @author LABRPL-29
10 */
11 public class Outer {
12     static class NestedDemo{
13         public void myMethod(){
14             System.out.println("Ini adalah Method" + "static nested class");
15         }
16     }
17
18     public static void main(String[] args){
19         Outer.NestedDemo nested = new Outer.NestedDemo();
20         nested.myMethod();
21     }
22 }

```

Latihan

1. Nestedclass

Modul 11 - NetBeans IDE 8.2

```

1 /**
2 *
3 * @author LABRPL-29
4 */
5
6 public class NestedClass {
7     String nama = "Ari wibowo ganteng"; // Lengkapi Nama Saudara
8     String nim = "L200180056"; // Lengkapi Dengan Nim Saudara
9
10    public void printNama(){
11        System.out.println(nama + " : " + nim);
12    }
13
14    static class StaticNestedClass{
15        static String jurusan = "Informatika";
16    }
17
18    class InnerClass{
19        void displayJurusan(){
20            StaticNestedClass tampilJurusan = new StaticNestedClass();
21            System.out.println("Jurusan = " + tampilJurusan.jurusan);
22        }
23    }
24
25 }
26
27
28
29

```

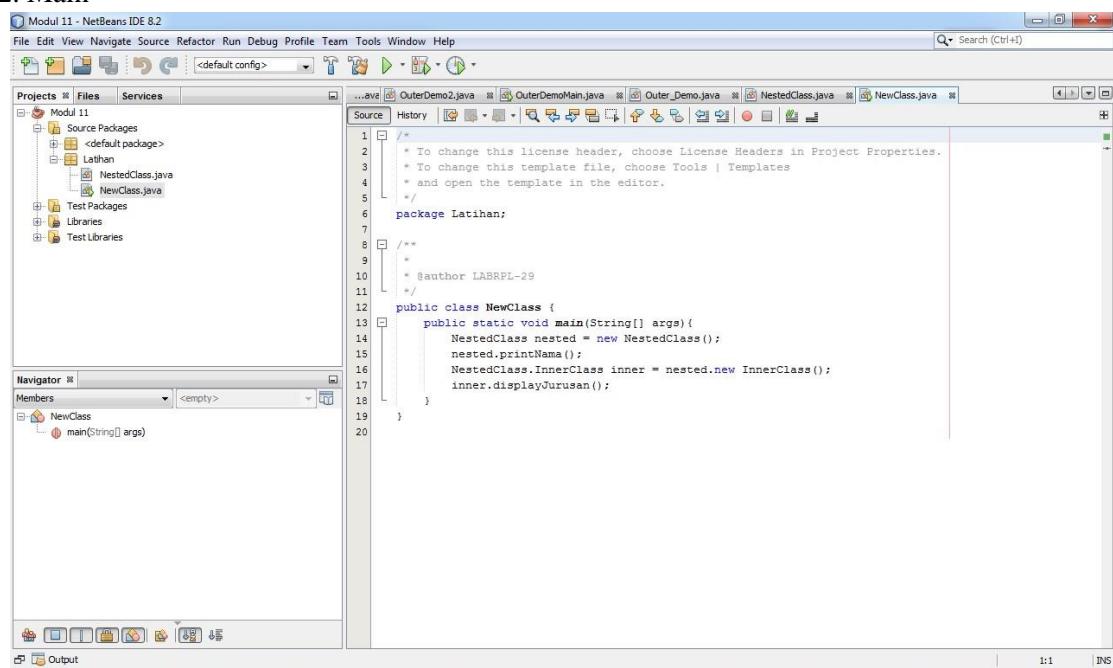
Output - Modul 11 (run)

```

run:
Ari wibowo ganteng : L200180056
Jurusan = Informatika
BUILD SUCCESSFUL (total time: 0 seconds)

```

2. Main



The screenshot shows the NetBeans IDE 8.2 interface with the following details:

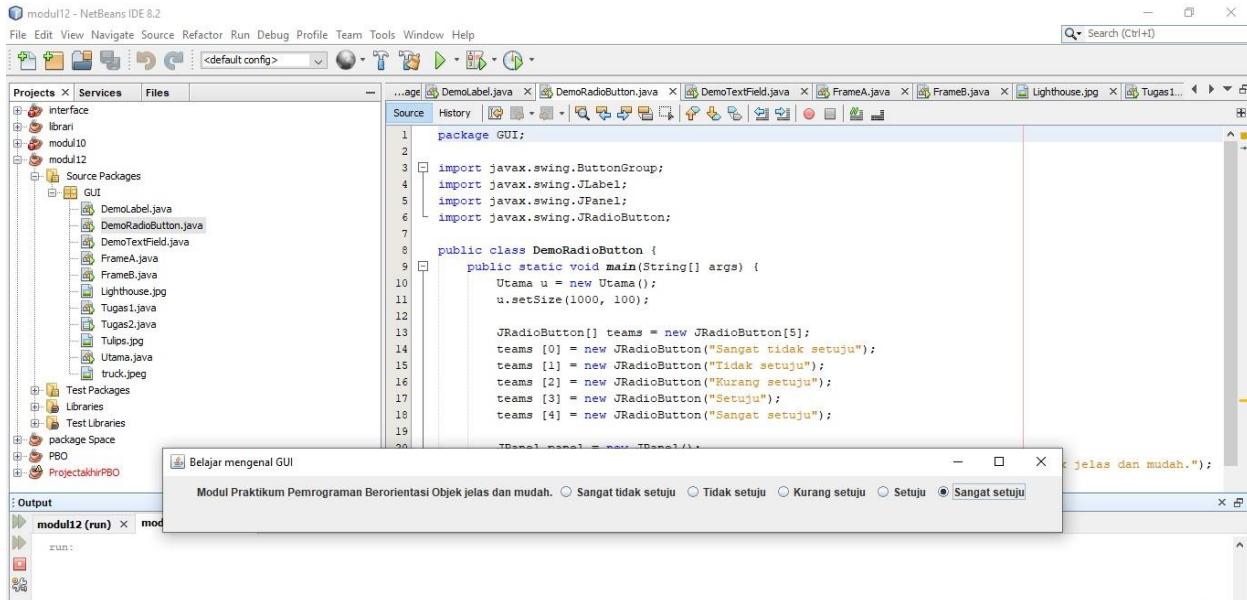
- File Menu:** File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help.
- Search Bar:** Search (Ctrl+F).
- Projects View:** Modul 11 - NetBeans IDE 8.2. It lists Source Packages (OuterDemo2.java, OuterDemoMain.java, Outer_Demo.java, NestedClass.java, NewClass.java), Test Packages, Libraries, and Test Libraries.
- Source Editor:** Displays the code for `NewClass.java`. The code defines a package `Latihan` and a public class `NewClass` with a static main method. The main method creates an instance of `NestedClass`, calls its `printNama` method, and then creates an instance of `InnerClass` from `NestedClass` and calls its `displayJurusan` method.

```
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 Latihan;
7
8  /**
9  *
10 * @author LABRPL-29
11 */
12 public class NewClass {
13     public static void main(String[] args){
14         NestedClass nested = new NestedClass();
15         nested.printNama();
16         NestedClass.InnerClass inner = nested.new InnerClass();
17         inner.displayJurusan();
18     }
19 }
20
```

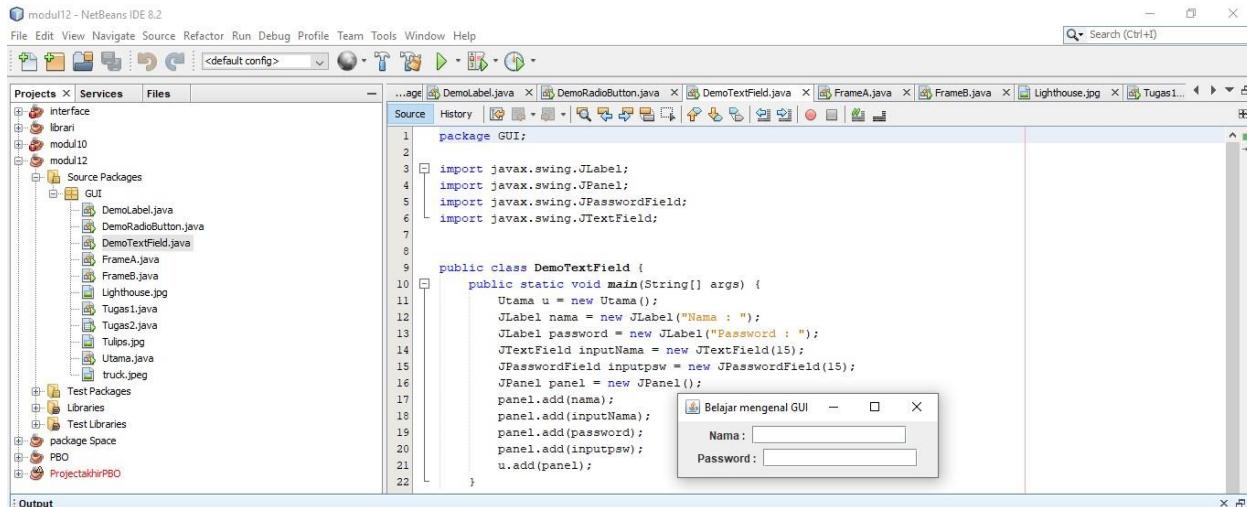
- Navigator View:** Shows Members for `NewClass`, specifically the `main(String[] args)` method.
- Output View:** Shows various icons for build and run operations.

Modul 12

1. DemoRadioButton



2. DemoTextField



3. Frame A

modul12 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects Services Files

Source History

```
1 package GUI;
2
3 import java.awt.Container;
4 import javax.swing.JButton;
5
6 public class FrameA extends javax.swing.JFrame {
7     public FrameA(){
8         super("Frame dan button");
9         setSize(100, 50);
10        setDefaultCloseOperation(EXIT_ON_CLOSE);
11        setVisible(true);
12        setLocationRelativeTo(null);
13    }
14    public static void main(String[] args) {
15        FrameA fa = new FrameA();
16        Container kontainer = fa.getContentPane();
17        JButton jbtOK = new JButton("OK");
18        Kontainer.add(jbtOK);
19    }
20 }
```

4. Frame B

modul12 - NetBeans IDE 8.2

File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help

Search (Ctrl+F)

Projects Services Files

Source History

```
1 package GUI;
2
3 import java.net.URL;
4 import javax.swing.ImageIcon;
5 import javax.swing.JButton;
6 import javax.swing.JPanel;
7
8 public class FrameB extends javax.swing.JFrame {
9     public FrameB(){
10        super("Frame dan Button");
11        setSize(500, 500);
12        setDefaultCloseOperation(EXIT_ON_CLOSE);
13        setLocationRelativeTo(null);
14    }
15    public static void main(String[] args){
16        FrameB fb = new FrameB();
17        JPanel panel = new JPanel();
18        URL img = FrameB.class.getResource("Lighthouse.jpg");
19        JButton jbtOK = new JButton("OK");
20        JButton jbtImg = new JButton(new ImageIcon(img));
21        panel.add(jbtOK);
22        panel.add(jbtImg);
23    }
24 }
```

Frame dan Button

5. Tugas 1

modul12 - NetBeans IDE 8.2

```

1 package GUI;
2
3 import javax.swing.*;
4
5 public class Tugas1 {
6     public static void main(String[] args) {
7         Utama u = new Utama();
8         u.setSize(300, 600);
9         JLabel Pertanyaan = new JLabel("Modul Praktikum Pemrograman Berorientasi Objek Jelas dan Mudah.");
10        JPanel panel = new JPanel();
11        panel.add(Pertanyaan);
12        String opini[]={"Sangat tidak setuju","Tidak Setuju","Kurang setuju","Setuju","Sangat setuju"};
13        JComboBox cb = new JComboBox(opini);
14        cb.setBounds(50, 50, 150, 20);
15        panel.add(cb);
16        u.add(panel);
17        u.setSize(500, 300);
18        u.setVisible(true);
19    }
20 }

```

6. Tugas 2

modul12 - NetBeans IDE 8.2

```

1 package GUI;
2
3 import java.awt.Color;
4
5 public class Tugas2 extends javax.swing.JFrame {
6
7     public Tugas2() {
8         initComponents();
9     }
10
11    /**
12     * This method is called from within
13     * WARNING: Do NOT modify this code.
14     * regenerates by the Form Editor.
15     */
16    @SuppressWarnings("unchecked")
17    private void jMenuItem6ActionPerformed(java.awt.event.ActionEvent evt) {
18        // TODO add your handling code here:
19        jPanel1.setBackground(Color.yellow);
20    }
21 }

```

8.Utama

