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Kelas : B

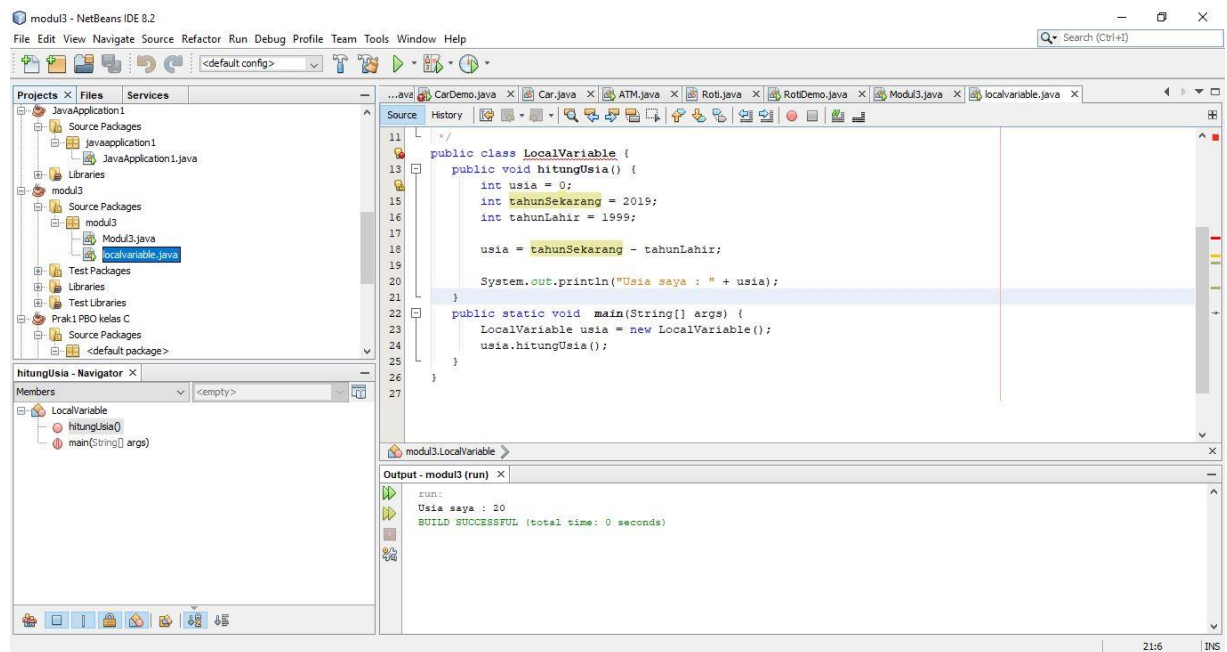
Modul 3

Class Member: Variable dan Method

3.1 Variable

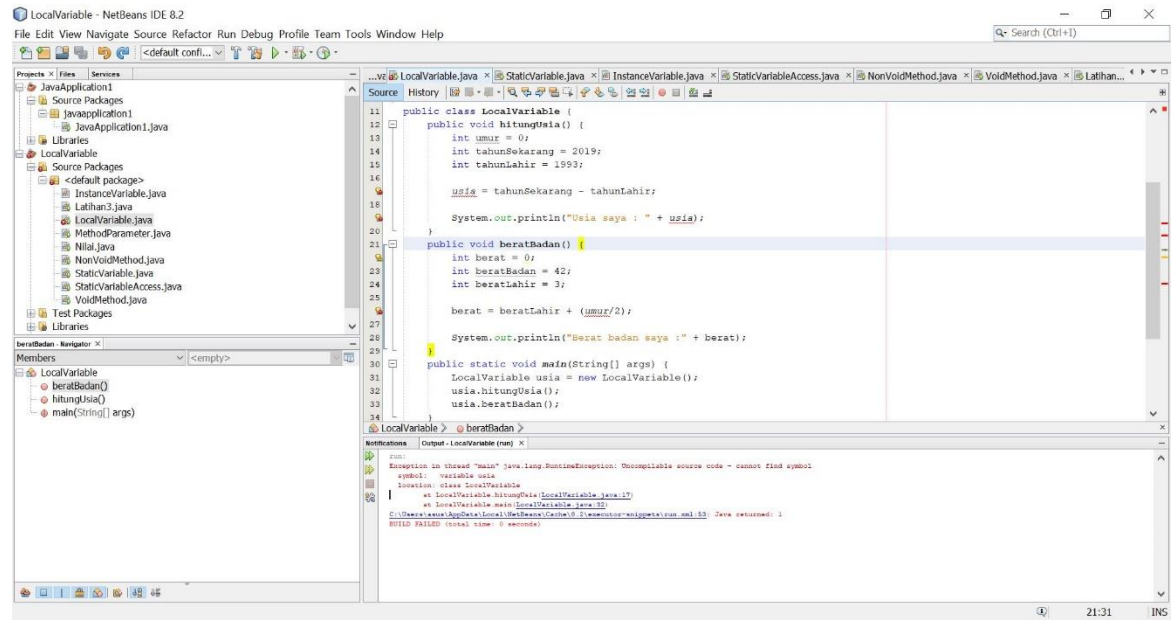
3.1.1 Local Variable

Program 1. Penerapan variable local



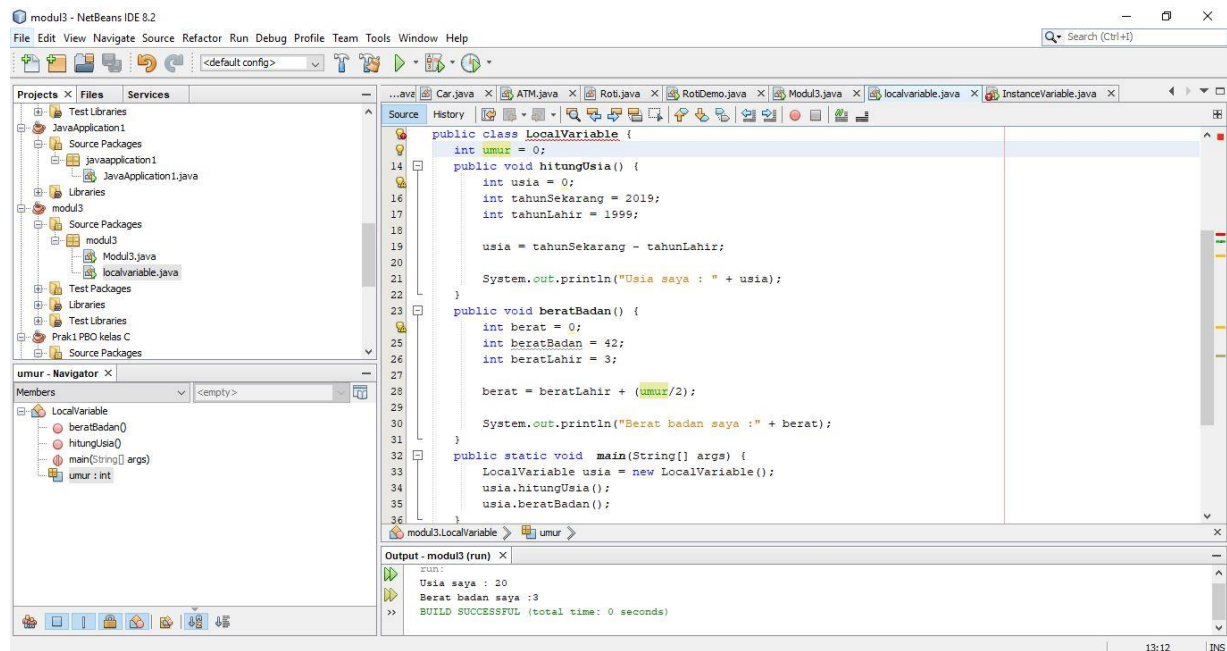
Latihan 1

1. Method baru



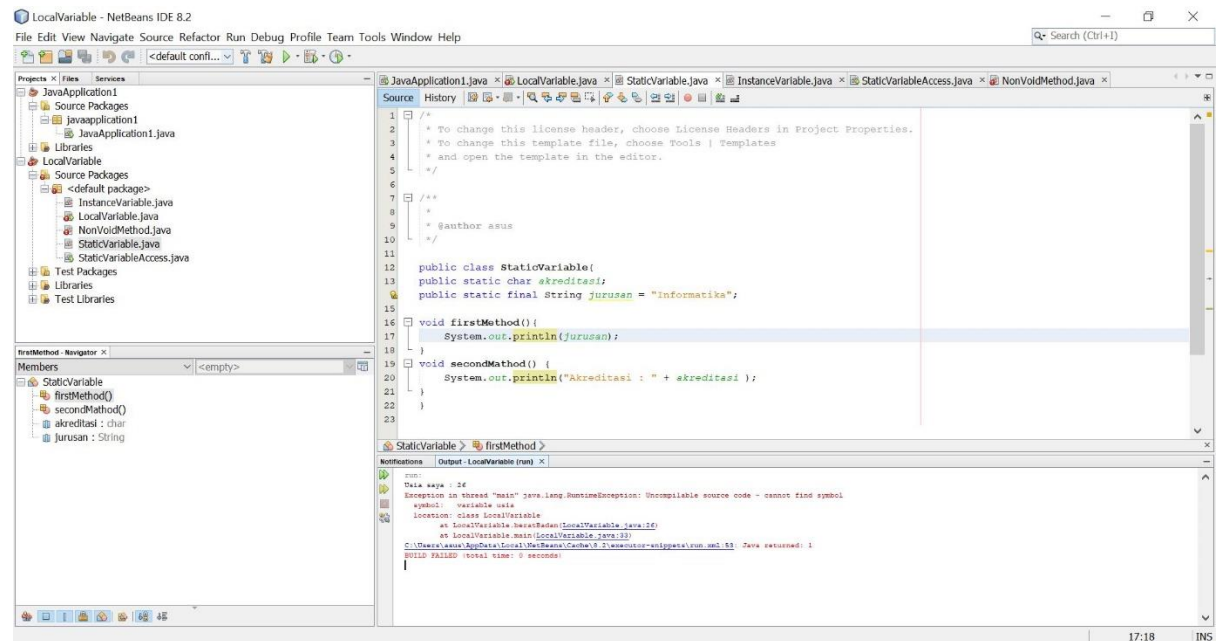
2. Tidak bisa, karena usia berada pada method yang berbeda maka terjadi error.

3.1.2. Instance variable

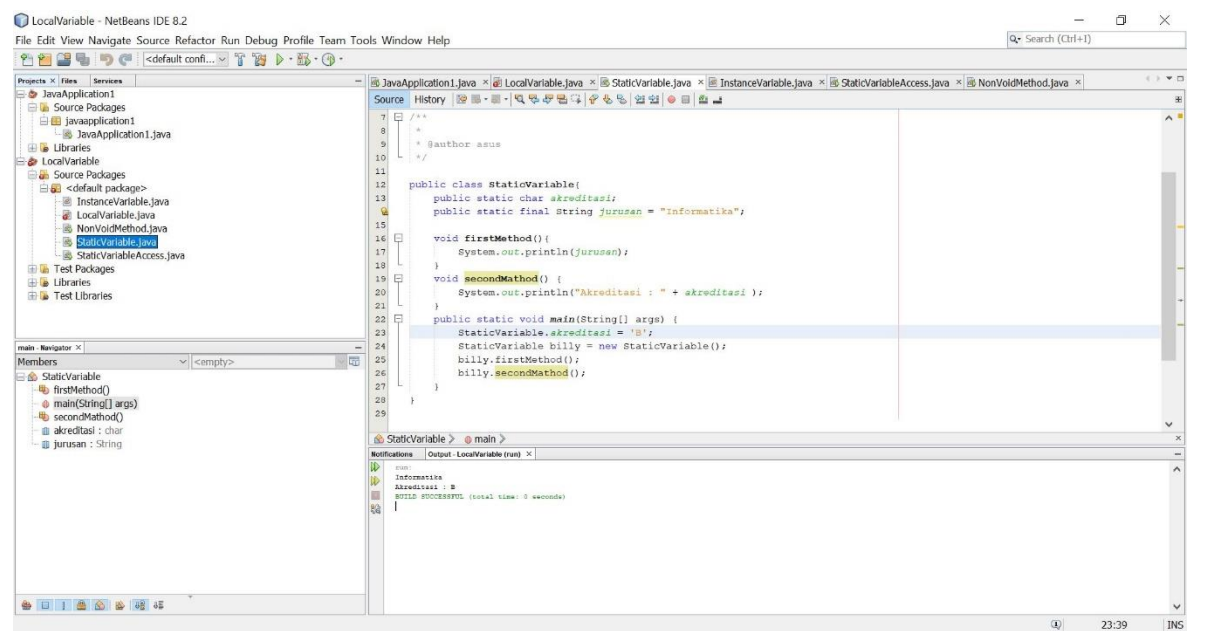


3.1.3. Static Variable

Program 3. Penerapan variable statis

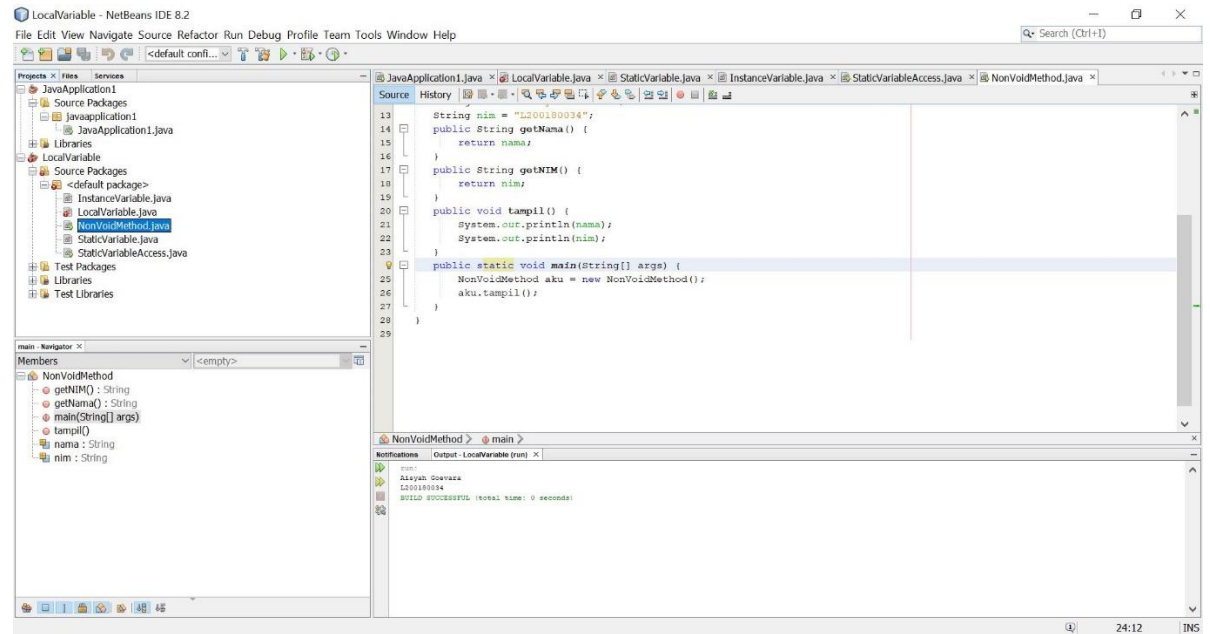


Program 4. Contoh pengaksesan variable statis

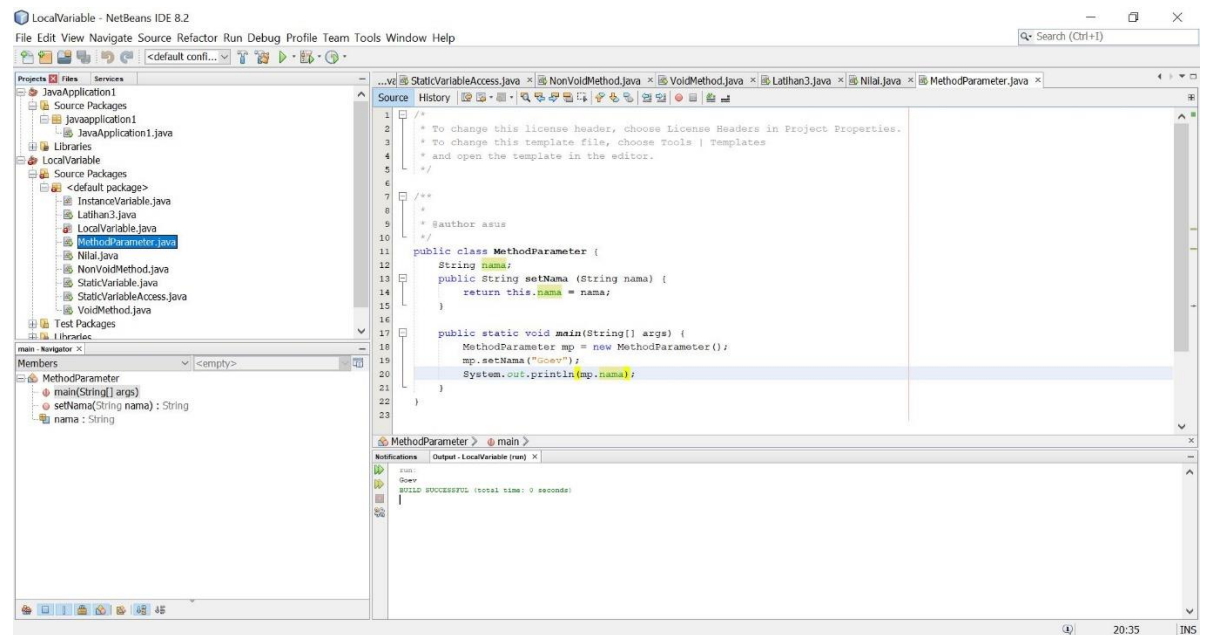


3.2 . Method

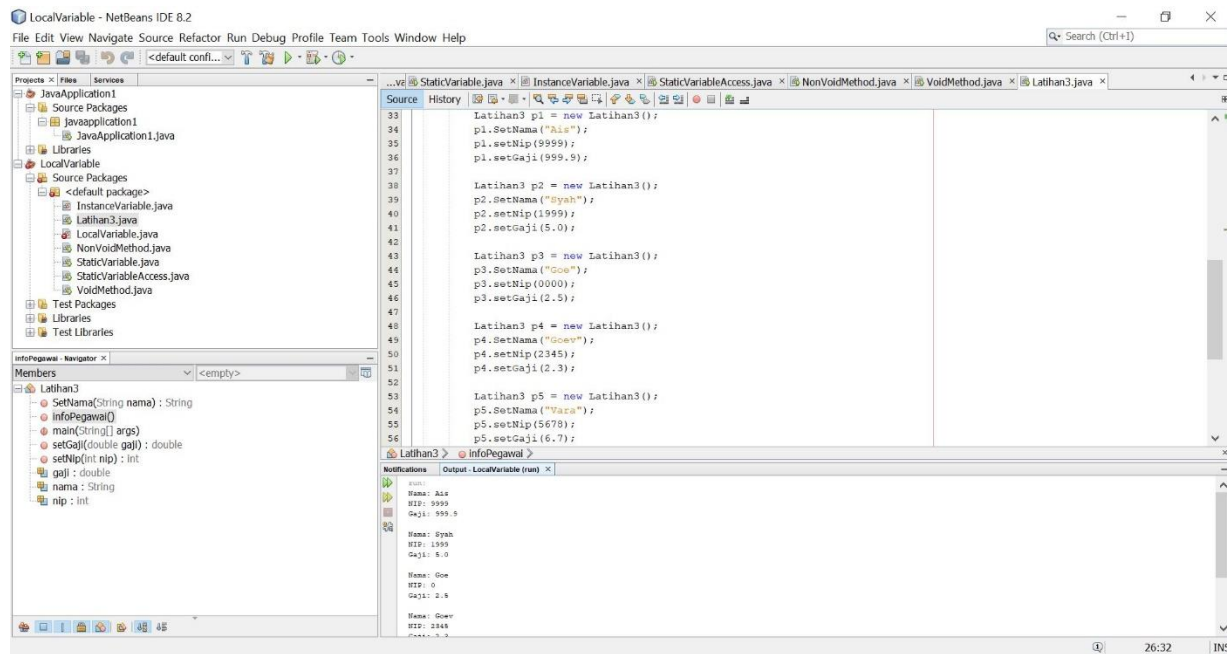
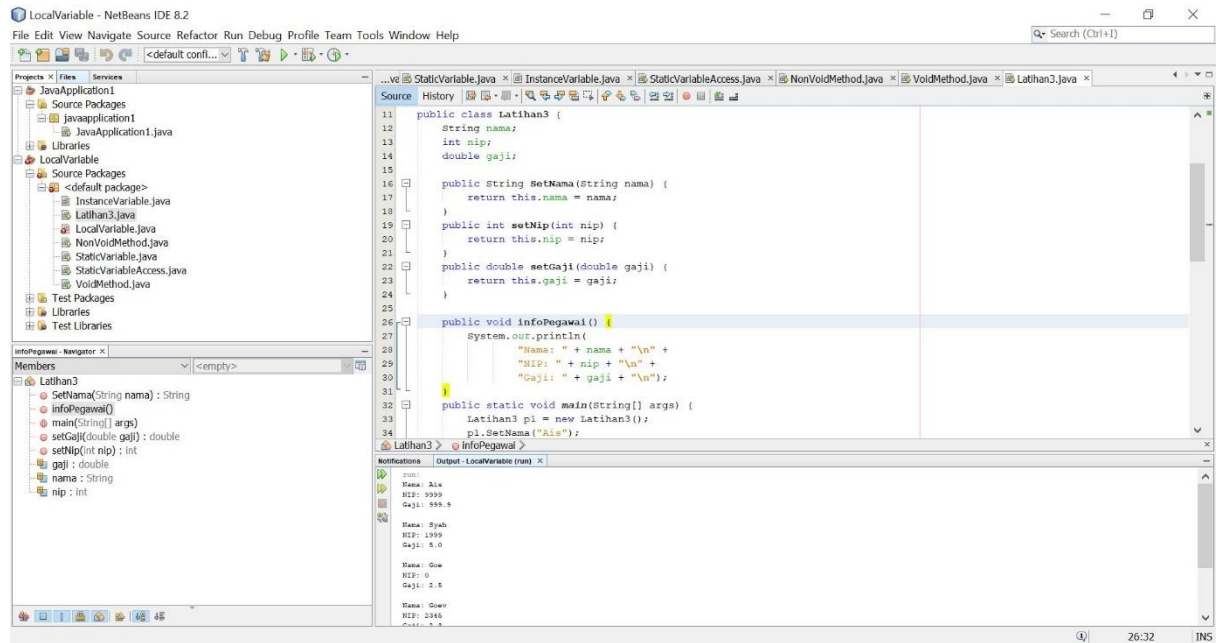
3.2.1. Method Non-Void

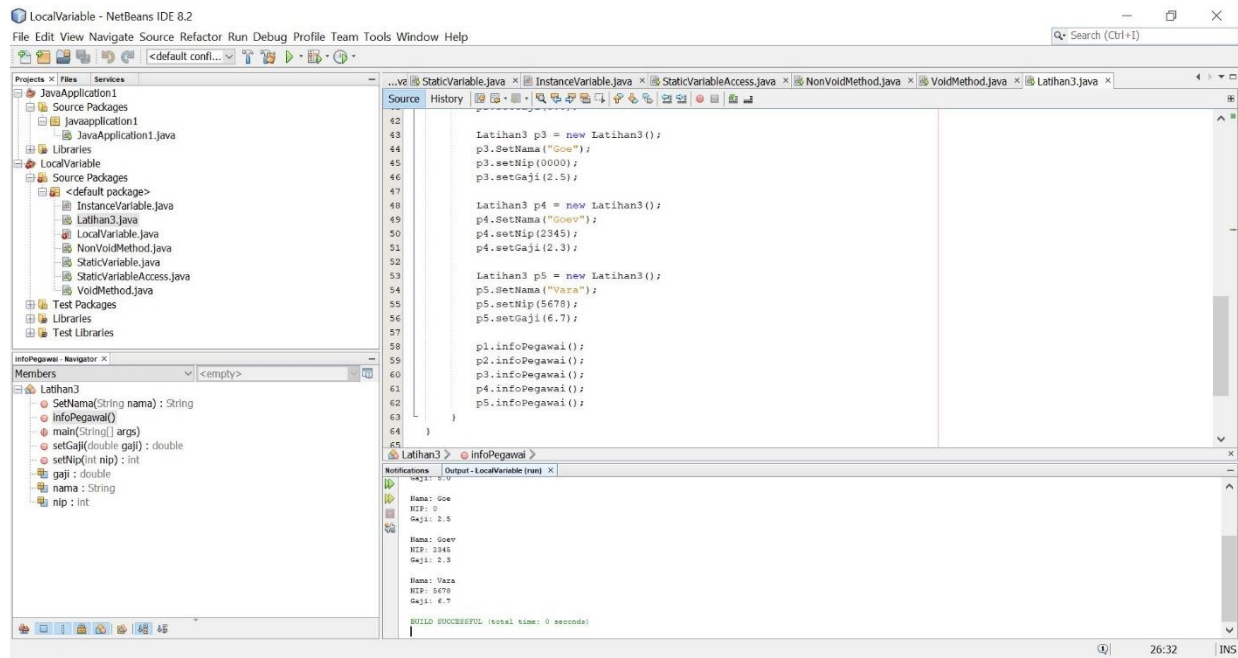


3.2.2. Parameter Method

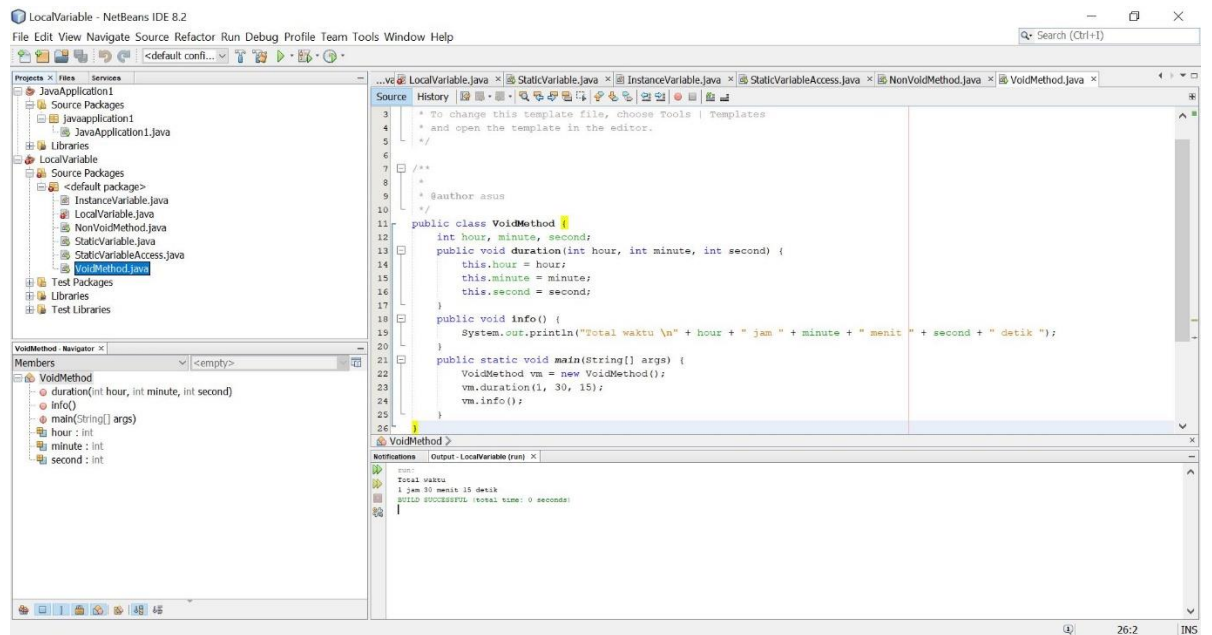


Latihan 3





3.2.3. Method Void



3.3. Pekerjaan Rumah

LocalVariable - NetBeans IDE 8.2

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Members

Nilai

- hitungNilai()
- main(String[] args)
- setNilaiTugas(double nilaiTugas) : double
- setNilaiUAS(double nilaiUAS) : double
- setNilaiUTS(double nilaiUTS) : double
- nilaiTotal : double
- nilaiTugas : double
- nilaiUAS : double
- nilaiUTS : double

Source

```
11 public class Nilai {
12     double nilaiUTS, nilaiUAS, nilaiTugas, nilaiTotal;
13
14     public double setNilaiUTS(double nilaiUTS) {
15         return this.nilaiUTS = nilaiUTS;
16     }
17     public double setNilaiUAS(double nilaiUAS) {
18         return this.nilaiUAS = nilaiUAS;
19     }
20     public double setNilaiTugas(double nilaiTugas) {
21         return this.nilaiTugas = nilaiTugas;
22     }
23     public void hitungNilai() {
24         nilaiTotal = (nilaiUTS + nilaiUAS + nilaiTugas) / 3;
25         System.out.println("Nilai akhir: " + nilaiTotal);
26     }
27     public static void main(String[] args) {
28         Nilai ku = new Nilai();
29         ku.nilaiUTS = 89;
30         ku.nilaiUAS = 85;
31         ku.nilaiTugas = 95;
32         ku.hitungNilai();
33     }
34 }
```

Notifications

Output - LocalVariable (run)

```
run:
Nilai akhir: 89.66666666666667
BUILD SUCCESSFUL (total time: 0 seconds)
```

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