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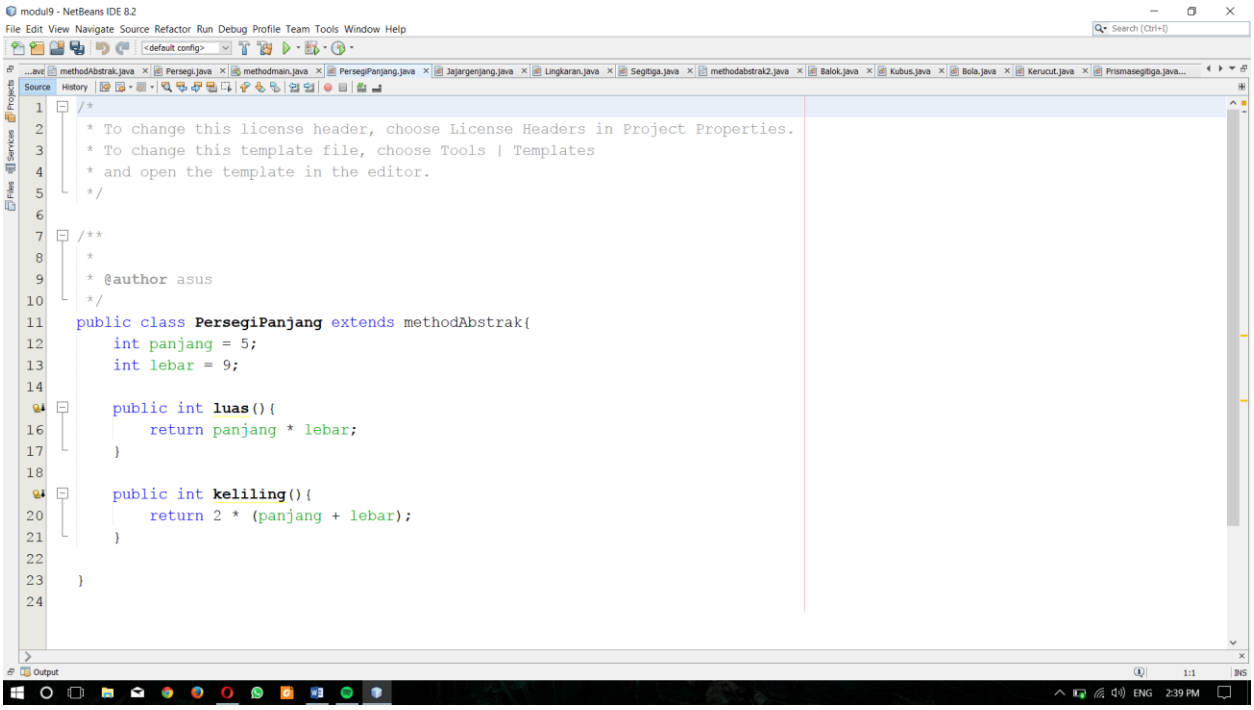
NIM : L200180035
Kelas : B

Laporan Tugas Praktikum Pemrograman Berorientasi Objek

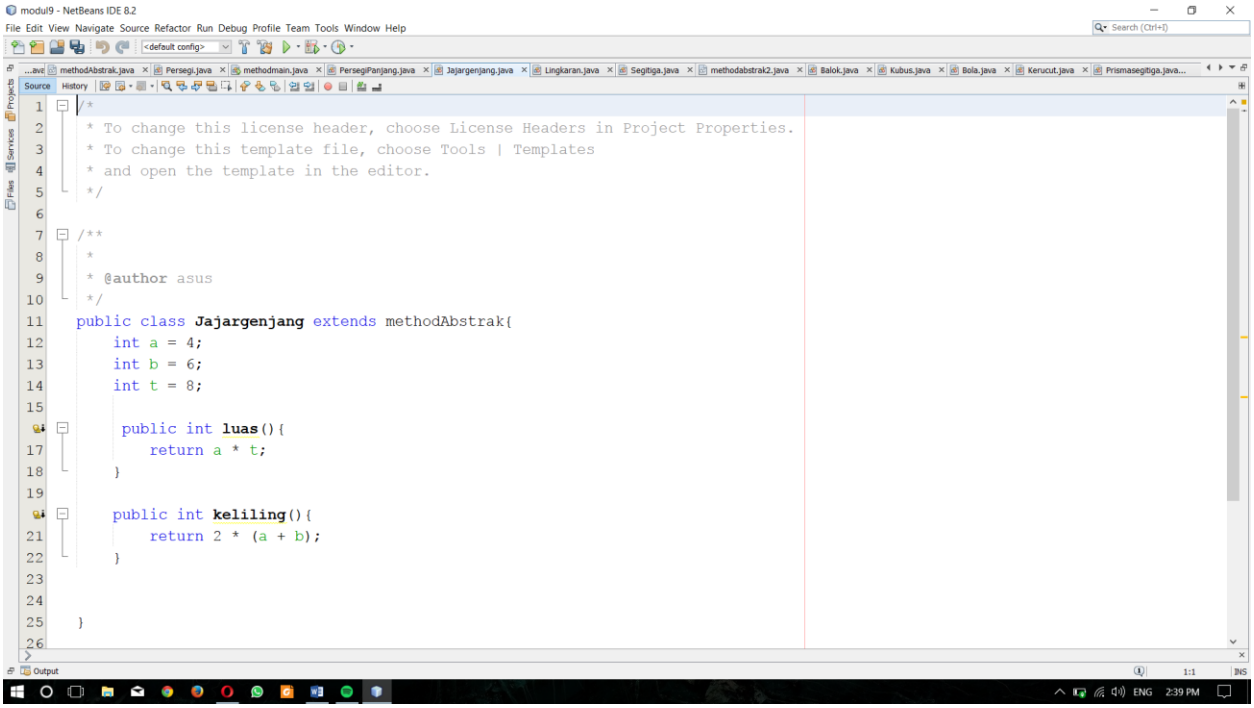
Modul 9

Latihan

Class Persegi Panjang



Class Jajar Genjang



```
/*
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 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author asus
 */
public class Jajargenjang extends methodAbstrak{
    int a = 4;
    int b = 6;
    int t = 8;

     public int luas(){
        return a * t;
    }

    public int keliling(){
        return 2 * (a + b);
    }


}
```
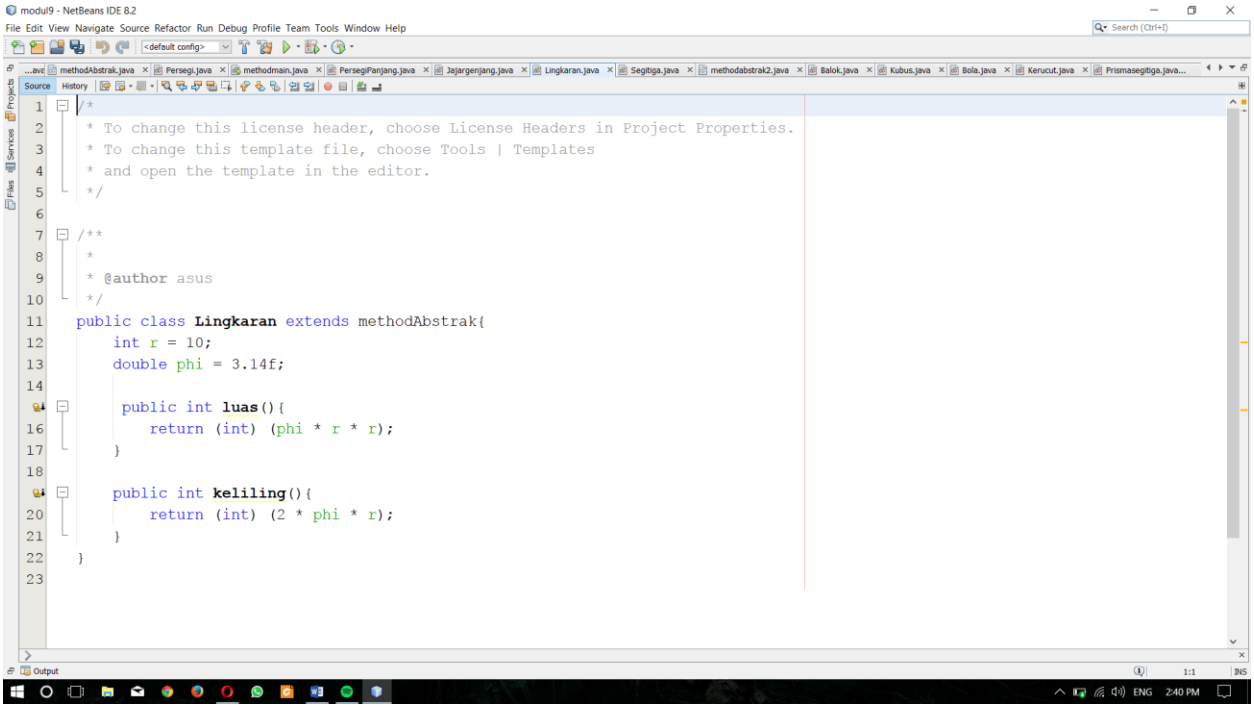

Class Lingkaran



```
/*
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 * and open the template in the editor.
 */


/**
 *
 * @author asus
 */
public class Lingkaran extends methodAbstrak{
    int r = 10;
    double phi = 3.14f;

     public int luas(){
        return (int) (phi * r * r);
    }

    public int keliling(){
        return (int) (2 * phi * r);
    }
}
```
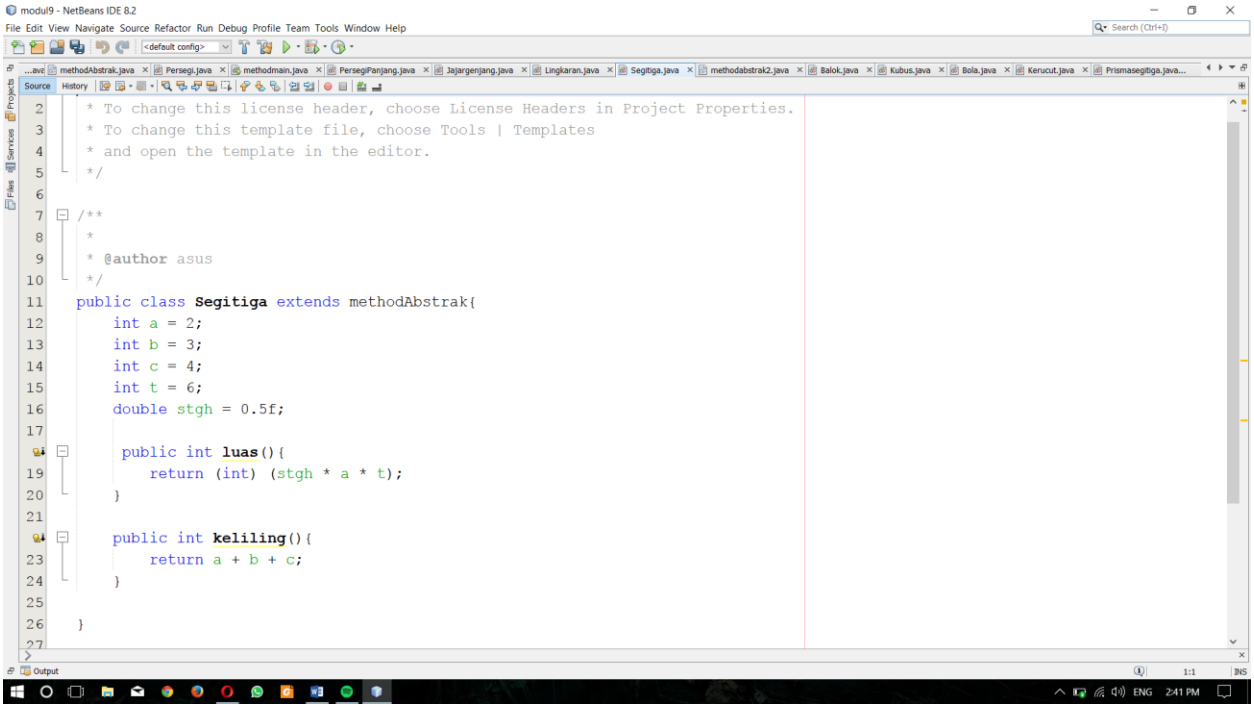

Class Segitiga



```
/*
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 * and open the template in the editor.
 */

/**
 *
 * @author asus
 */
public class Segitiga extends methodAbstrak{
    int a = 2;
    int b = 3;
    int c = 4;
    int t = 6;
    double stgh = 0.5f;

     public int luas(){
        return (int) (stgh * a * t);
    }

    public int keliling(){
        return a + b + c;
    }

}
```
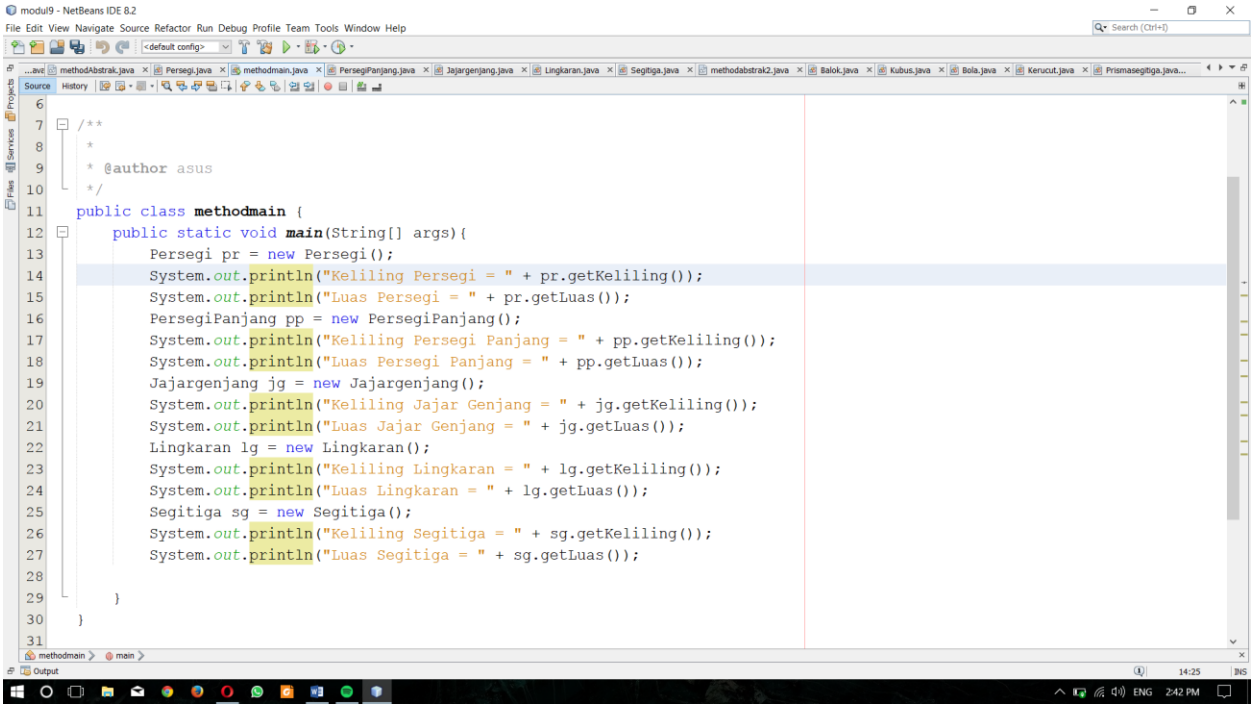
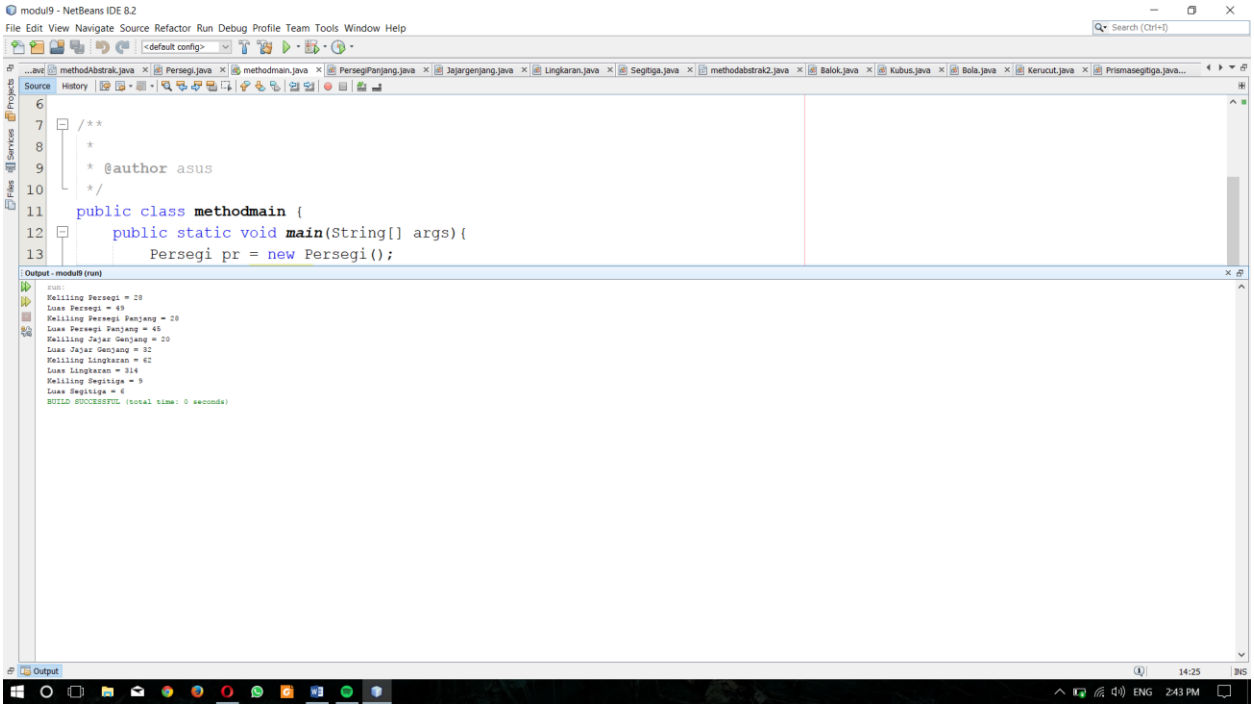

Class Main



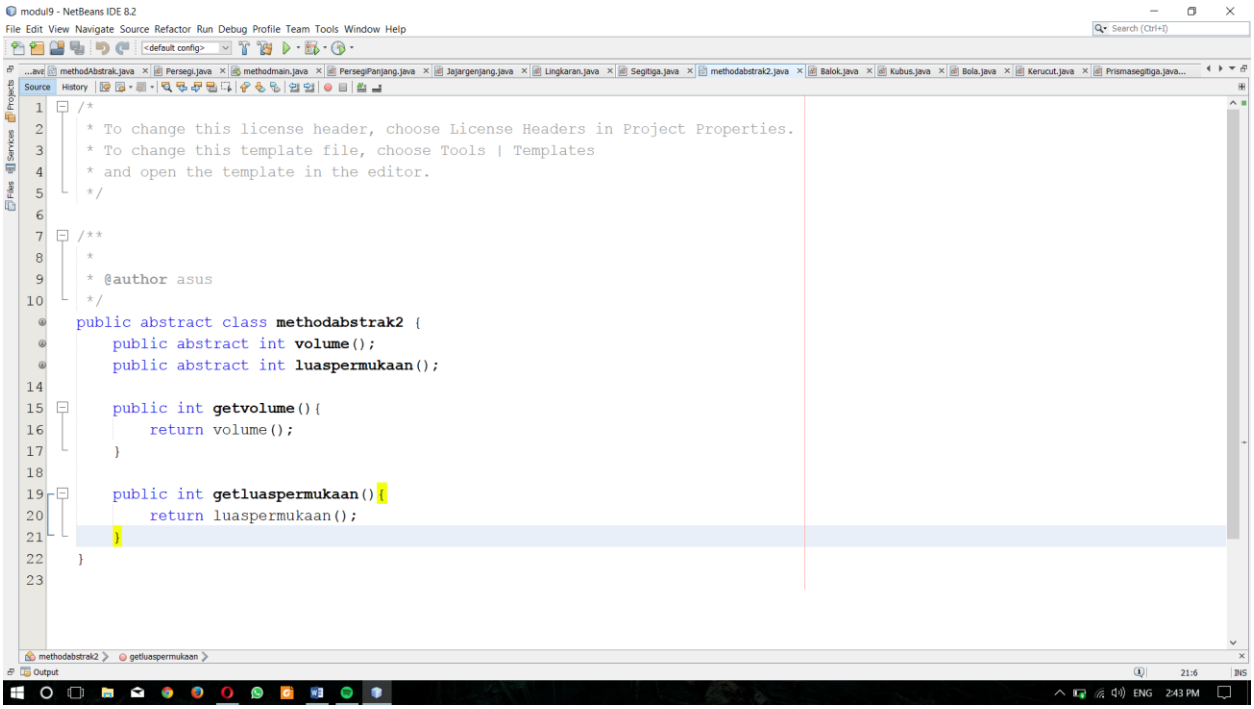
```
/**
 *
 * @author asus
 */
public class methodmain {
    public static void main(String[] args){
        Persegi pr = new Persegi();
        System.out.println("Keliling Persegi = " + pr.getKeliling());
        System.out.println("Luas Persegi = " + pr.getLuas());
        PersegiPanjang pp = new PersegiPanjang();
        System.out.println("Keliling Persegi Panjang = " + pp.getKeliling());
        System.out.println("Luas Persegi Panjang = " + pp.getLuas());
        Jajargenjang jg = new Jajargenjang();
        System.out.println("Keliling Jajar Genjang = " + jg.getKeliling());
        System.out.println("Luas Jajar Genjang = " + jg.getLuas());
        Lingkaran lg = new Lingkaran();
        System.out.println("Keliling Lingkaran = " + lg.getKeliling());
        System.out.println("Luas Lingkaran = " + lg.getLuas());
        Segitiga sg = new Segitiga();
        System.out.println("Keliling Segitiga = " + sg.getKeliling());
        System.out.println("Luas Segitiga = " + sg.getLuas());

    }
}
```

Hasil :

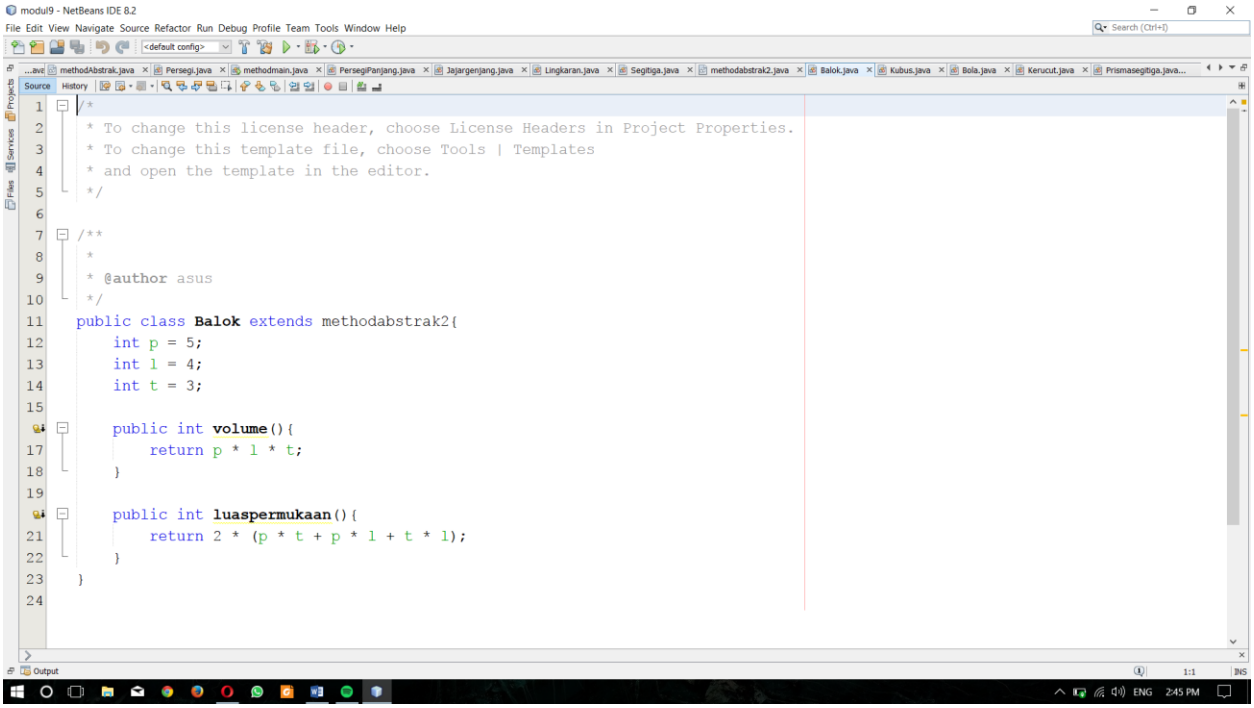


Tugas !!!

Class abstract yang memiliki method abstract



Class Balok



```
/*
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 * and open the template in the editor.
 */

/**
 *
 * @author asus
 */
public class Balok extends methodabstrak2{
    int p = 5;
    int l = 4;
    int t = 3;

    public int volume(){
        return p * l * t;
    }

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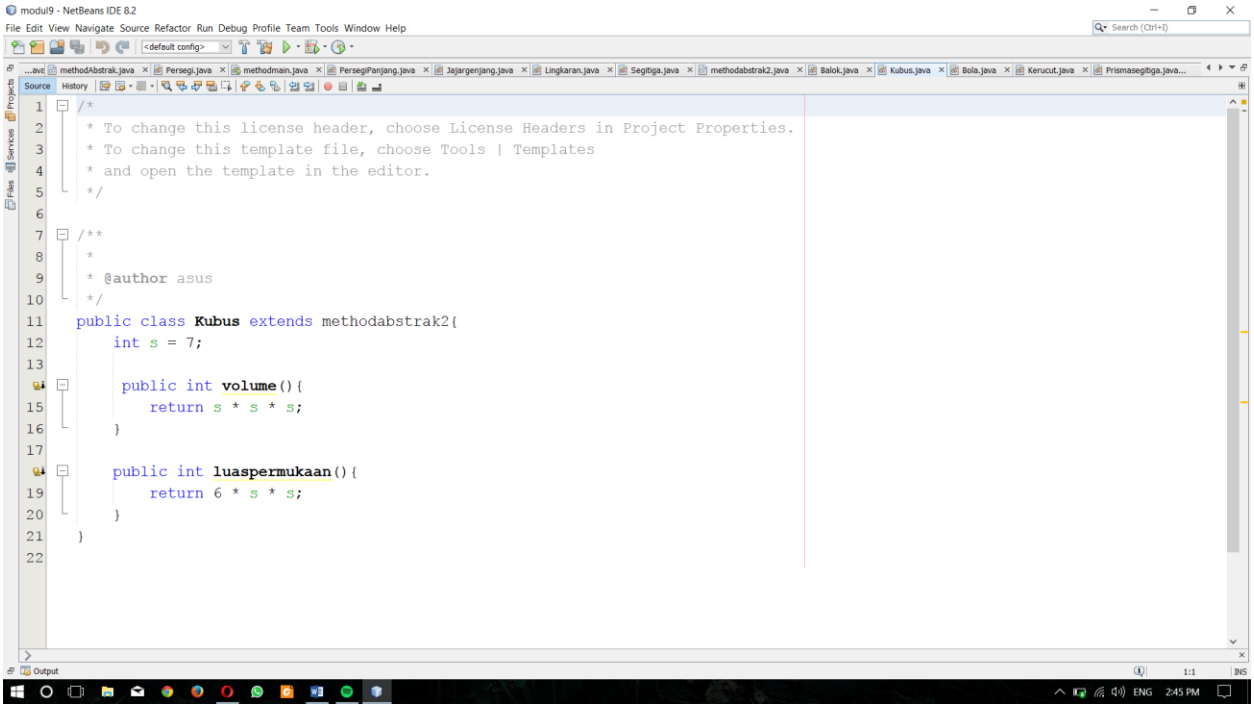

Class Kubus



```
/*
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 * and open the template in the editor.
 */

/**
 *
 * @author asus
 */
public class Kubus extends methodabstrak2{
    int s = 7;

     public int volume(){
        return s * s * s;
    }

    public int luaspermukaan(){
        return 6 * s * s;
    }
}
```
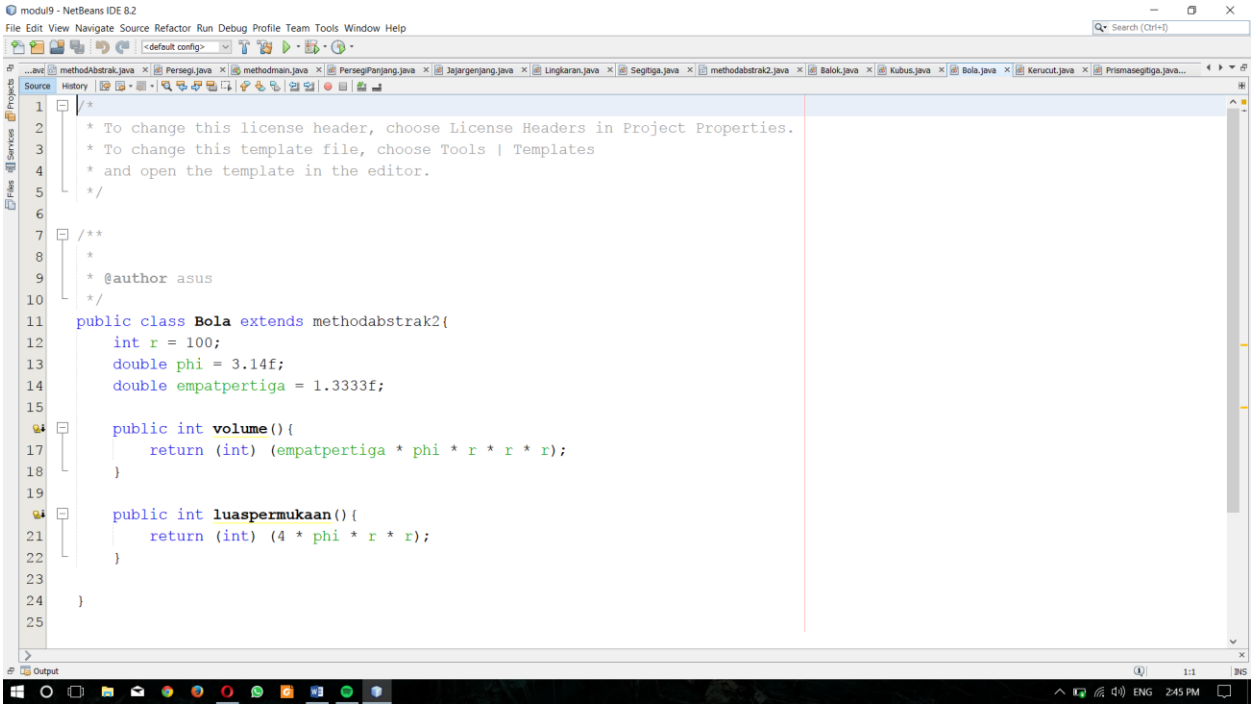

Class Bola




```java
/*
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 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author asus
 */
public class Bola extends methodabstrak2{
    int r = 100;
    double phi = 3.14f;
    double empatpertiga = 1.3333f;

    public int volume(){
        return (int) (empatpertiga * phi * r * r * r);
    }

    public int luaspermukaan(){
        return (int) (4 * phi * r * r);
    }

}
```
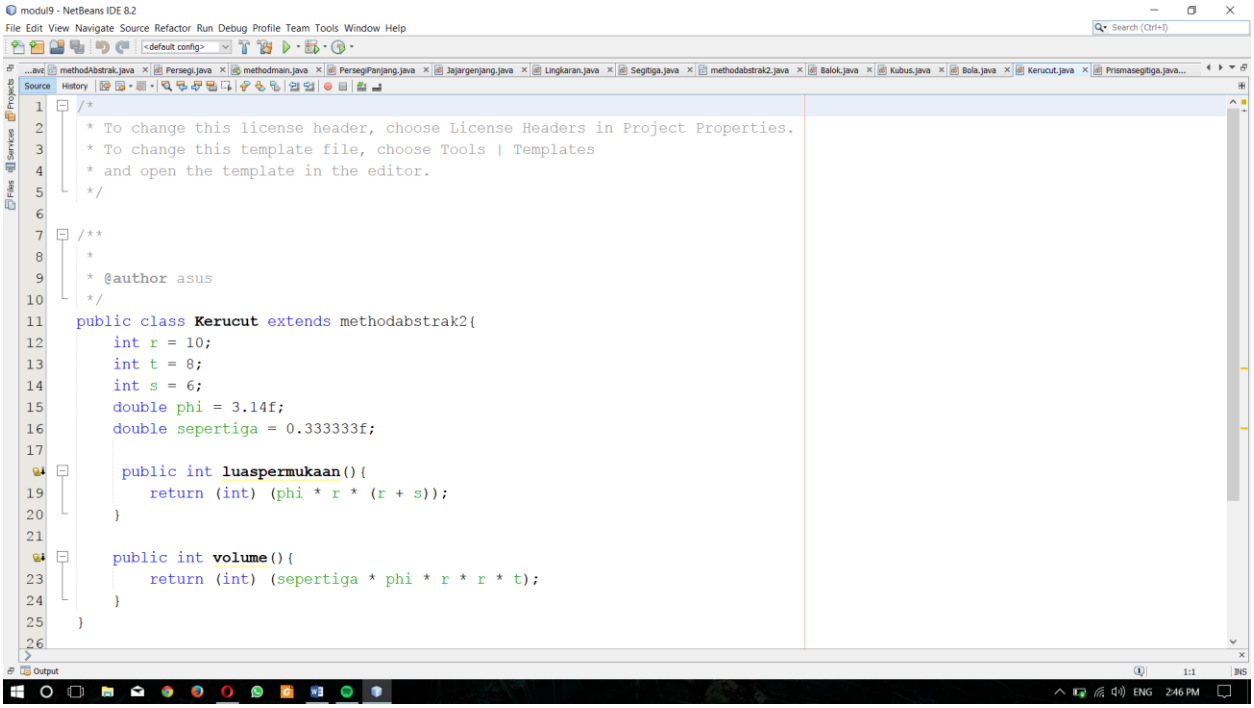

Class Kerucut




```java
/*
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 * and open the template in the editor.
 */

/**
 *
 * @author asus
 */
public class Kerucut extends methodabstrak2{
    int r = 10;
    int t = 8;
    int s = 6;
    double phi = 3.14f;
    double sepertiga = 0.333333f;

     public int luaspermukaan(){
        return (int) (phi * r * (r + s));
    }

    public int volume(){
        return (int) (sepertiga * phi * r * r * t);
    }
}
```
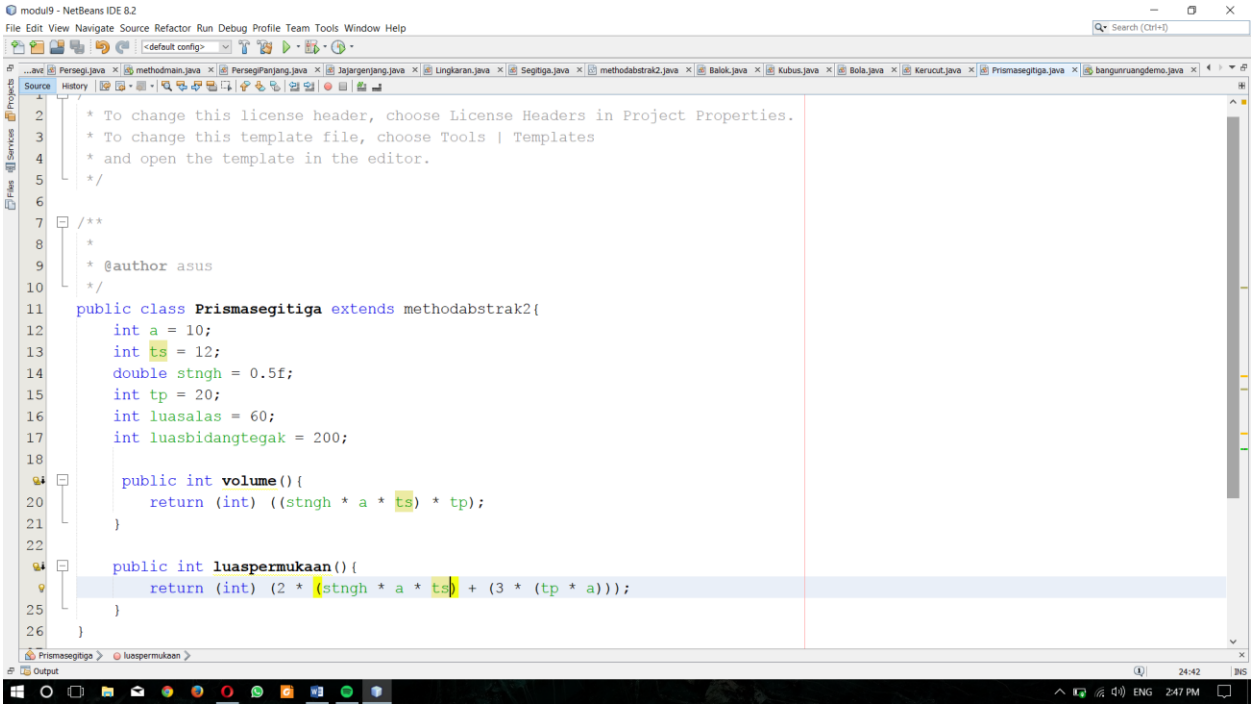
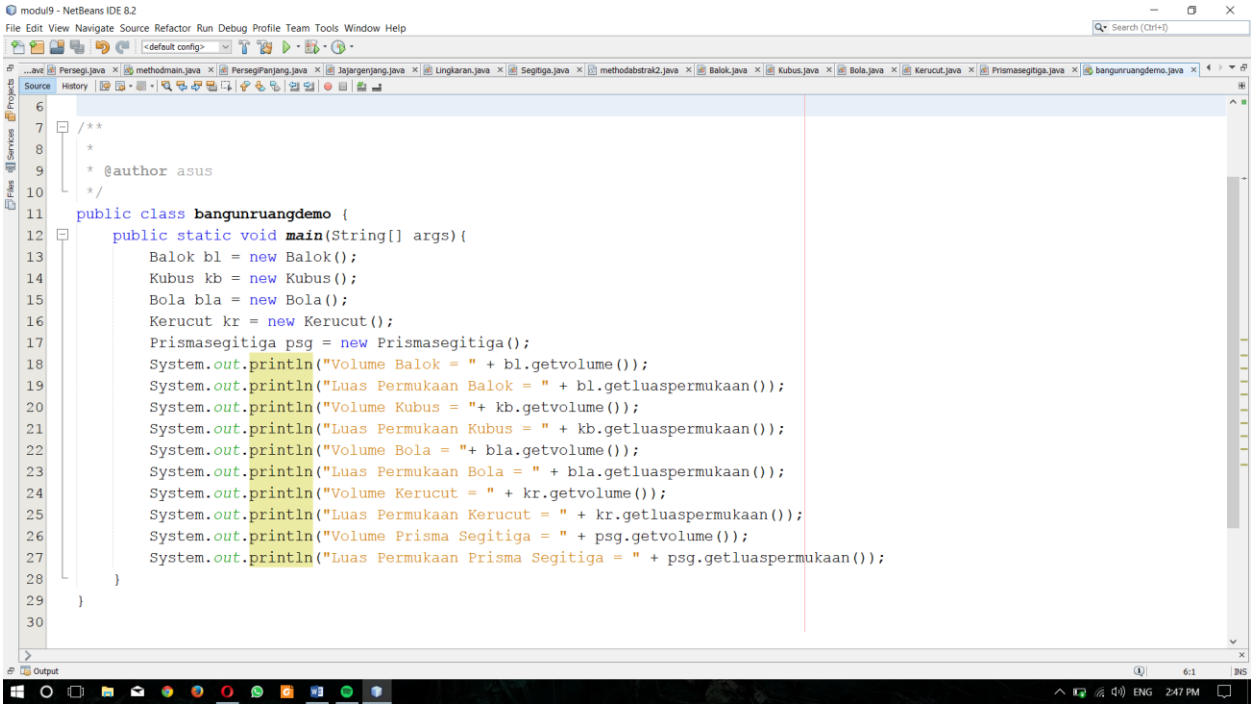

Class Prisma Segitiga



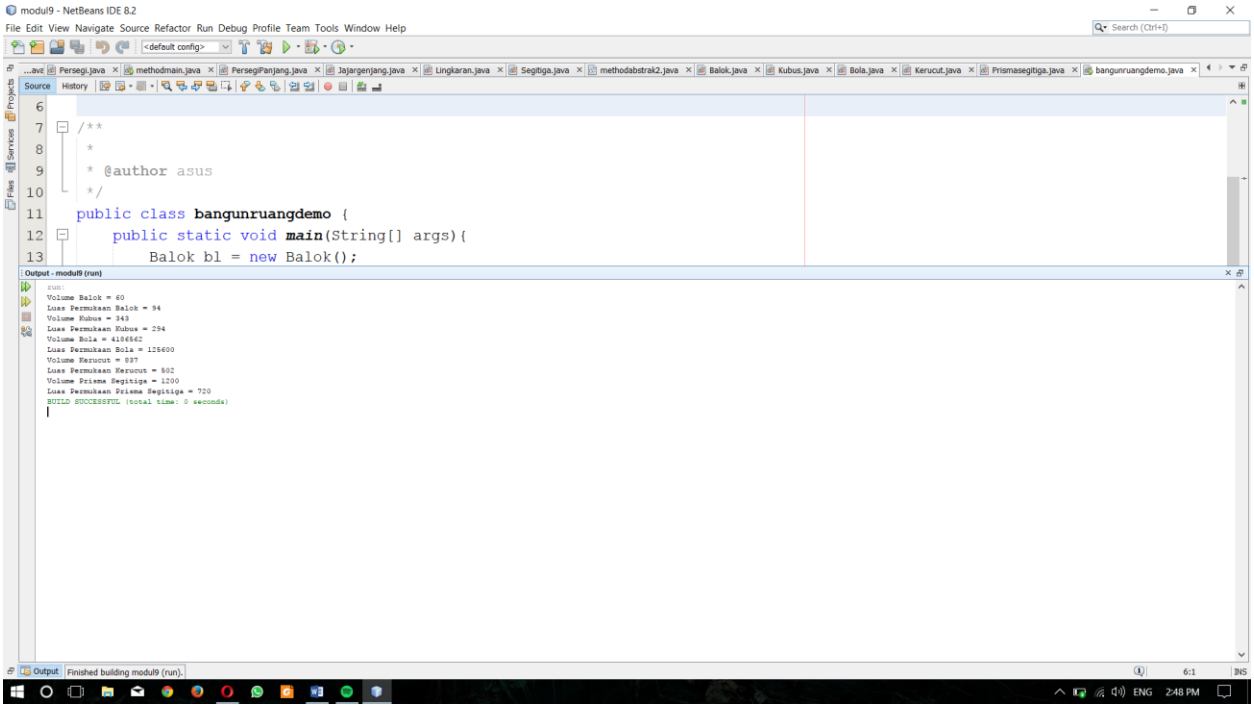
```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author asus
 */
public class Prismasegitiga extends methodabstrak2{
    int a = 10;
    int ts = 12;
    double stngh = 0.5f;
    int tp = 20;
    int luasalas = 60;
    int luasbidangtegak = 200;

     public int volume(){
        return (int) ((stngh * a * ts) * tp);
    }

    public int luaspermukaan(){
        return (int) (2 * (stngh * a * ts) + (3 * (tp * a)));
    }
}
```

Class Main



```
/**
 *
 * @author asus
 */
public class bangunruangdemo {
    public static void main(String[] args){
        Balok bl = new Balok();
        Kubus kb = new Kubus();
        Bola bla = new Bola();
        Kerucut kr = new Kerucut();
        Prismasegitiga psg = new Prismasegitiga();
        System.out.println("Volume Balok = " + bl.getvolume());
        System.out.println("Luas Permukaan Balok = " + bl.getluaspermukaan());
        System.out.println("Volume Kubus = "+ kb.getvolume());
        System.out.println("Luas Permukaan Kubus = " + kb.getluaspermukaan());
        System.out.println("Volume Bola = "+ bla.getvolume());
        System.out.println("Luas Permukaan Bola = " + bla.getluaspermukaan());
        System.out.println("Volume Kerucut = " + kr.getvolume());
        System.out.println("Luas Permukaan Kerucut = " + kr.getluaspermukaan());
        System.out.println("Volume Prisma Segitiga = " + psg.getvolume());
        System.out.println("Luas Permukaan Prisma Segitiga = " + psg.getluaspermukaan());
    }
}
```

Hasil :


modul9 - NetBeans IDE 8.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Search (Ctrl+I)
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 bl = new Balok();
Output - modul9 (run)
run:
Volume Balok = 60
Luas Permukaan Balok = 94
Volume Kubus = 343
Luas Permukaan Kubus = 294
Volume Bola = 4186642
Luas Permukaan Bola = 125600
Volume Kerucut = 837
Luas Permukaan Kerucut = 602
Volume Prisma Segitiga = 1200
Luas Permukaan Prisma Segitiga = 720
BUILD SUCCESSFUL (total time: 0 seconds)
Output
Finished building modul9 (run).
6:1
INS
ENG
2:48 PM