

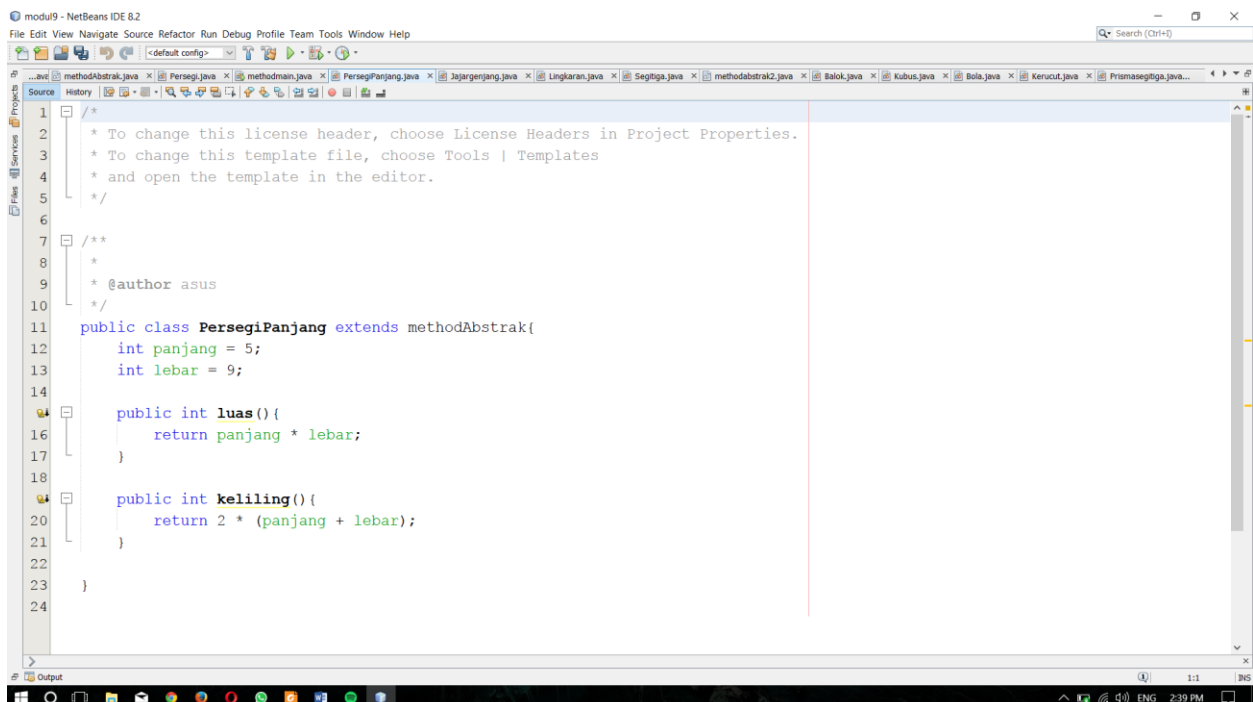
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NIM : L200180035  
Kelas : B

## Laporan Tugas Praktikum Pemrograman Berorientasi Objek

### Modul 9

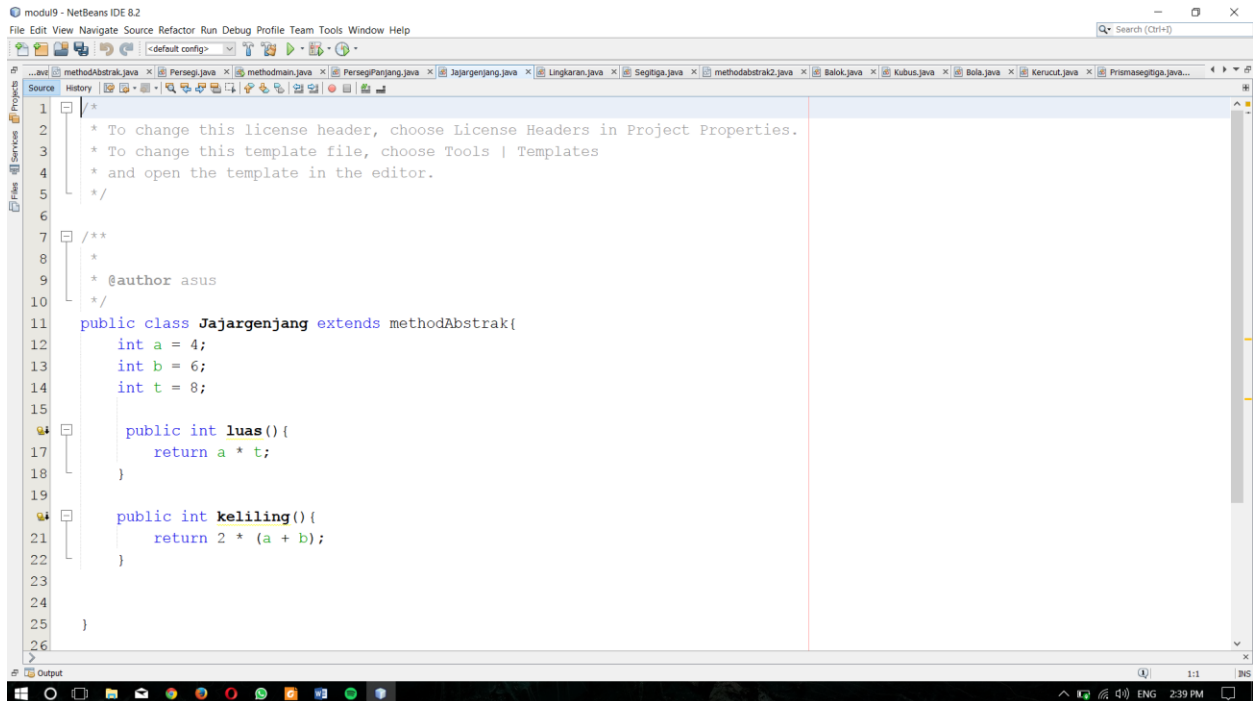
#### Latihan

#### Class Persegi Panjang



```
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 PersegiPanjang extends methodAbstrak{
12      int panjang = 5;
13      int lebar = 9;
14
15      public int luas(){
16          return panjang * lebar;
17      }
18
19      public int keliling(){
20          return 2 * (panjang + lebar);
21      }
22  }
23
24
```

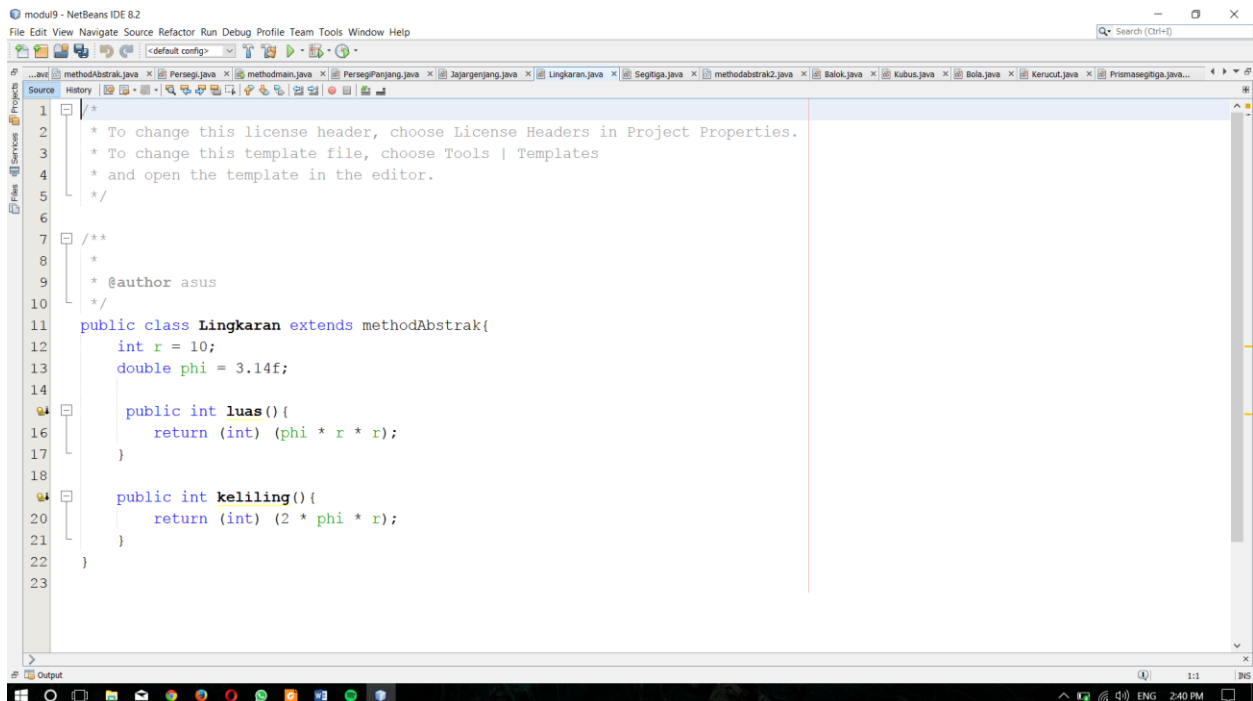
## Class Jajar Genjang



The screenshot shows the NetBeans IDE interface with the 'JajarGenjang.java' file open. The code defines a class 'JajarGenjang' that extends 'MethodAbstrak'. It includes variables 'a', 'b', and 't' with values 4, 6, and 8 respectively. The 'luas()' method returns the product of 'a' and 't', and the 'keliling()' method returns twice the sum of 'a' and 'b'.

```
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 JajarGenjang extends MethodAbstrak{
12      int a = 4;
13      int b = 6;
14      int t = 8;
15
16      public int luas() {
17          return a * t;
18      }
19
20      public int keliling() {
21          return 2 * (a + b);
22      }
23
24  }
25
26  }
```

## Class Lingkaran



The screenshot shows the NetBeans IDE interface with the 'Lingkaran.java' file open. The code defines a class 'Lingkaran' that extends 'MethodAbstrak'. It includes variables 'r' and 'phi' with values 10 and 3.14f respectively. The 'luas()' method returns the product of 'phi' and 'r' squared, and the 'keliling()' method returns twice the product of 'phi' and 'r'.

```
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 Lingkaran extends MethodAbstrak{
12      int r = 10;
13      double phi = 3.14f;
14
15      public int luas() {
16          return (int) (phi * r * r);
17      }
18
19      public int keliling() {
20          return (int) (2 * phi * r);
21      }
22  }
23  }
```

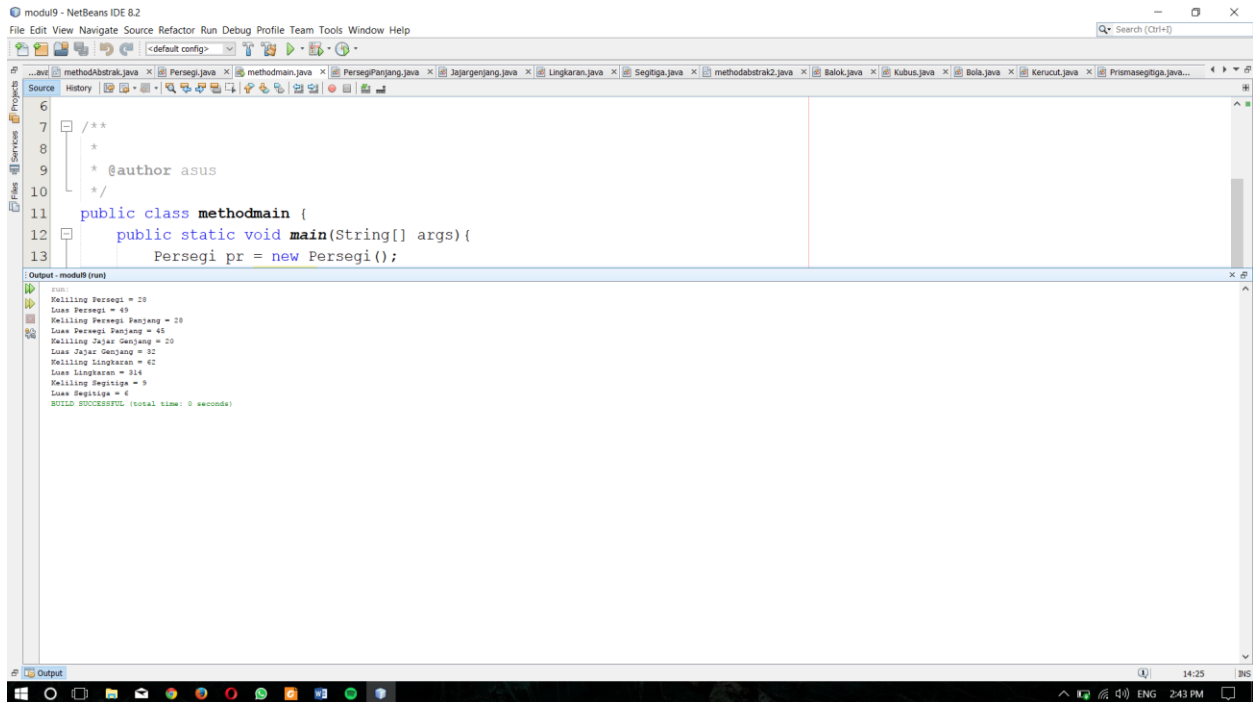
## Class Segitiga

```
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 asus
10  */
11  public class Segitiga extends methodAbstrak{
12      int a = 2;
13      int b = 3;
14      int c = 4;
15      int t = 6;
16      double stgh = 0.5f;
17
18      public int luas() {
19          return (int) (stgh * a * t);
20      }
21
22      public int keliling() {
23          return a + b + c;
24      }
25  }
26
27  }
```

## Class Main

```
6
7  /**
8   *
9   * @author asus
10  */
11  public class methodmain {
12      public static void main(String[] args){
13          Persegi pr = new Persegi();
14          System.out.println("Keliling Persegi = " + pr.getKeliling());
15          System.out.println("Luas Persegi = " + pr.getLuas());
16          PersegiPanjang pp = new PersegiPanjang();
17          System.out.println("Keliling Persegi Panjang = " + pp.getKeliling());
18          System.out.println("Luas Persegi Panjang = " + pp.getLuas());
19          Jajargenjang jg = new Jajargenjang();
20          System.out.println("Keliling Jajar Genjang = " + jg.getKeliling());
21          System.out.println("Luas Jajar Genjang = " + jg.getLuas());
22          Lingkaran lg = new Lingkaran();
23          System.out.println("Keliling Lingkaran = " + lg.getKeliling());
24          System.out.println("Luas Lingkaran = " + lg.getLuas());
25          Segitiga sg = new Segitiga();
26          System.out.println("Keliling Segitiga = " + sg.getKeliling());
27          System.out.println("Luas Segitiga = " + sg.getLuas());
28      }
29  }
30
31  }
```

Hasil :



The screenshot shows the NetBeans IDE interface. The main editor window displays a Java file named `methodmain.java` with the following code:

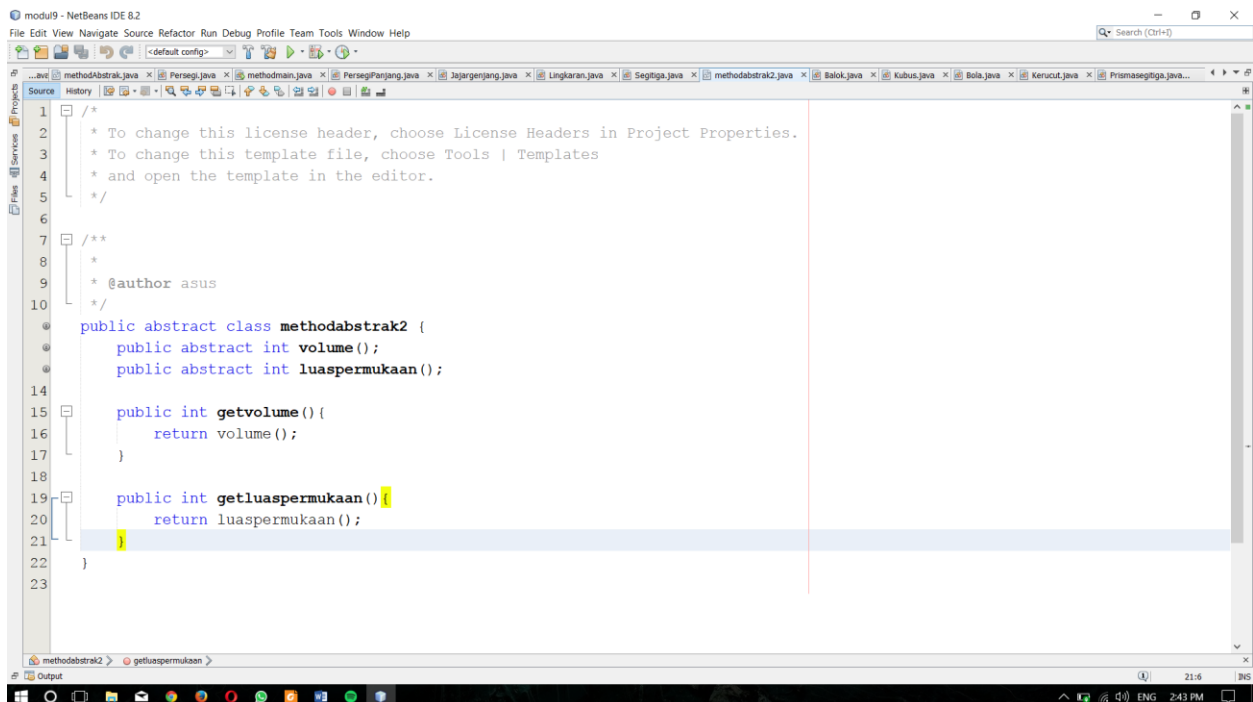
```
6
7  /**
8   *
9   * @author asus
10  */
11  public class methodmain {
12      public static void main(String[] args){
13          Persegi pr = new Persegi();
```

The Output window at the bottom shows the execution results:

```
Run
Persegi Persegi = 20
Luas Persegi = 49
Persegi Persegi Panjang = 20
Luas Persegi Panjang = 45
Persegi Jajar Genjang = 20
Luas Jajar Genjang = 32
Persegi Lingskaran = 42
Luas Lingskaran = 314
Persegi Segitiga = 9
Luas Segitiga = 6
BUILD SUCCESSFUL (total time: 0 seconds)
```

Tugas !!!

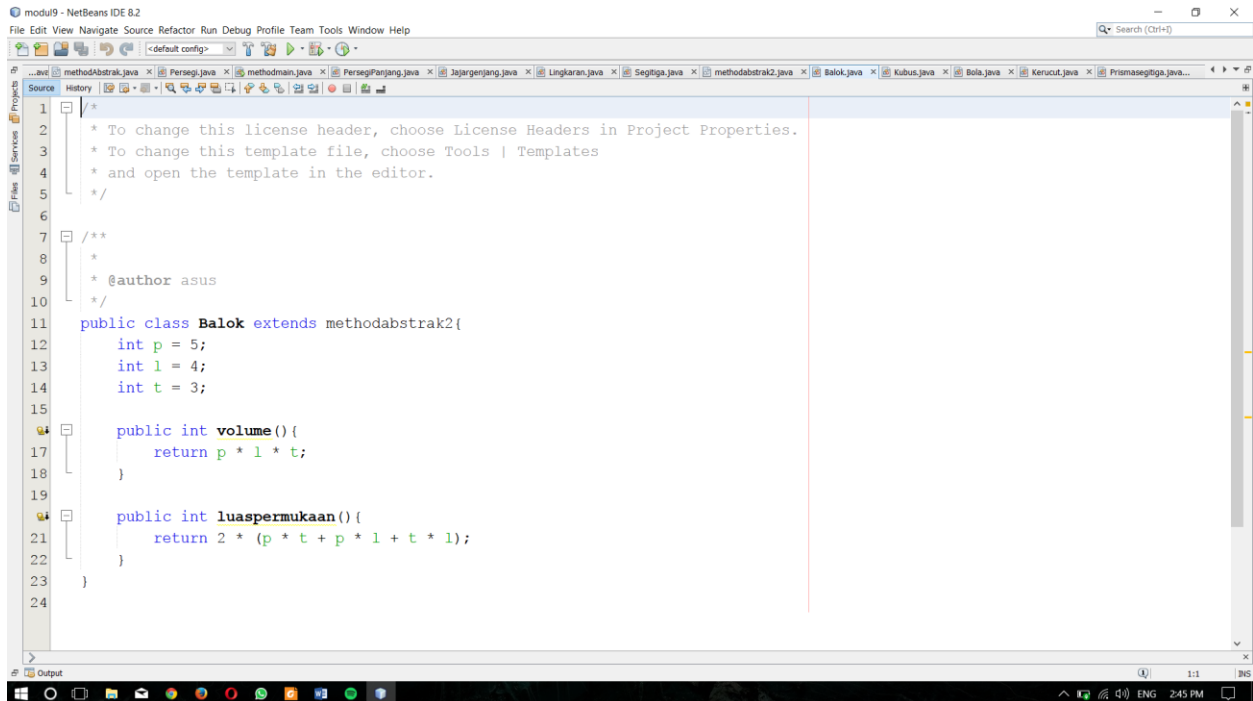
Class abstract yang memiliki method abstract



The screenshot shows the NetBeans IDE interface. The main editor window displays a Java file named `methodabstrak2.java` with the following code:

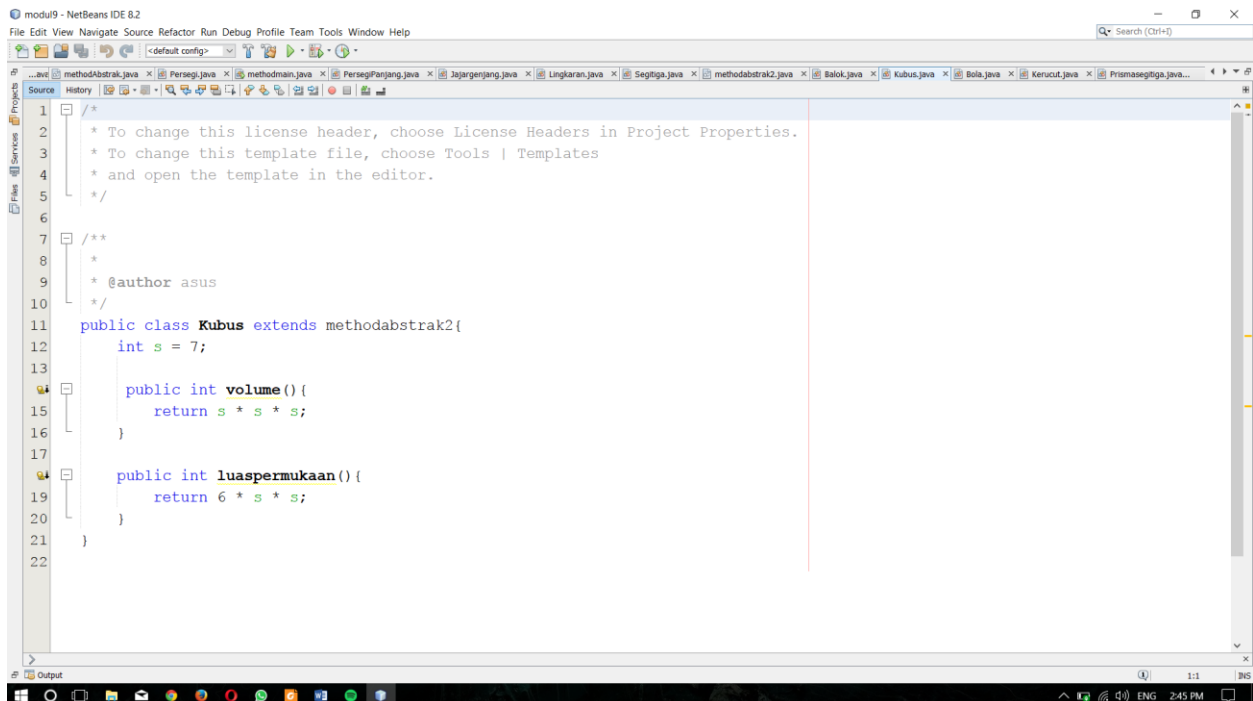
```
1  /**
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6
7  /**
8   *
9   * @author asus
10  */
11  public abstract class methodabstrak2 {
12      public abstract int volume();
13      public abstract int luaspermukaan();
14
15      public int getvolume(){
16          return volume();
17      }
18
19      public int getluaspermukaan(){
20          return luaspermukaan();
21      }
22  }
```

## Class Balok



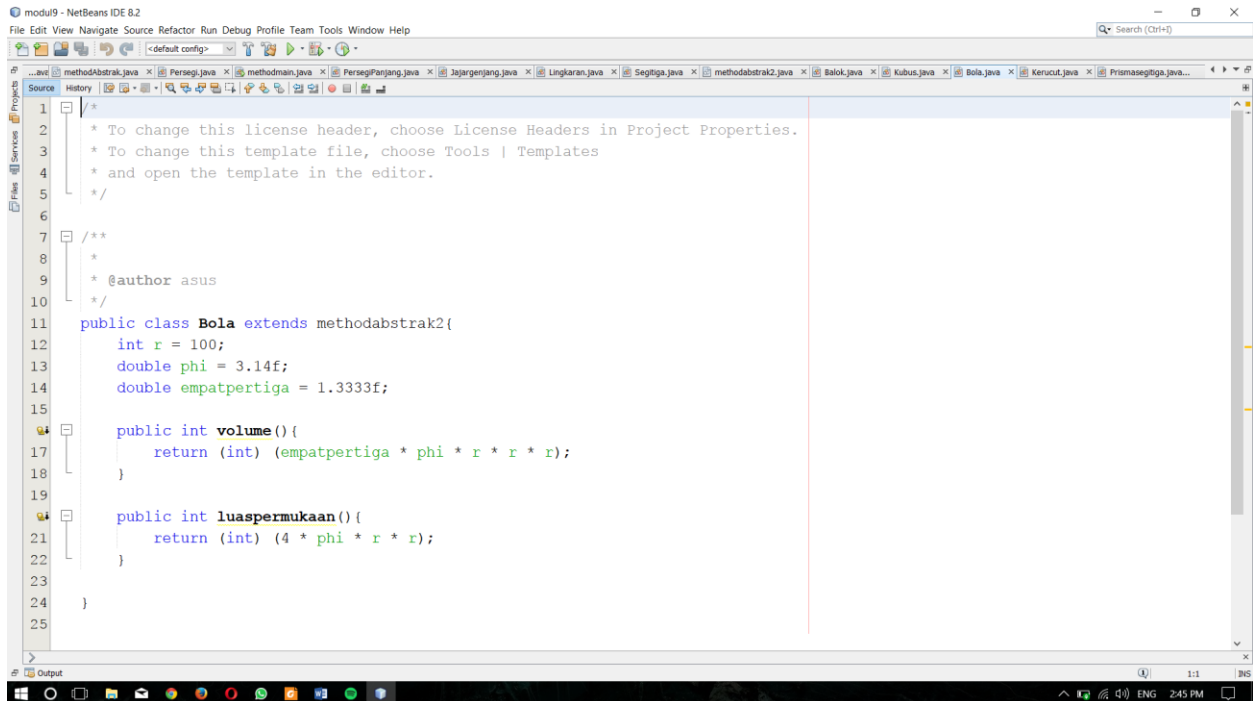
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8   *
9   * @author asus
10  */
11  public class Balok extends methodabstrak2{
12      int p = 5;
13      int l = 4;
14      int t = 3;
15
16      public int volume(){
17          return p * l * t;
18      }
19
20      public int luaspermukaan(){
21          return 2 * (p * t + p * l + t * l);
22      }
23  }
24
```

## Class Kubus



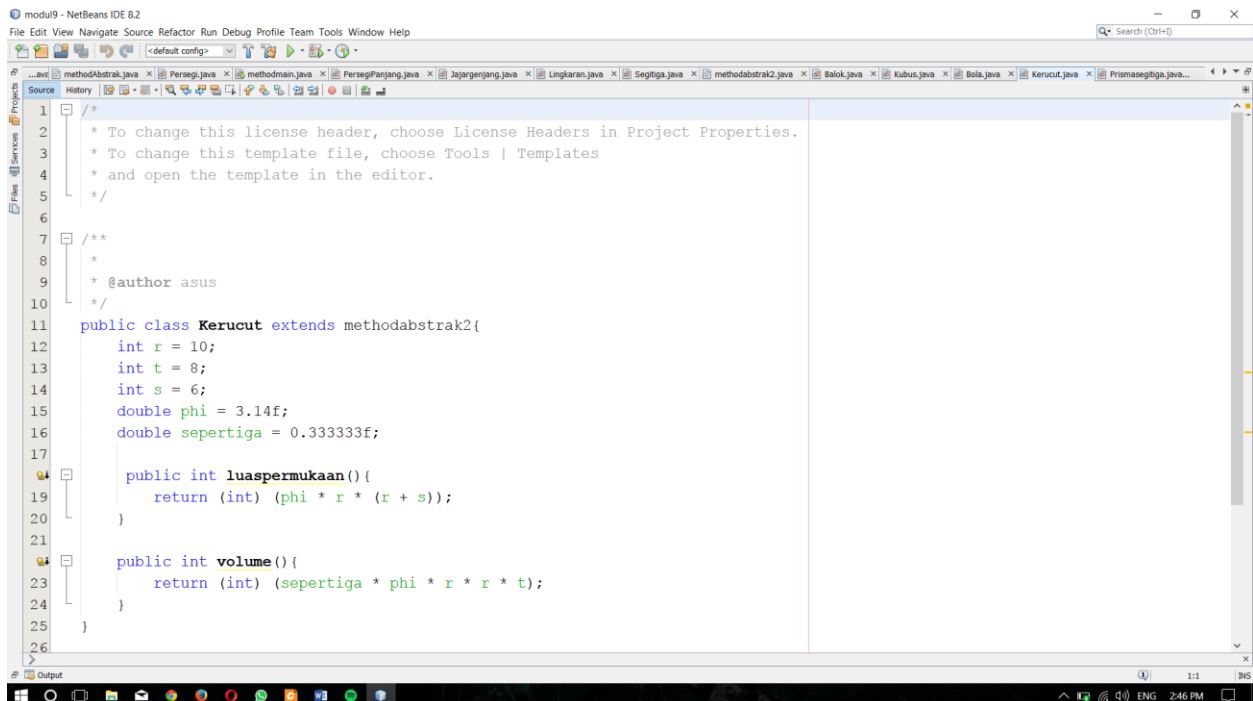
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8   *
9   * @author asus
10  */
11  public class Kubus extends methodabstrak2{
12      int s = 7;
13
14      public int volume(){
15          return s * s * s;
16      }
17
18      public int luaspermukaan(){
19          return 6 * s * s;
20      }
21  }
22
```

## Class Bola



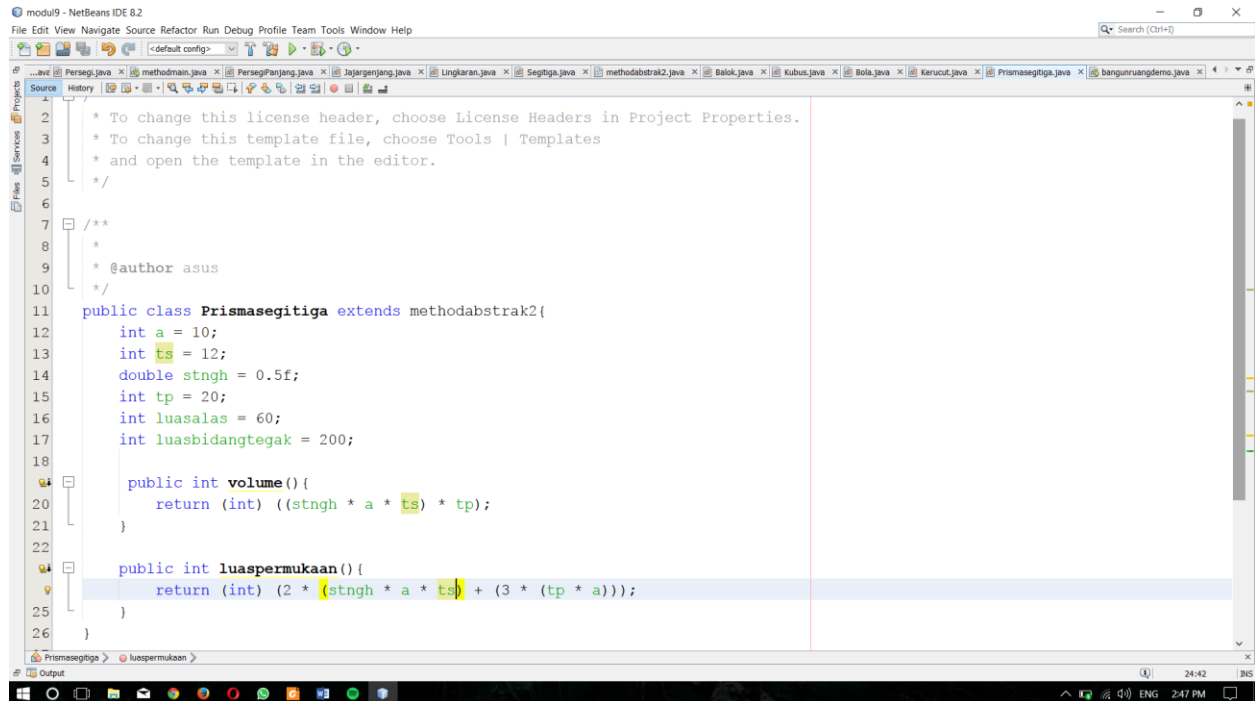
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8   *
9   * @author asus
10  */
11  public class Bola extends methodabstrak2{
12      int r = 100;
13      double phi = 3.14f;
14      double empatpertiga = 1.3333f;
15
16      public int volume(){
17          return (int) (empatpertiga * phi * r * r * r);
18      }
19
20      public int luaspermukaan(){
21          return (int) (4 * phi * r * r);
22      }
23  }
24
25  }
```

## Class Kerucut



```
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 Kerucut extends methodabstrak2{
12      int r = 10;
13      int t = 8;
14      int s = 6;
15      double phi = 3.14f;
16      double sepertiga = 0.333333f;
17
18      public int luaspermukaan(){
19          return (int) (phi * r * (r + s));
20      }
21
22      public int volume(){
23          return (int) (sepertiga * phi * r * r * t);
24      }
25  }
26  }
```

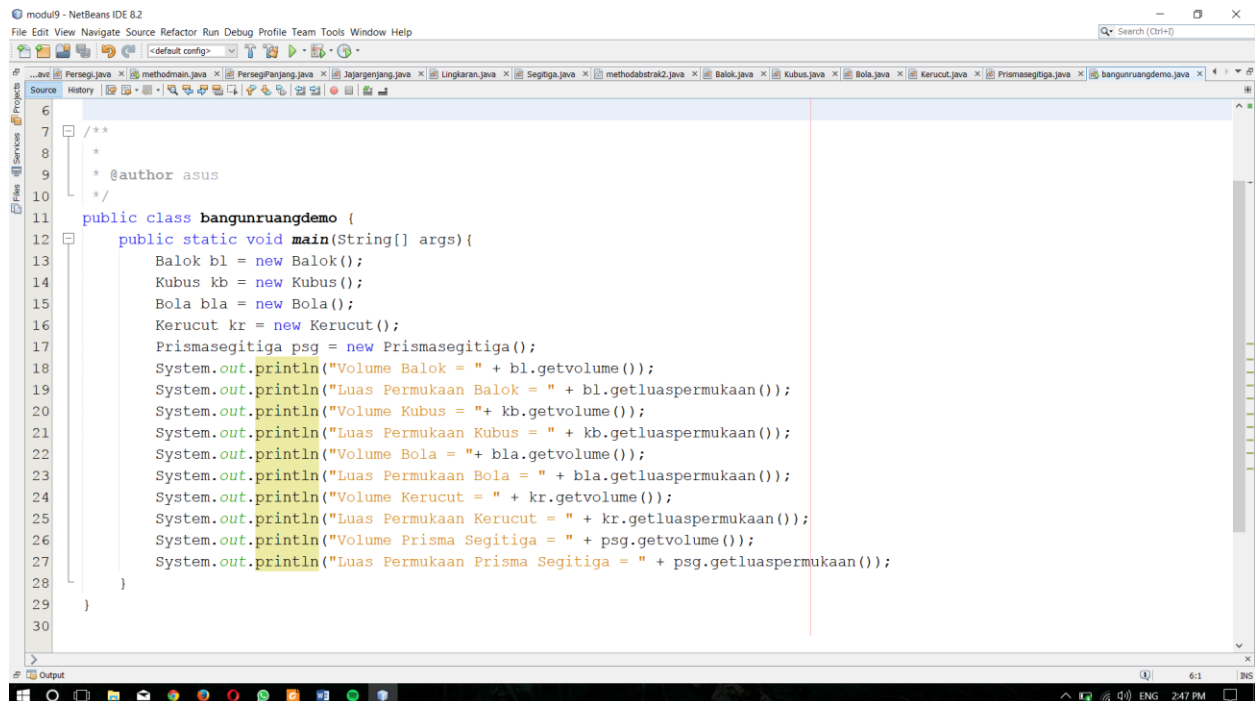
## Class Prisma Segitiga



The screenshot shows the NetBeans IDE with the file `PrismaSegitiga.java` open. The code defines a class `Prismasegitiga` that extends `methodabstrak2`. It includes several attributes: `a` (int, 10), `ts` (int, 12), `stngh` (double, 0.5f), `tp` (int, 20), `luasalas` (int, 60), and `luasbidangtegak` (int, 200). The class has two methods: `volume()` which returns the volume calculation, and `luaspermukaan()` which returns the surface area calculation. The IDE interface includes a menu bar, a toolbar, a project explorer on the left, and a status bar at the bottom.

```
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 asus
10  */
11  public class Prismasegitiga extends methodabstrak2{
12      int a = 10;
13      int ts = 12;
14      double stngh = 0.5f;
15      int tp = 20;
16      int luasalas = 60;
17      int luasbidangtegak = 200;
18
19      public int volume(){
20          return (int) ((stngh * a * ts) * tp);
21      }
22
23      public int luaspermukaan(){
24          return (int) (2 * (stngh * a * ts) + (3 * (tp * a)));
25      }
26  }
```

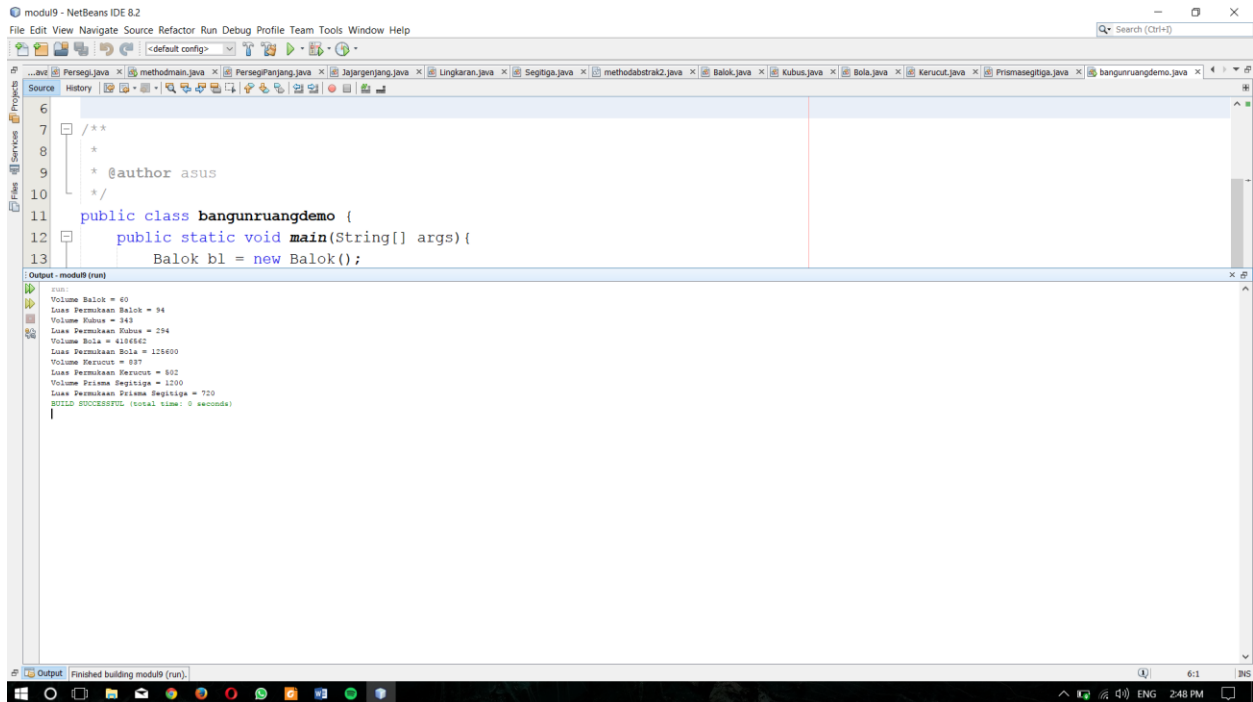
## Class Main



The screenshot shows the NetBeans IDE with the file `bangunruangdemo.java` open. The code defines a class `bangunruangdemo` with a `main` method. In the `main` method, several objects are instantiated: `Balok`, `Kubus`, `Bola`, `Kerucut`, and `Prismasegitiga`. The `main` method then prints out the volume and surface area for each object using the `getvolume()` and `getluaspermukaan()` methods. The IDE interface is similar to the previous screenshot, showing the same menu bar, toolbar, project explorer, and status bar.

```
6
7  /**
8   *
9   * @author asus
10  */
11  public class bangunruangdemo {
12      public static void main(String[] args){
13          Balok bl = new Balok();
14          Kubus kb = new Kubus();
15          Bola bla = new Bola();
16          Kerucut kr = new Kerucut();
17          Prismasegitiga psg = new Prismasegitiga();
18          System.out.println("Volume Balok = " + bl.getvolume());
19          System.out.println("Luas Permukaan Balok = " + bl.getluaspermukaan());
20          System.out.println("Volume Kubus = " + kb.getvolume());
21          System.out.println("Luas Permukaan Kubus = " + kb.getluaspermukaan());
22          System.out.println("Volume Bola = " + bla.getvolume());
23          System.out.println("Luas Permukaan Bola = " + bla.getluaspermukaan());
24          System.out.println("Volume Kerucut = " + kr.getvolume());
25          System.out.println("Luas Permukaan Kerucut = " + kr.getluaspermukaan());
26          System.out.println("Volume Prisma Segitiga = " + psg.getvolume());
27          System.out.println("Luas Permukaan Prisma Segitiga = " + psg.getluaspermukaan());
28      }
29  }
30
```

Hasil :



```
modul9 - NetBeans IDE 8.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Search (Ctrl+F)

...ave Persegi.java methodmain.java PersegiPanjang.java Jajargenjang.java Lingkaran.java Segitiga.java methodabstrak2.java Balok.java Kubus.java Bola.java Kerucut.java Prismasegitiga.java bangunruangdemo.java
Source History
6
7 /**
8  *
9  * @author asus
10 */
11 public class bangunruangdemo {
12     public static void main(String[] args){
13         Balok b1 = new Balok();
14     }
15 }

Output - modul9 (run)
run
Volume Balok = 60
Luas Permukaan Balok = 94
Volume Kubus = 343
Luas Permukaan Kubus = 294
Volume Bola = 418862
Luas Permukaan Bola = 104000
Volume Kerucut = 897
Luas Permukaan Kerucut = 882
Volume Prisma Segitiga = 1200
Luas Permukaan Prisma Segitiga = 720
BUILD SUCCESSFUL (total time: 0 seconds)
```