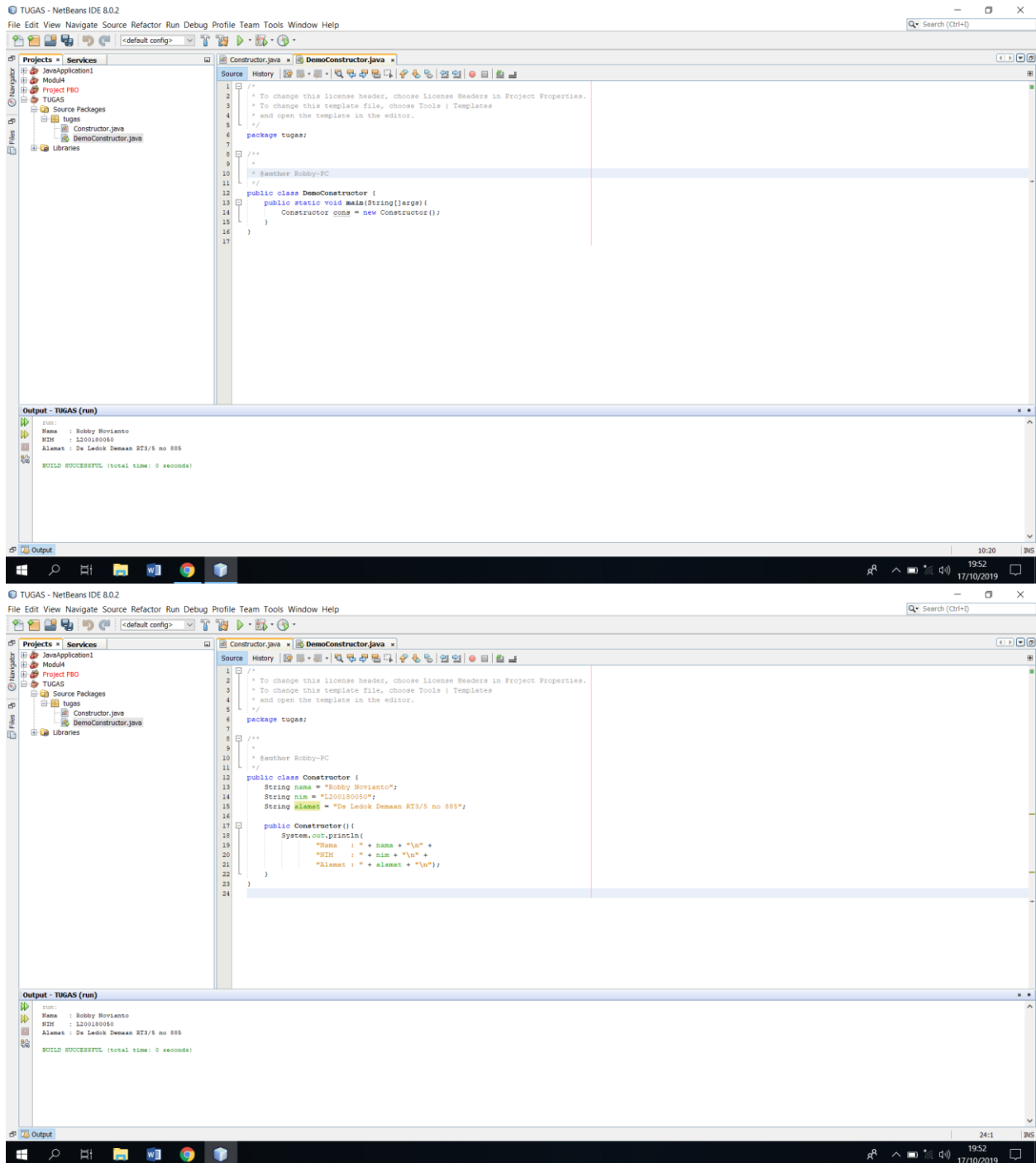


Nama : Robby Novianto

NIM : L200180050

Kelas : B

Latihan 1



Latihan 2

The image displays two screenshots of the NetBeans IDE 8.0.2, showing the development and execution of a Java program named TUGAS3.

Top Screenshot: The IDE shows the source code of the `Tugas3` class. The code defines a package `tugas3` and a class `Tugas3` with three constructors and three methods for displaying object information.

```
package tugas3;

/**
 *
 * @author Ruby-PC
 */
public class Tugas3 {
    String namaPengarang, judulBuku;
    int tahunTerbit, cetakanKe;
    double hargaJual;

    public Tugas3(String judulBuku, String namaPengarang) {
        this.judulBuku = judulBuku;
        this.namaPengarang = namaPengarang;
    }

    public Tugas3(int tahunTerbit, int cetakanKe) {
        this.tahunTerbit = tahunTerbit;
        this.cetakanKe = cetakanKe;
    }

    public Tugas3(double hargaJual) {
        this.hargaJual = hargaJual;
    }

    public void infoBuku() {
        System.out.println(
            "Judul Buku : " + judulBuku + "\n" +
            "Nama Pengarang : " + namaPengarang
        );
    }

    public void infoBuku1() {
        System.out.println(
            "Tahun Terbit : " + tahunTerbit + "\n" +
            "Cetakan ke : " + cetakanKe
        );
    }

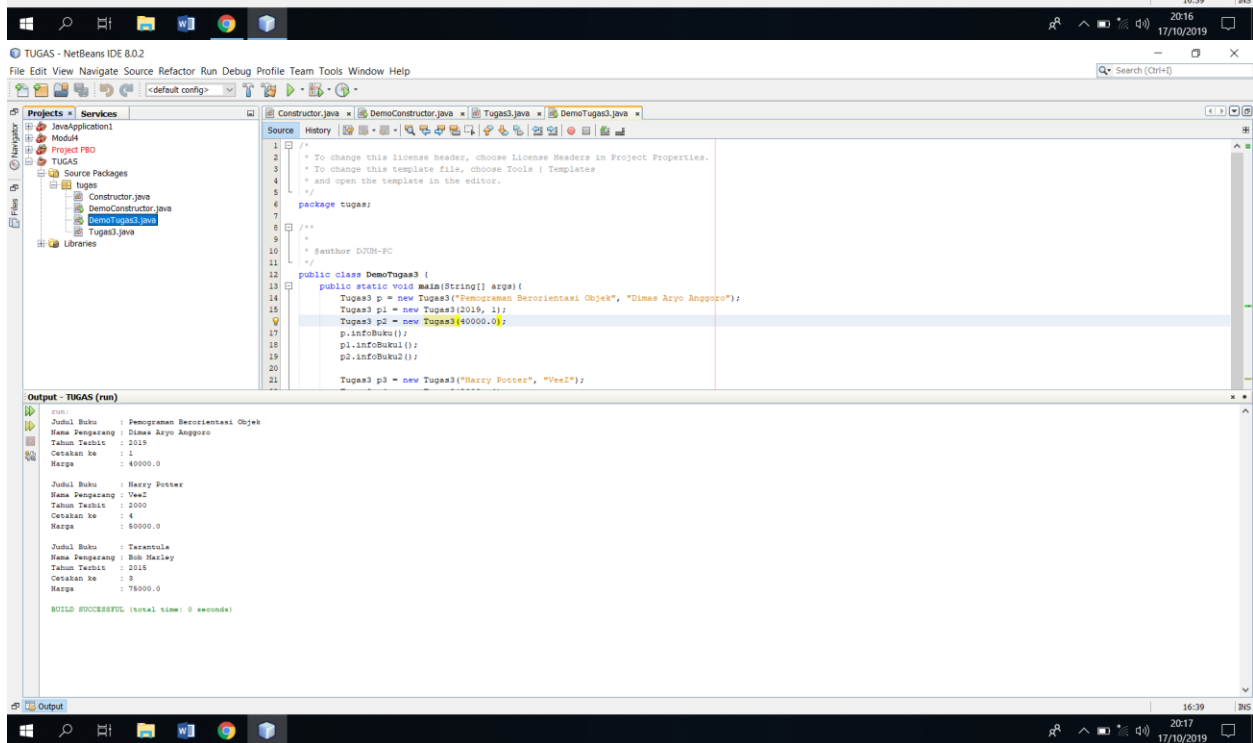
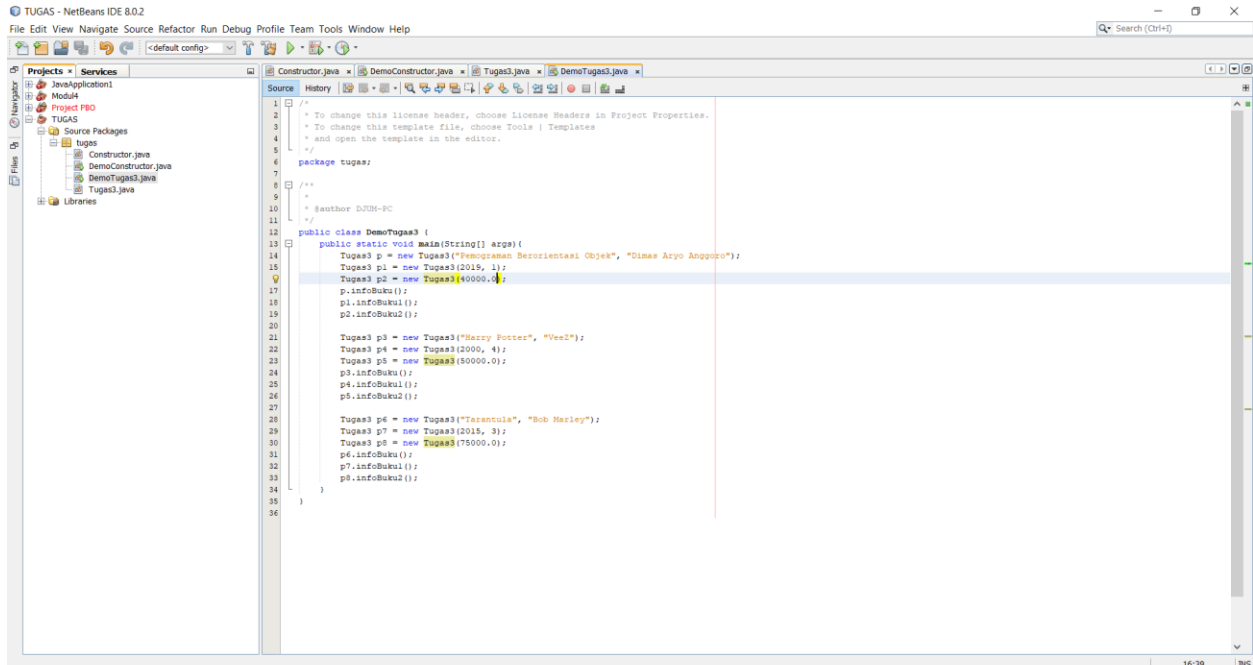
    public void infoBuku2() {
        System.out.println(
            "Harga : " + hargaJual
        );
    }
}
```

Bottom Screenshot: The IDE shows the source code of the `DemoTugas3` class, which contains a `main` method to create and display objects of the `Tugas3` class. The output window shows the results of the program execution.

```
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 tugas3;
7
8  /**
9  *
10 * @author DUTON-PC
11 */
12
13 public class DemoTugas3 {
14     public static void main(String[] args) {
15         Tugas3 p = new Tugas3("Pemrograman Berorientasi Objek", "Dimas Aryo Anggoro");
16         Tugas3 p1 = new Tugas3(2019, 1);
17         Tugas3 p2 = new Tugas3(40000);
18         p.infoBuku();
19         p1.infoBuku1();
20         p2.infoBuku2();
21     }
22 }
```

Output - TUGAS3 (run):

```
INFO:
Judul Buku : Pemrograman Berorientasi Objek
Nama Pengarang : Dimas Aryo Anggoro
Tahun Terbit : 2019
Cetakan ke : 1
Harga : 40000.0
BUILD SUCCESSFUL (total time: 0 seconds)
```



Latihan 3

The image displays two screenshots of the NetBeans IDE 8.0.2 interface, showing the development and execution of a Java application for a "TUGAS" project.

Top Screenshot: The IDE shows the source code of the `End.java` file. The code defines a class `End` with attributes `nama`, `nim`, `semester`, and `angkatan`. It includes a constructor `End()` and a method `infoMhs()` that prints the student information.

```
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 tugas;
7
8  /**
9   *
10   * @author Robby-PC
11   */
12  public class End {
13      String nama, nim;
14      int semester, angkatan;
15
16      public End() {
17          System.out.println("Selamat datang Mahasiswa UMS");
18      }
19      public End(String nama, String nim, int semester, int angkatan) {
20          this.nama = nama;
21          this.nim = nim;
22          this.semester = semester;
23          this.angkatan = angkatan;
24      }
25
26      public void infoMhs() {
27          System.out.println(
28              "Nama      : " + nama + "\n" +
29              "NIM       : " + nim + "\n" +
30              "Semester   : " + semester + "\n" +
31              "Angkatan   : " + angkatan
32          );
33      }
34  }
35
```

Bottom Screenshot: The IDE shows the source code of the `Finish.java` file. The code defines a class `Finish` with a static method `main()` that creates an instance of `End` and calls `infoMhs()`.

```
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 tugas;
7
8  /**
9   *
10   * @author Robby-PC
11   */
12  public class Finish {
13      public static void main(String[] args) {
14          End p = new End();
15          End p1 = new End("Robby Novianto", "L200180050", 3, 2018);
16          p1.infoMhs();
17      }
18  }
19
```

The **Output** window shows the execution results of the `main()` method:

```
Run:
Selamat datang Mahasiswa UMS
Nama      : Robby Novianto
NIM       : L200180050
Semester   : 3
Angkatan   : 2018
BUILD SUCCESSFUL (total time: 0 seconds)
```