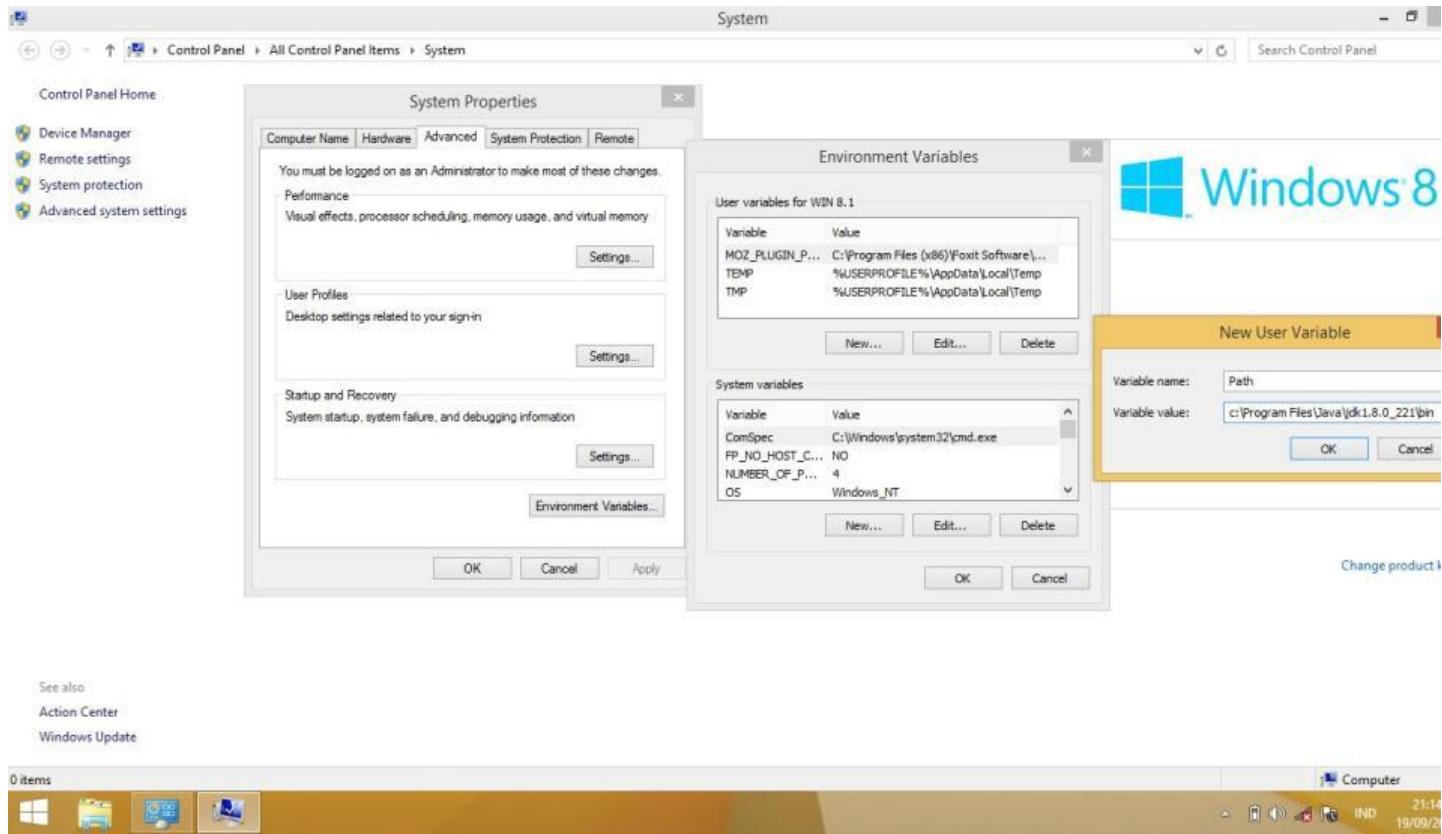


Nama : M.Hanan Hafidh Arindra  
NIM : L200180055  
Kelas : B

## MODUL 1

### 1. Screenshot masukkan path



### 2. Screenshot Penggunaan Java Memakai CommandPromt

```
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\LABRPL-27>cd..
C:\Users\LABRPL-27>cd..>d:
D:>>D:
Volume in drive D has no label.
Volume Serial Number is D4E-E4B9

Directory of D:\

09/13/2019 02:51 AM <DIR>          alifian
09/10/2019 06:59 AM          0 d2.txt
09/10/2019 06:59 AM          0 dz1.txt
09/10/2019 06:59 AM          0 dz2.txt
09/09/2019 02:23 PM 54.474.736 eclipse-inst-win64.exe
11/07/2007 08:00 AM          12.734 eula-1028.txt
11/07/2007 08:00 AM          12.734 eula-1031.txt
11/07/2007 08:00 AM          10.134 eula-1033.txt
11/07/2007 08:00 AM          12.734 eula-1036.txt
11/07/2007 08:00 AM          118 eula-1041.txt
11/07/2007 08:00 AM          12.734 eula-1042.txt
11/07/2007 08:00 AM          12.734 eula-1043.txt
11/07/2007 08:00 AM          12.734 eula-1045.txt
11/07/2007 08:00 AM          1.110 globaldata.ini
11/07/2007 08:00 AM          562.500 install.exe
11/07/2007 08:00 AM          843 install.ini
11/07/2007 08:03 AM          96.384 install.res.1028.dll
11/07/2007 08:03 AM          96.272 install.res.1031.dll
11/07/2007 08:03 AM          96.272 install.res.1036.dll
11/07/2007 08:03 AM          97.296 install.res.1040.dll
11/07/2007 08:03 AM          95.248 install.res.1044.dll
11/07/2007 08:03 AM          80.112 install.res.1045.dll
11/07/2007 08:03 AM          99.888 install.res.1042.dll
11/07/2007 08:03 AM          75.792 install.res.2053.dll
11/07/2007 08:03 AM          75.792 install.res.2054.dll
04/11/2017 06:57 AM 285,064,856 jdk-8u21-windows-x64.exe
10/09/2018 10:28 AM <DIR>          Modul 4
09/11/2019 06:06 AM <DIR>          Neu Media
09/11/2019 06:06 AM <DIR>          Neu folder
09/11/2019 07:36 AM          419 Program.class
09/13/2019 08:45 AM          423 Program21.class
09/13/2019 08:02 AM          111 Program21.java
09/13/2019 08:45 AM          111 Program21.java.txt
09/13/2019 08:49 AM          1.126 Roti.class
09/13/2019 08:49 AM          535 Roti.java
09/13/2019 08:49 AM          501 RotiDemo.class
09/13/2019 08:38 AM          232 RotiDemo.java
09/10/2019 06:29 AM          0 s.txt
09/06/2019 06:39 AM <DIR>          test
09/06/2019 06:39 AM <DIR>          test-2018.2.2.9f1
07/12/2019 04:09 AM <DIR>          test X
09/06/2019 06:00 AM <DIR>          Utilities-2.9f1
10/09/2019 06:00 AM          5.686 WinUtil.bat
11/07/2007 08:09 AM          1.442.522 UC_RED.cab
09/09/2007 08:09 AM          232.968 WinUtil.MSI
09/03/2018 12:17 PM <DIR>          WindowsUpdate
38 File(s) 262,653,171 bytes
8 Dir(s) 260,399,280,128 bytes free

:C:\>javac Program21.java
:C:\>javac Program21.java
:C:\>javac RotiDemo.java
:C:\>java RotiDemo
Berat Roti: 1000
Basa Roti: Panganan
Berat Roti : 30
harga Roti:Rp. 6000.0
:C:\>
```

Program21.java - Notepad

```
File Edit Format View Help
public class Program21{
    public static void main(String[] args){
        System.out.println("Hello World");
    }
}
```

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("Hijau");
        roti.beriRasa("Pandan");
        roti.timbangBerat(30);
        roti.hargaJual(6000);
        roti.infoRoti();
    }
}
```

## Modul 2

### 1. Screenshot Roti

The screenshot shows a Windows desktop environment with three open windows:

- Notepad (Roti.java):** Contains the Java code for the Roti class, which has methods to set color, flavor, weight, and price, and a method to print all details.
- Notepad (RotiDemo.java):** Contains the Java code for the RotiDemo class, which creates a Roti object and prints its details.
- Command Prompt:** Shows the terminal output of running javac on Roti.java and then java on RotiDemo.java, displaying the printed details of a putih-colored roti with a weight of 30g and a price of Rp. 3000.

### 2. Screenshot Smartphone

The screenshot shows a Windows desktop environment with three open windows:

- File Explorer:** Shows the file structure on the local disk (D:\) and the contents of the smartphoneDemo directory.
- Command Prompt:** Shows the terminal output of running javac on SmartphoneDemo.java and then java on SmartphoneDemo, resulting in a compilation error due to a public class named smartphoneDemo.
- Notepad (Smartphone.java):** Contains the Java code for the Smartphone class, which has fields for brand, color, type, and price, and methods to set each and print all details.

### 3. Screenshot Car

The screenshot shows a Windows desktop environment with three windows open:

- Car.java - Notepad**: Contains the source code for the `Car` class. It includes methods for changing cadence, speeding up, and changing gear, along with a `printInfo` method for printing object details.
- CarDemo.java - Notepad**: Contains the source code for the `CarDemo` class, which demonstrates creating two `Car` objects and calling their methods.
- Command Prompt**: Shows the terminal output of running Java compilers and executables. It includes:
  - `D:\>javac BungaDemo.java`
  - `D:\>java BungaDemo` followed by output: "Warna Bunga :Merah", "Jenis Bunga :Mawar", "Berat Bunga :15", "grHarga Bunga : Rp. 7000.0"
  - `D:\>javac Car.java`
  - `D:\>java CarDemo` followed by output: "Cadence : 50", "SpeedUp :20", "changeGear :2", "Cadence : 30", "SpeedUp :10", "changeGear :1"
  - `D:\>`

The taskbar at the bottom shows various pinned icons, and the system tray indicates the date and time as 9/26/2019 12:59 PM.

```
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);
    }
}

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();

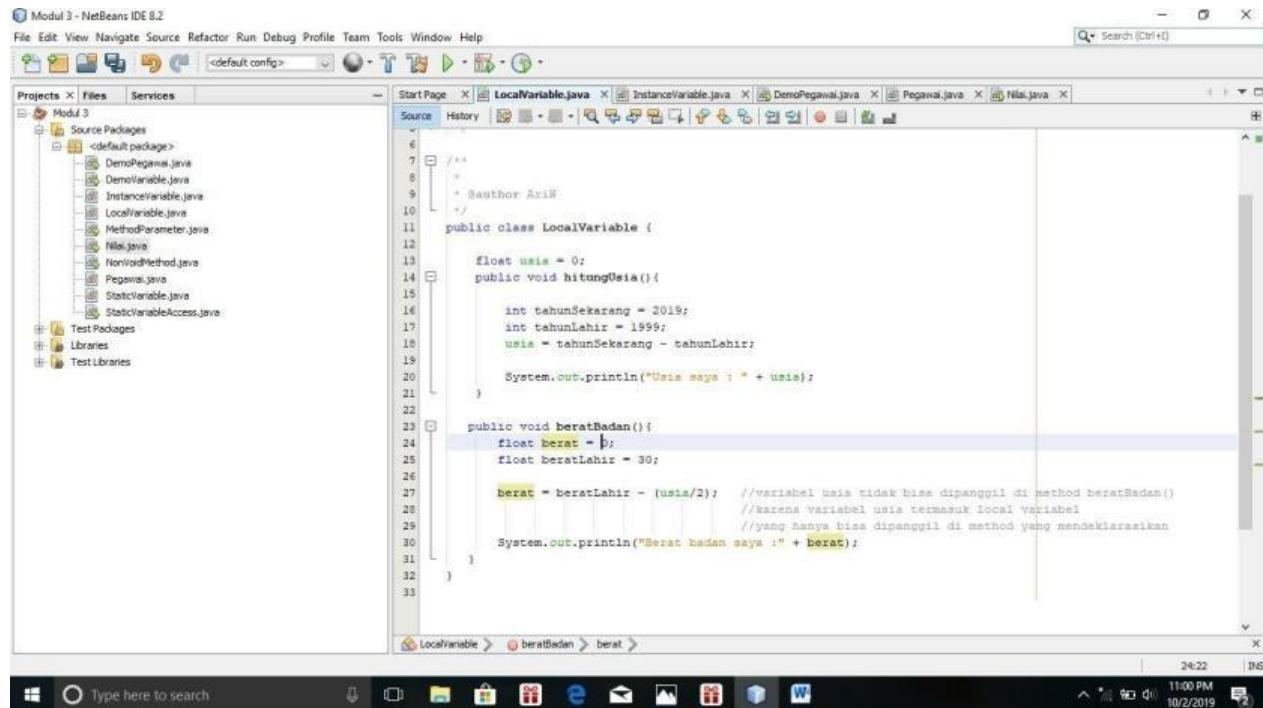
        car2.ChangeCadence(30);
        car2.SpeedUp(10);
        car2.ChangeGear(1);
        car2.printInfo();
    }
}
```

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

# Modul 3

## Latihan1



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

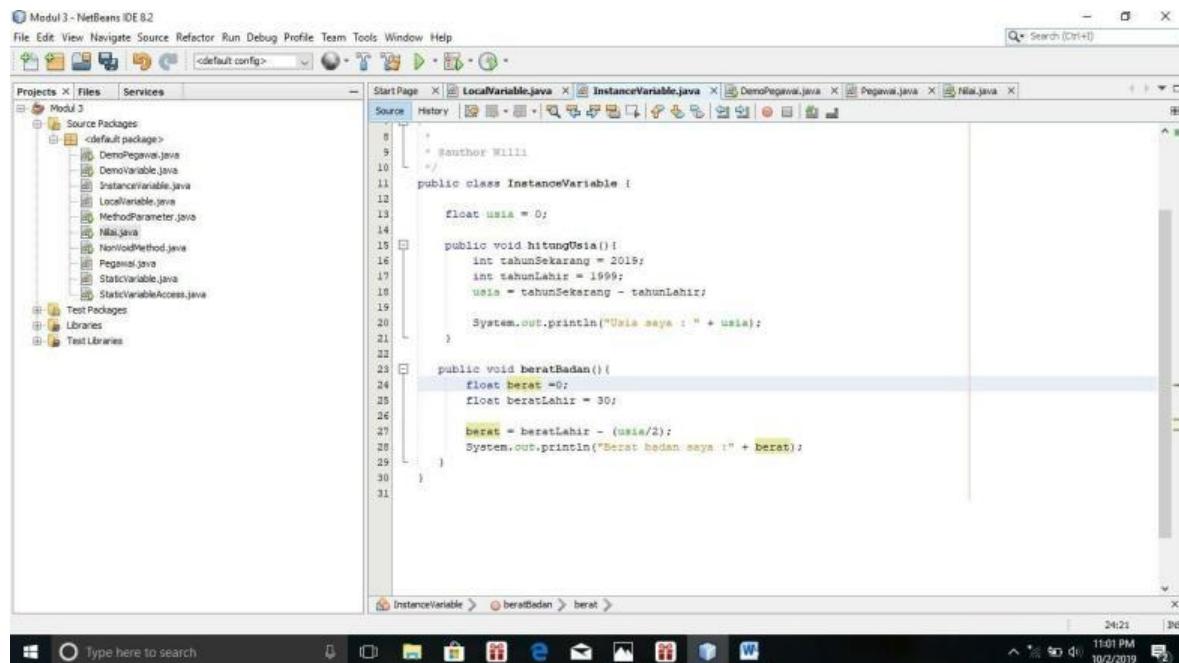
```
6
7 /**
8 * 
9 * @author Arik
10 */
11 public class LocalVariable {
12 
13     float usia = 0;
14     public void hitungUsia(){
15 
16         int tahunSekarang = 2018;
17         int tahunLahir = 1999;
18         usia = tahunSekarang - tahunLahir;
19 
20         System.out.println("Usia saya : " + usia);
21     }
22 
23     public void beratBadan(){
24         float berat = 0;
25         float beratLahir = 30;
26 
27         berat = beratLahir - (usia/2); //variabel usia tidak bisa dipanggil di method beratBadan()
28         //maka variabel usia termasuk local variabel
29         //yang hanya bisa dipanggil di method yang mendeklarasikan
30         System.out.println("Berat badan saya : " + berat);
31     }
32 }
33 
```

LocalVariable > beratBadan > berat

24:22 11:00 PM 10/2/2019

Type here to search

## Latihan2



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

```
6
7 /**
8 * 
9 * @author Willi
10 */
11 public class InstanceVariable {
12 
13     float usia = 0;
14 
15     public void hitungUsia(){
16         int tahunSekarang = 2018;
17         int tahunLahir = 1999;
18         usia = tahunSekarang - tahunLahir;
19 
20         System.out.println("Usia saya : " + usia);
21     }
22 
23     public void beratBadan(){
24         float berat = 0;
25         float beratLahir = 30;
26 
27         berat = beratLahir - (usia/2);
28         System.out.println("Berat badan saya : " + berat);
29     }
30 }
31 
```

InstanceVariable > beratBadan > berat

24:21 11:01 PM 10/2/2019

Type here to search

### Latihan 3

Modul 3 - NetBeans IDE 8.2

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

Projects Files Services

StartPage LocalVariable.java InstanceVariable.java DemoPegawai.java Pegawai.java Nila.java

Source History

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

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11:03 PM 10/2/2019

Modul 3 - NetBeans IDE 8.2

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

Projects Files Services

StartPage LocalVariable.java InstanceVariable.java DemoPegawai.java Pegawai.java Nila.java

Source History

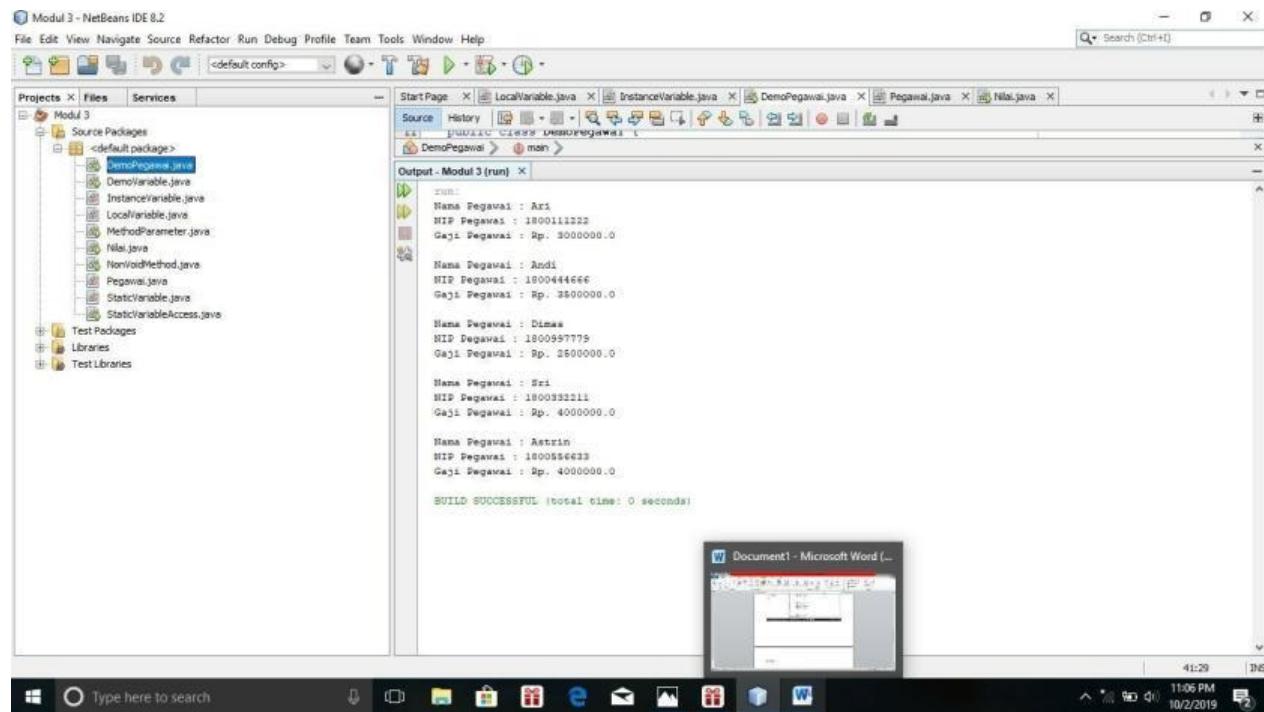
```
11  public static void main(String[] args){
12      Pegawai pgw1 = new Pegawai();
13      pgw1.beriNama("Arix");
14      pgw1.beriNip(1800111222);
15      pgw1.tambahGaji(3000000);
16      pgw1.cetakPegawai();
17
18      Pegawai pgw2 = new Pegawai();
19      pgw2.beriNama("Andi");
20      pgw2.beriNip(1800444666);
21      pgw2.tambahGaji(3500000);
22      pgw2.cetakPegawai();
23
24      Pegawai pgw3 = new Pegawai();
25      pgw3.beriNama("Dimes");
26      pgw3.beriNip(1800997779);
27      pgw3.tambahGaji(2500000);
28      pgw3.cetakPegawai();
29
30      Pegawai pgw4 = new Pegawai();
31      pgw4.beriNama("Sri");
32      pgw4.beriNip(1800332211);
33      pgw4.tambahGaji(4000000);
34      pgw4.cetakPegawai();
35
36      Pegawai pgw5 = new Pegawai();
37      pgw5.beriNama("Ketarin");
38      pgw5.beriNip(1800556633);
39      pgw5.tambahGaji(4000000);
40      pgw5.cetakPegawai();
41 }
```

DemoPegawai > man >

Type here to search

11:05 PM 10/2/2019

## Hasil dari latihan 3



```
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 < > Search (Ctrl+F)
DemoPegawai > main >
Output - Modul 3 (run) x
Name Pegawai : Arsi
NIP Pegawai : 1800111222
Gaji Pegawai : Rp. 3000000.0

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

Name Pegawai : Dimas
NIP Pegawai : 1800997779
Gaji Pegawai : Rp. 2500000.0

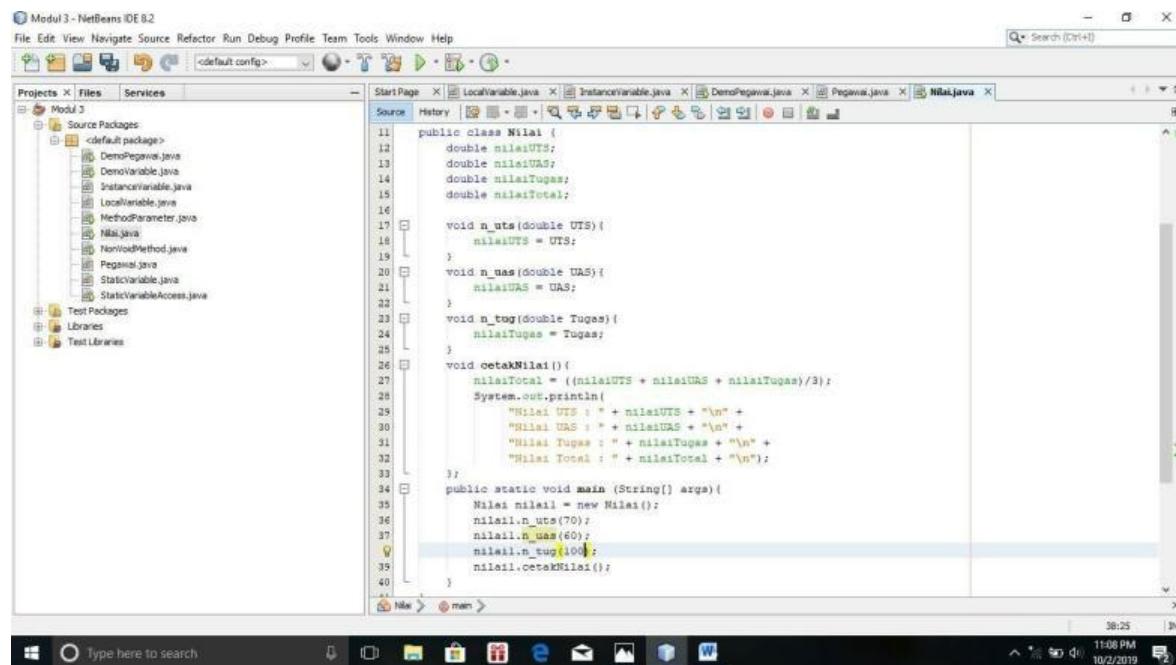
Name Pegawai : Sri
NIP Pegawai : 1800332211
Gaji Pegawai : Rp. 4000000.0

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

BUILD SUCCESSFUL (total time: 0 seconds)

Document1 - Microsoft Word ...
Type here to search 11:06 PM 10/2/2019
```

## Tugas Pekerjaan Rumah



```
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 < > Search (Ctrl+F)
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_tugas(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 nilai1 = new Nilai();
        nilai1.n_uts(70);
        nilai1.n_uas(60);
        nilai1.n_tugas(100);
        nilai1.cetakNilai();
    }
}
```

## Hasilnya

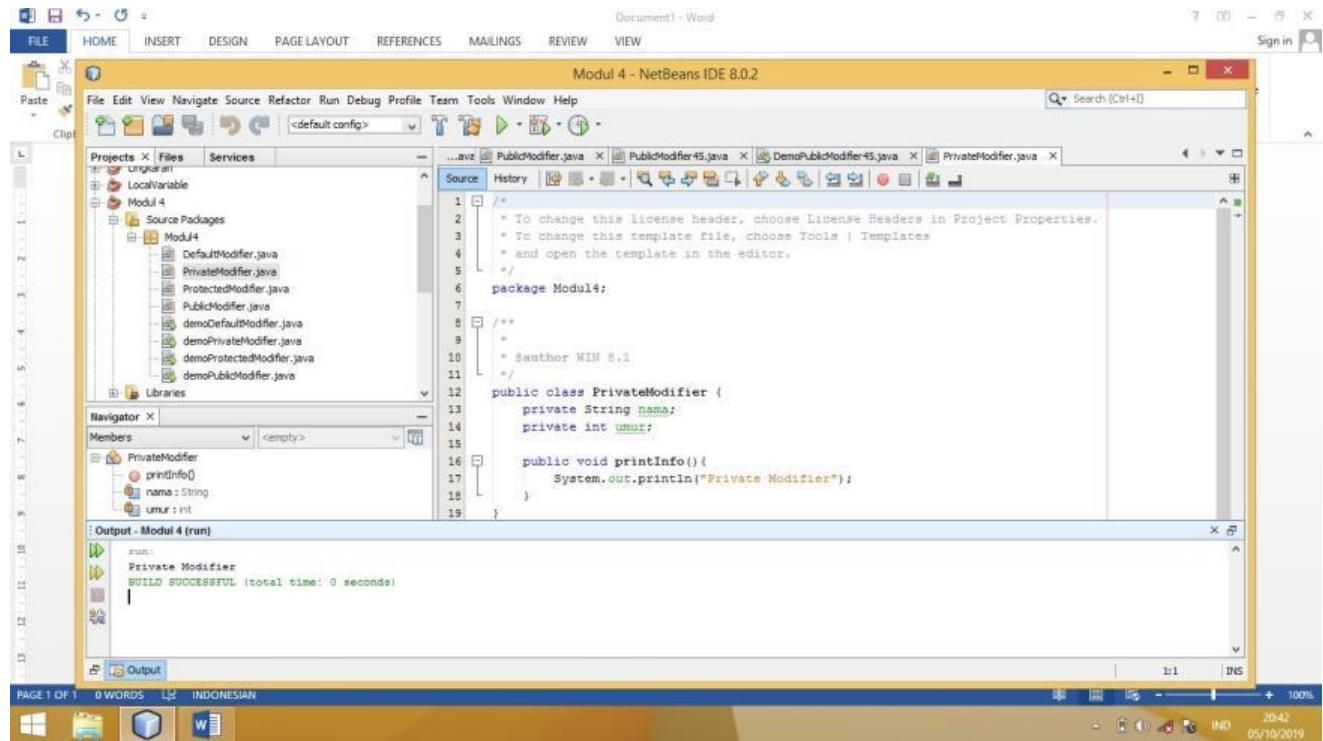
The screenshot shows the NetBeans IDE interface with the title "Modul 3 - NetBeans IDE 8.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for New Project, Open Project, Save, Undo, Redo, Cut, Copy, Paste, Find, Replace, Run, Stop, and Exit. The Projects tab shows a module named "Modul 3" with a source package containing files: DemoPegawai.java, InstanceVariable.java, LocalVariable.java, MethodParameter.java, Nilai.java, NonVoidMethod.java, Pegawai.java, StaticVariable.java, and StaticVariableAccess.java. The Files tab is selected, showing the file "Nilai.java" with code. The Services tab is also present. The top center shows tabs for Start Page, LocalVariable.java, InstanceVariable.java, DemoPegawai.java, Pegawai.java, and Nilai.java. The main workspace shows the code for "Nilai.java". The Output tab displays the following console output:

```
Output - Modul 3 (run) ×
=====
INFO: Nilai UTS : 70.0
INFO: Nilai UAS : 40.0
INFO: Nilai Tugas : 100.0
INFO: Nilai Total : 76.66666666666667
BUILD SUCCESSFUL (total time: 0 seconds)
```

The system tray at the bottom shows the date and time as 10/2/2019 and 11:10 PM.

# **MODUL 4**

## **PRIVATE MODIFIER**



The screenshot shows the NetBeans IDE interface with the title "Modul 4 - NetBeans IDE 8.0.2". The "Source" tab is selected in the editor. The code editor displays a Java file named "PrivateModifier.java" with the following content:

```
/*
 * 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;

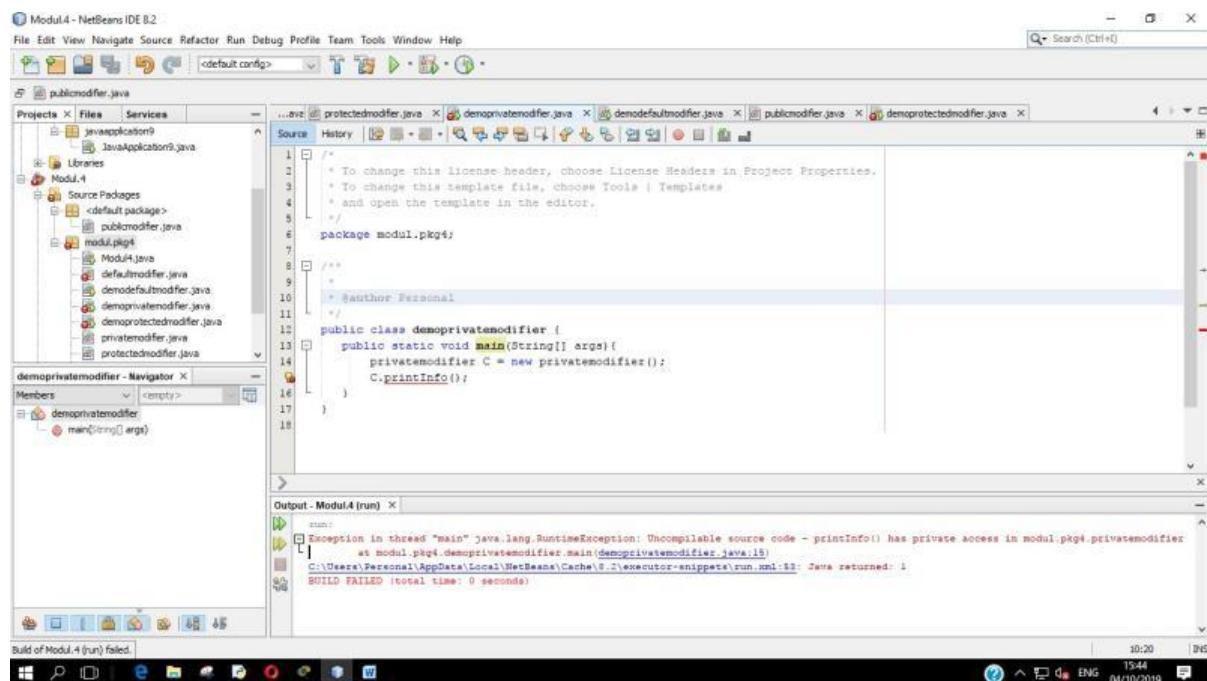
/**
 *
 * Author: SANHOR WIN 8.1
 */
public class PrivateModifier {
    private String name;
    private int umur;

    public void printInfo(){
        System.out.println("Private Modifier");
    }
}
```

The "Output" panel shows the results of running the application:

```
run:
Private Modifier
BUILD SUCCESSFUL (total time: 0 seconds)
```

## **HASIL**



The screenshot shows the NetBeans IDE interface with the title "Modul 4 - NetBeans IDE 8.2". The "Source" tab is selected in the editor. The code editor displays a Java file named "demoprotectedmodifier.java" with the following content:

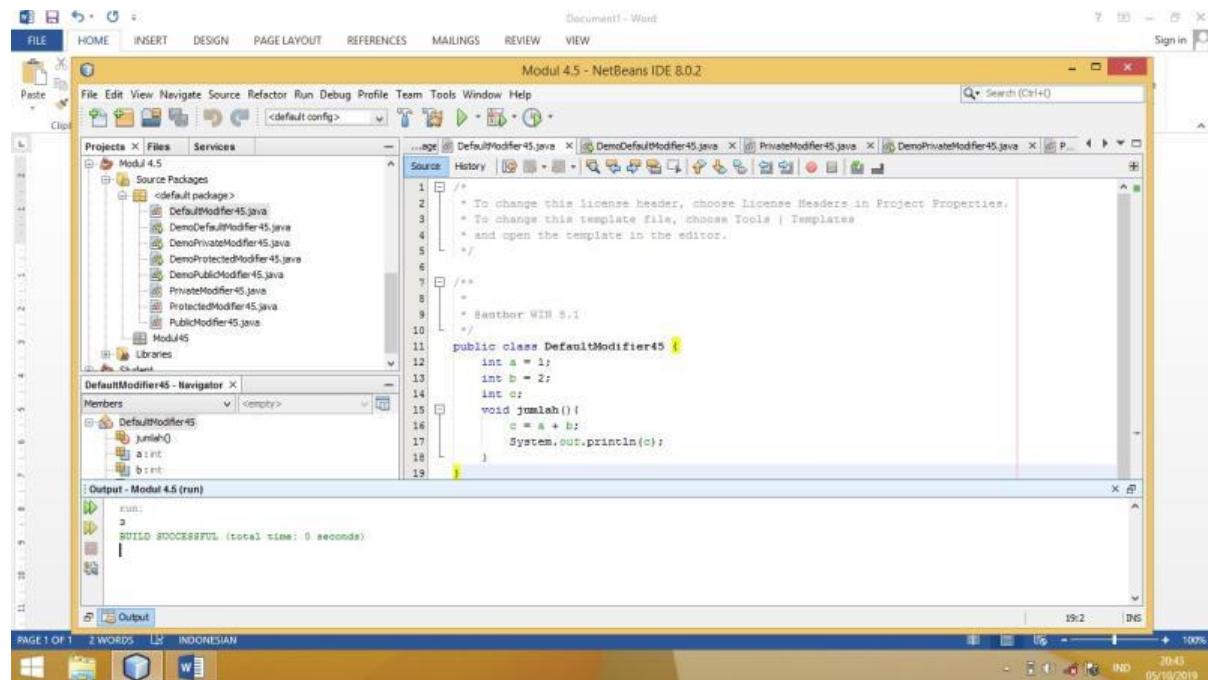
```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package modul.pkg4;

/**
 *
 * Author: Personal
 */
public class demoprotectedmodifier {
    public static void main(String[] args) {
        protectedmodifier C = new protectedmodifier();
        C.printInfo();
    }
}
```

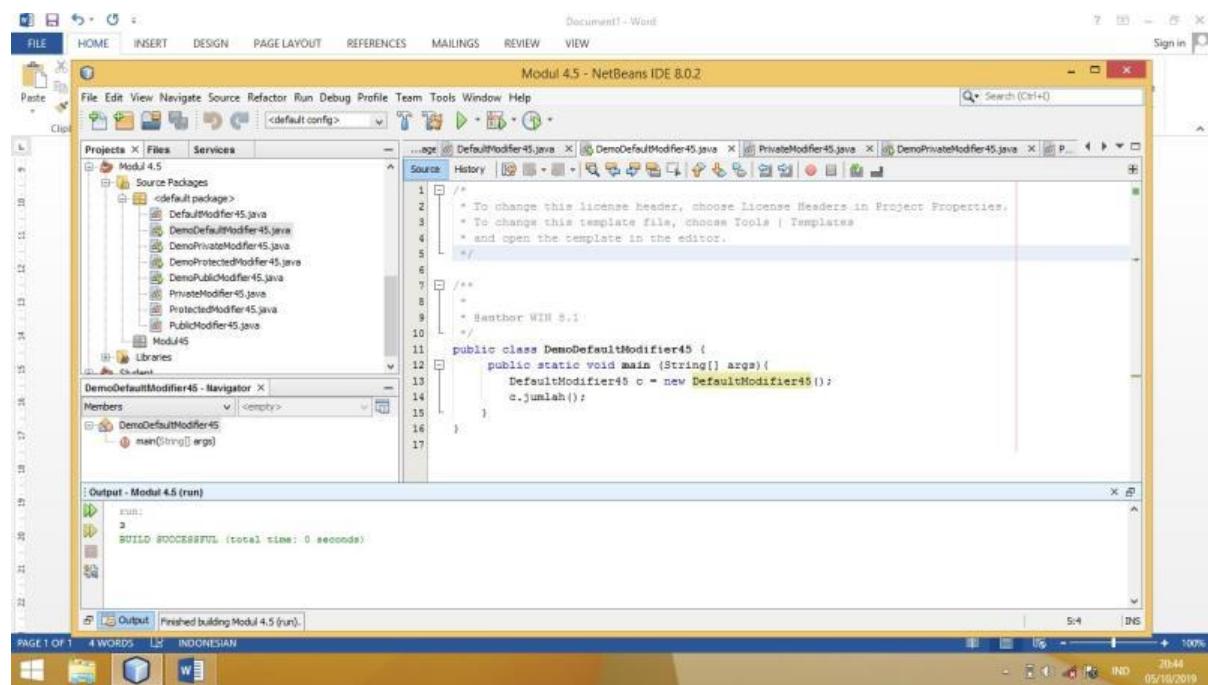
The "Output" panel shows the results of running the application, which resulted in an error:

```
run:
Exception in thread "main" java.lang.RuntimeException: Uncompilable source code - printInfo() has private access in modul.pkg4.protectedmodifier
    at modul.pkg4.demoprotectedmodifier.main(demoprotectedmodifier.java:15)
C:\Users\Personal\AppData\Local\NetBeans\Cache\8.2\executor-snippets\run.xml:13: Java returned: 1
BUILD FAILED (total time: 0 seconds)
```

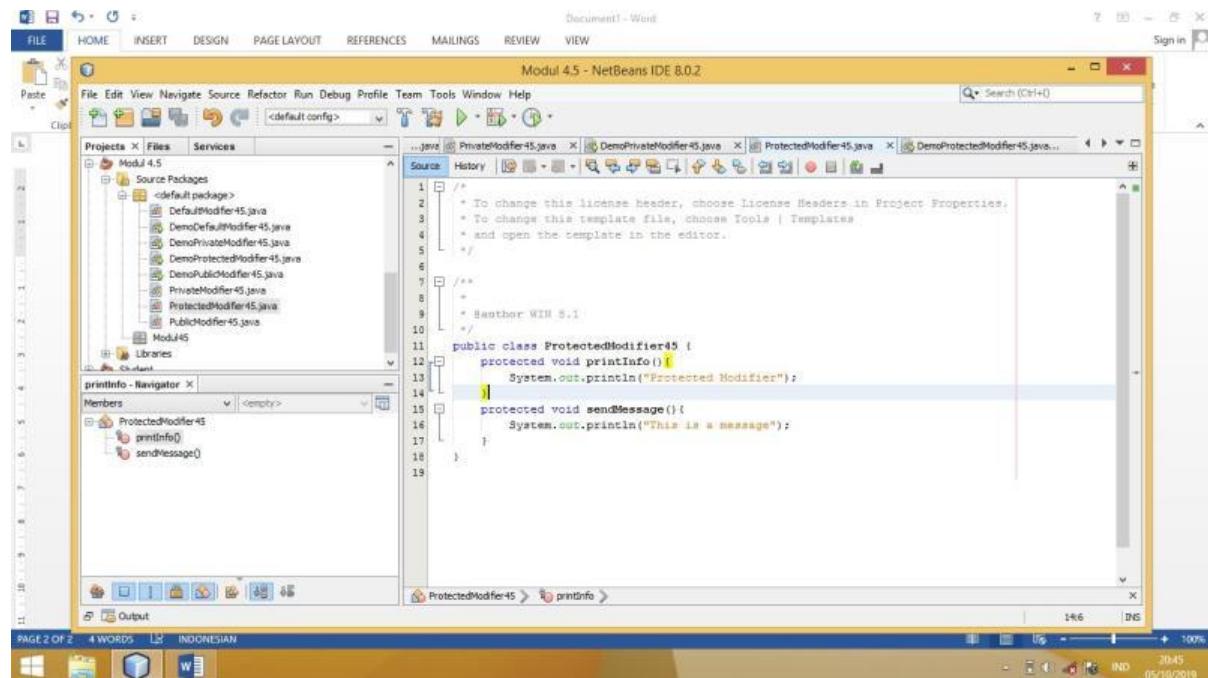
## **DEFAULT MODIFIER**



## **■ HASIL**



## Protected Modifier

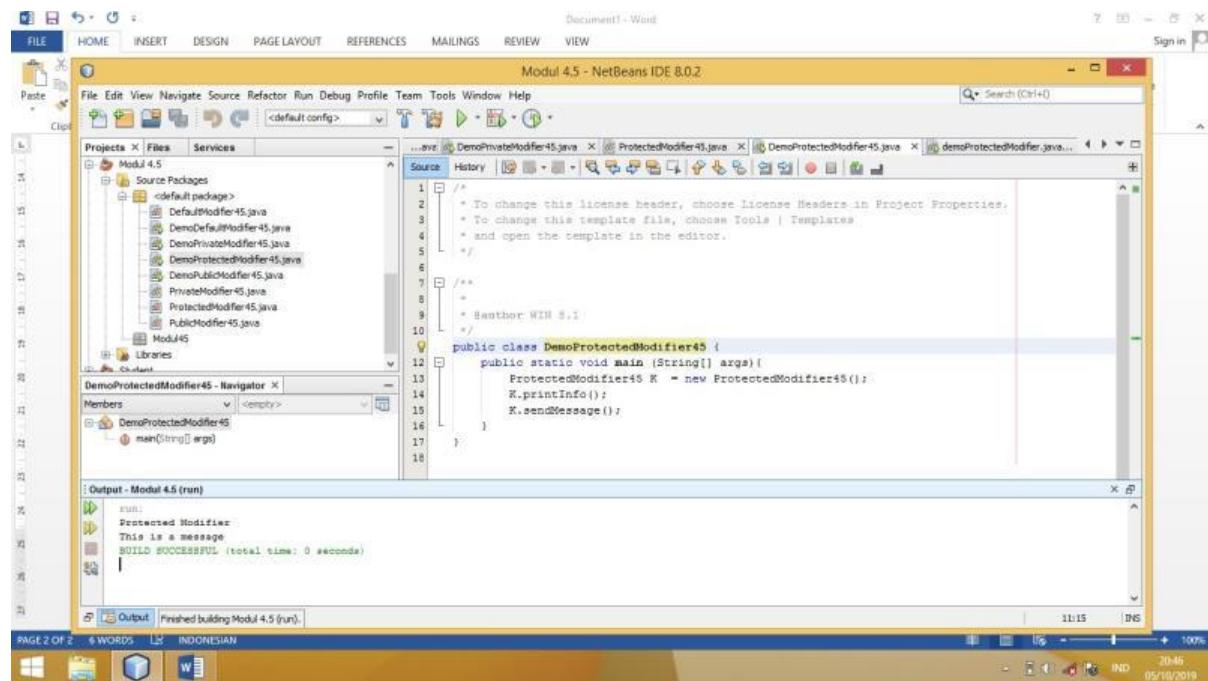


The screenshot shows the NetBeans IDE interface with the title bar "Modul 4.5 - NetBeans IDE 8.0.2". The main window displays the "Source" tab of the "ProtectedModifier45.java" file. The code is as follows:

```
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  * Author: WIN 5.1
7 */
8
9 public class ProtectedModifier45 {
10     protected void printInfo() {
11         System.out.println("Protected Modifier");
12     }
13     protected void sendMessage() {
14         System.out.println("This is a message");
15     }
16 }
17
18
19
```

The "Projects" panel on the left shows a module named "Modul 4.5" containing several source packages and files. The "Navigator" panel shows the members of the "ProtectedModifier45" class: "printInfo()" and "sendMessage()". The "Output" panel at the bottom shows the results of a run: "Protected Modifier", "This is a message", and "BUILD SUCCESSFUL (total time: 0 seconds)".

## HASIL



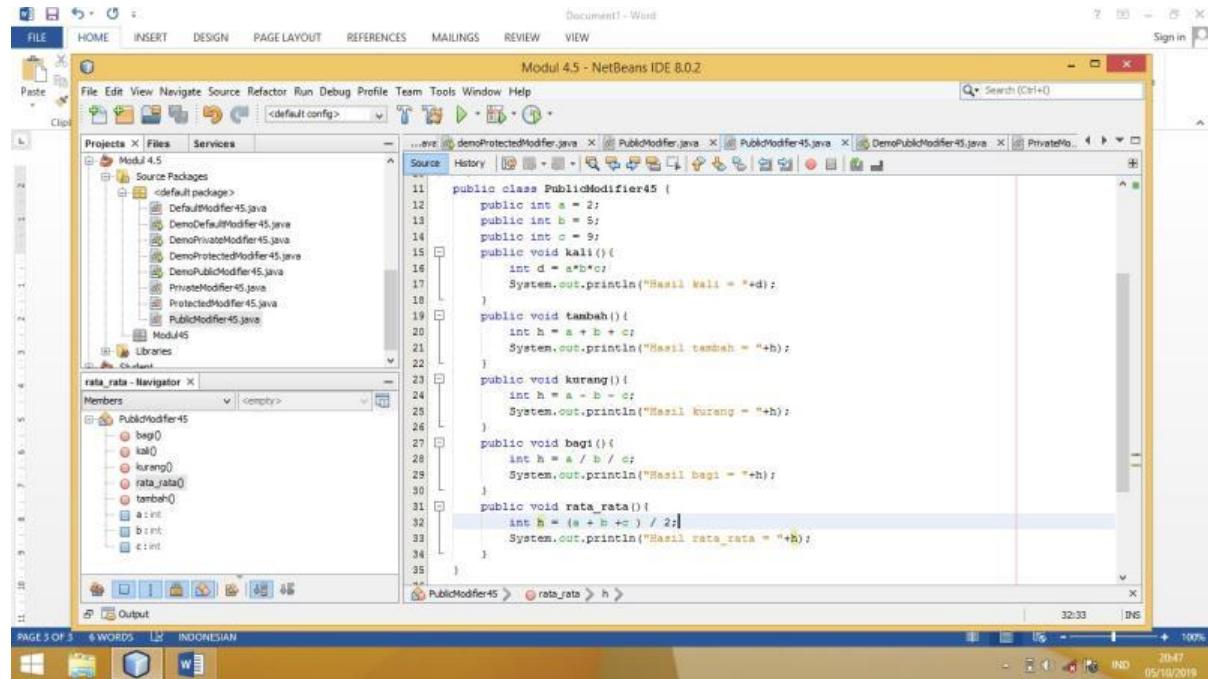
The screenshot shows the NetBeans IDE interface with the title bar "Modul 4.5 - NetBeans IDE 8.0.2". The main window displays the "Source" tab of the "DemoProtectedModifier45.java" file. The code is as follows:

```
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  * Author: WIN 5.1
9 */
10
11 public class DemoProtectedModifier45 {
12     public static void main (String[] args) {
13         ProtectedModifier45 K = new ProtectedModifier45();
14         K.printInfo();
15         K.sendMessage();
16     }
17 }
18
```

The "Projects" panel on the left shows a module named "Modul 4.5" containing several source packages and files. The "Navigator" panel shows the members of the "DemoProtectedModifier45" class: "main(String[] args)". The "Output" panel at the bottom shows the results of a run: "Protected Modifier", "This is a message", and "BUILD SUCCESSFUL (total time: 0 seconds)".

## Public Modifier

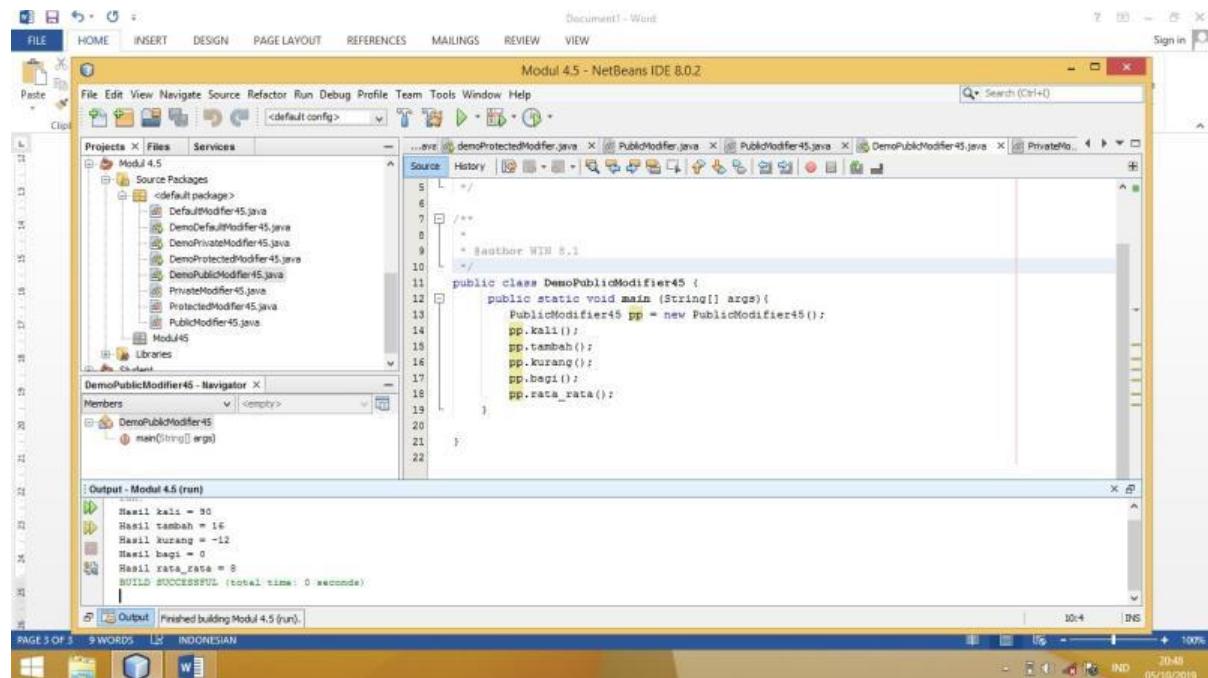
### Kali,Tambah,Kurang,Bagi,Rata-Rata



The screenshot shows the NetBeans IDE interface with the title bar "Modul 4.5 - NetBeans IDE 8.0.2". The main window displays the source code for "PublicModifier45.java". The code defines a class "PublicModifier45" with methods for multiplication, addition, subtraction, division, and averaging. The code uses public variables "a", "b", and "c" and a local variable "d". The output window at the bottom shows the results of running the code.

```
public class PublicModifier45 {
    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 h = a + b + c;
        System.out.println("Hasil tambah = "+h);
    }
    public void kurang(){
        int h = a - b - c;
        System.out.println("Hasil kurang = "+h);
    }
    public void bagi(){
        int h = a / b / c;
        System.out.println("Hasil bagi = "+h);
    }
    public void rata_rata(){
        int h = (a + b + c) / 2;
        System.out.println("Hasil rata_rata = "+h);
    }
}
```

## HASIL



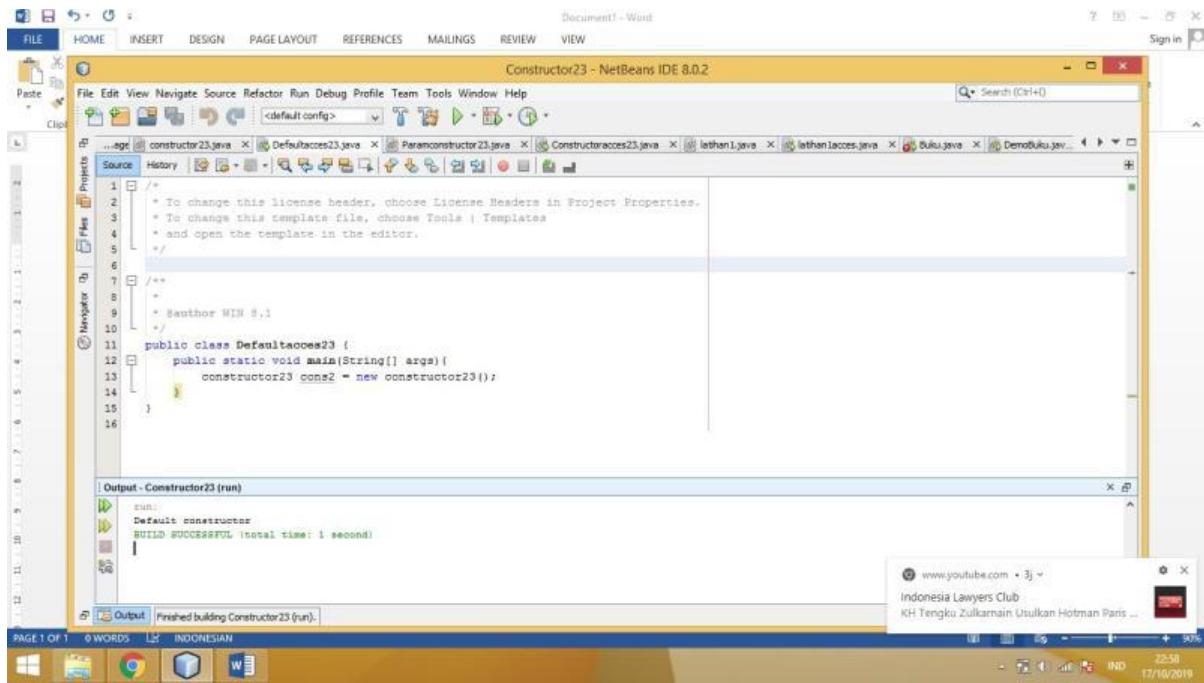
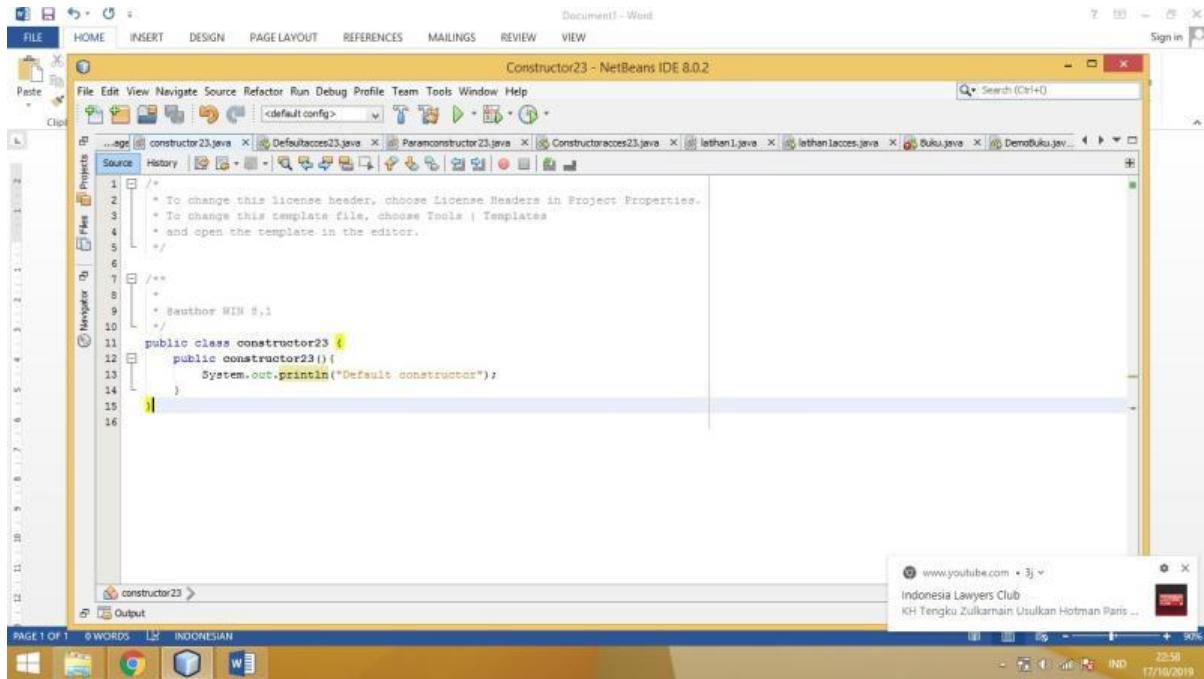
The screenshot shows the NetBeans IDE interface with the title bar "Modul 4.5 - NetBeans IDE 8.0.2". The main window displays the source code for "DemoPublicModifier45.java". This code creates an instance of "PublicModifier45" and calls its methods. The output window at the bottom shows the results of running the code, which are identical to those in the first screenshot.

```
public class DemoPublicModifier45 {
    public static void main (String[] args){
        PublicModifier45 pp = new PublicModifier45();
        pp.kali();
        pp.tambah();
        pp.kurang();
        pp.bagi();
        pp.rata_rata();
    }
}
```

Output - Modul 4.5 (run)

```
Hasil kali = 90
Hasil tambah = 16
Hasil kurang = -12
Hasil bagi = 0
Hasil rata_rata = 8
BUILD SUCCESSFUL (total time: 0 seconds)
```

## Modul 5



Document1 - Word

FILE HOME INSERT DESIGN PAGE LAYOUT REFERENCES MAILINGS REVIEW VIEW Sign in

Constructor23 - NetBeans IDE 8.0.2

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

Source History Projects Files Navigator Db Output

```
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 * Author: NINH S.I
7 */
8
9 public class Paramconstructor23 {
10     String nama,nim;
11     int semester;
12     public Paramconstructor23 (String nama,int semester,String nim){
13         this.nama = nama;
14         this.nim = nim;
15         this.semester = semester;
16     }
17     public void info(){
18         System.out.println("Nama: " + nama +"\n" + "Nim: " + nim +"\n" + "Semester: " + semester +"\n");
19     }
20 }
21
22
23
```

PAGE 1 OF 1 0 WORDS INDONESIAN

Output

www.youtube.com • 3j Indonesia Lawyers Club KH Tengku Zulkarnain Usulkan Hotman Paris ... 23:58 17/10/2019

Document1 - Word

FILE HOME INSERT DESIGN PAGE LAYOUT REFERENCES MAILINGS REVIEW VIEW Sign in

Constructor23 - NetBeans IDE 8.0.2

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

Source History Projects Files Navigator Db Output

```
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 * Author: NINH S.I
7 */
8
9 public class Constructor23 {
10     public static void main (String[] args) {
11         Paramconstructor23 ps = new Paramconstructor23("Ninan",3,"L200180055");
12         ps.info();
13     }
14 }
15
16
17
```

Output - Constructor23 (run)

```
run:
Name: Ninan
Nim: L200180055
Semester: 3

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

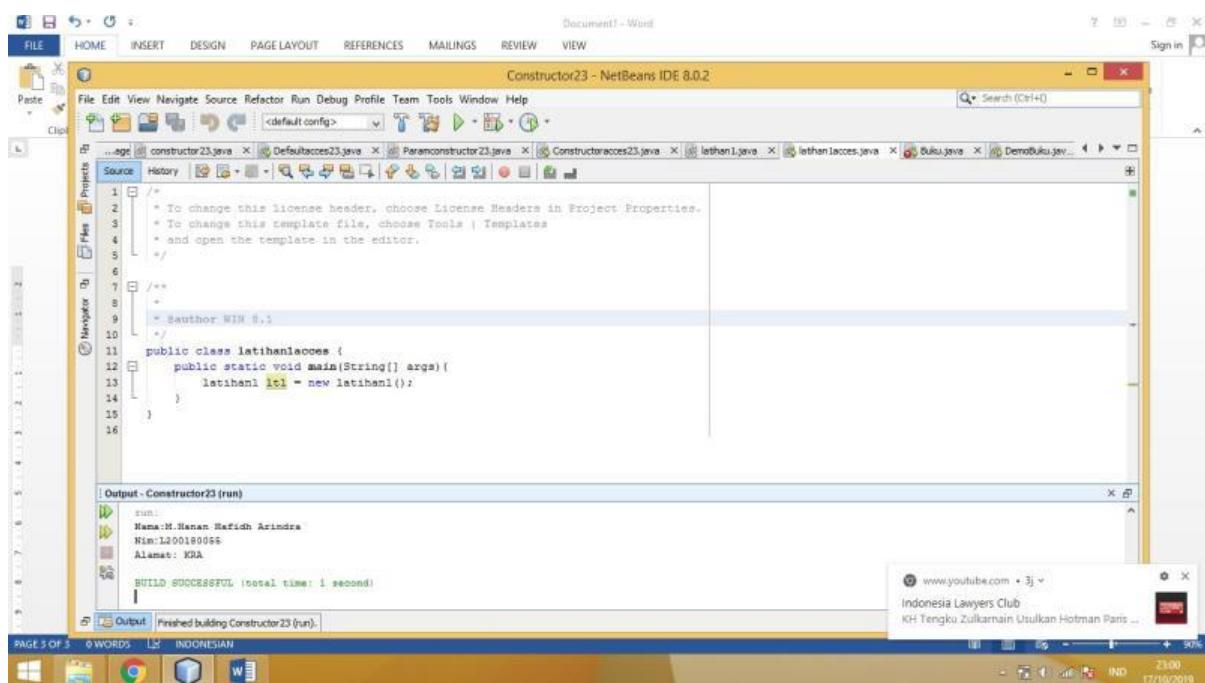
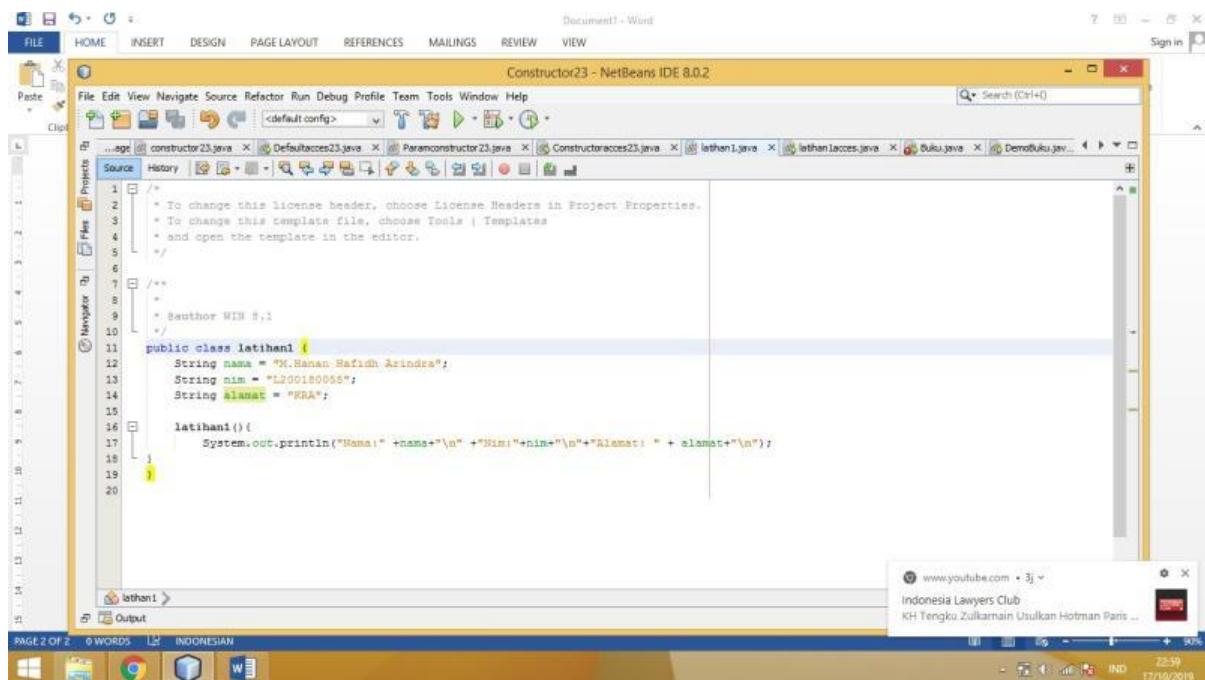
Output Finished building Constructor23 (run).

PAGE 2 OF 2 0 WORDS INDONESIAN

Output

www.youtube.com • 3j Indonesia Lawyers Club KH Tengku Zulkarnain Usulkan Hotman Paris ... 22:59 17/10/2019

## Screenshot Latihan 1



## Screenshot Latihan2

The screenshot shows the NetBeans IDE interface with the title "Constructor23 - NetBeans IDE 8.0.2". The code editor displays a Java class named "Buku" with a constructor and a main method. The constructor takes four parameters: judulBuku, namaPengarang, tahunTerbit, and cetakanKe. It initializes these variables and prints them to the console. The main method creates seven instances of the Buku class with different values. A tooltip from YouTube is visible in the bottom right corner.

```
String namaPengarang;
String judulBuku;
int tahunTerbit;
int cetakanKe;
double hargaJual;

Buku(String judulBuku, String namaPengarang, int tahunTerbit) {
    this(judulBuku, namaPengarang);
    System.out.println("Tahun Terbit: " + tahunTerbit);
}

Buku(String judulBuku, String namaPengarang, int tahunTerbit, int cetakanKe) {
    this(judulBuku, namaPengarang, tahunTerbit);
    System.out.println("Cetakan Ke: " + cetakanKe);
}

Buku(String judulBuku, String namaPengarang, int tahunTerbit, int cetakanKe, double hargaJual) {
    this(judulBuku, namaPengarang, tahunTerbit, cetakanKe);
    System.out.println("Harga Jual: " + hargaJual + "\n");
}

public static void main(String[] args) {
    Buku bk1 = new Buku("PBO", "Iaras", 2019, 50000);
    Buku bk2 = new Buku("RAMIA", "Masrullah", 2018, 6550);
    Buku bk3 = new Buku("Surat Cinta Untuk Maria", "Wulan", 2015, 7600);
    Buku bk4 = new Buku("Merpatai Biru", "Abdu", 2013, 6775);
    Buku bk5 = new Buku("Cinta Brontosaurus", "Radiy Dika", 2013, 5400);
    Buku bk6 = new Buku("Sepucuk Surat", "Anto", 2017, 4600);
    Buku bk7 = new Buku("Muco-Munu", "Misa", 2014, 3500);
}
```

The screenshot shows the NetBeans IDE interface with the title "Constructor23 - NetBeans IDE 8.0.2". The code editor displays a Java class named "DemoTugas" with a main method. The main method prints a copyright notice and then calls the main method of the "Buku" class. The output window shows the successful build and execution of the application. A tooltip from YouTube is visible in the bottom right corner.

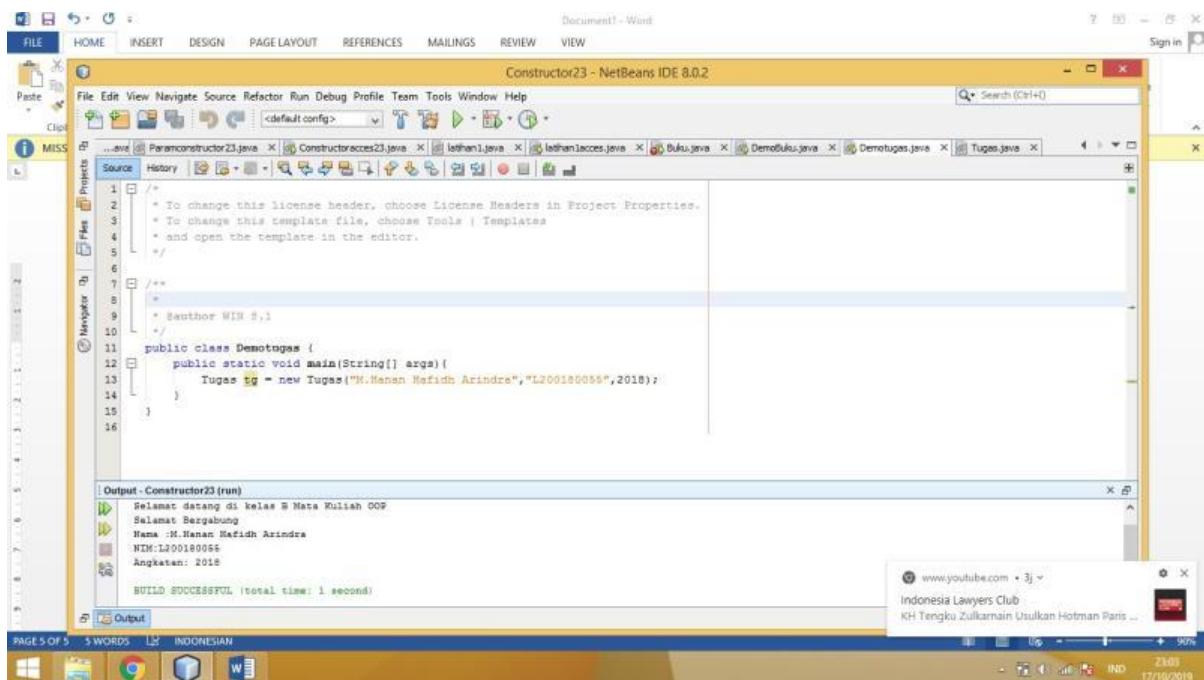
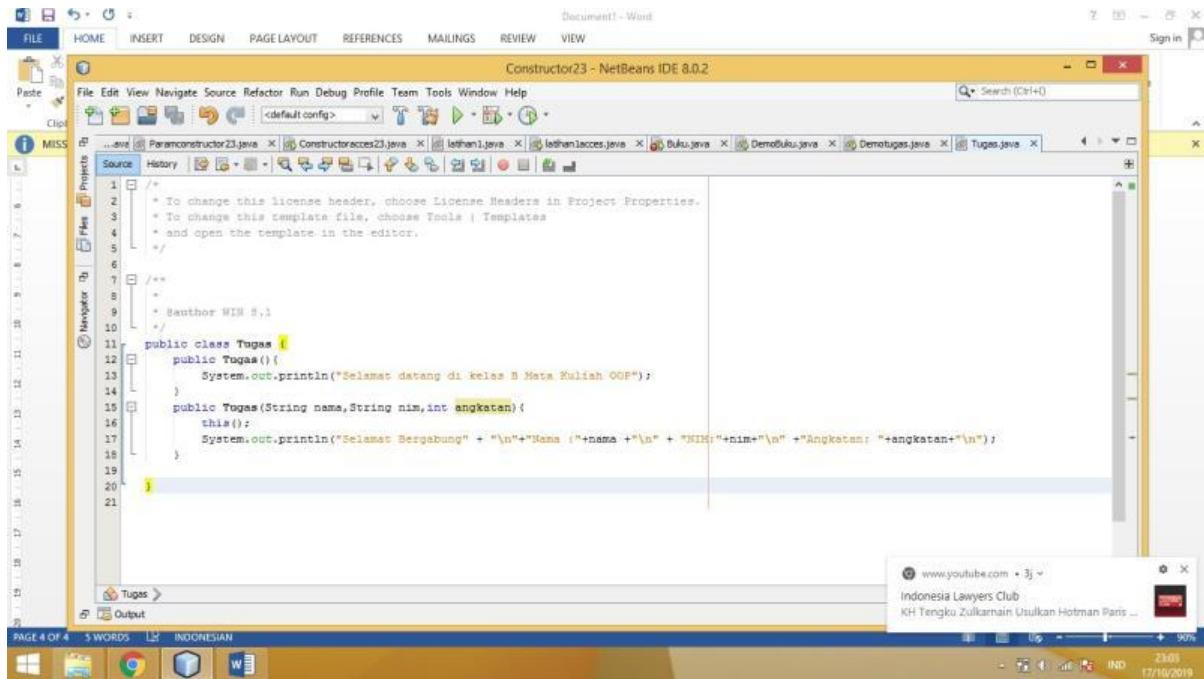
```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author MIR E.S
 */
public class DemoTugas {
    public static void main(String[] args) {
        Buku.main();
    }
}
```

Output - Constructor23 (run)

```
run:
BUILD SUCCESSFUL [total time: 1 second]
```

# ScreenShot Tugas



## Modul 6

Screenshot mengenai class demo Bangundatar

The screenshot shows the NetBeans IDE interface with the title bar "Bangundatar - NetBeans IDE 8.0.2". 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 several Java files: Bangundatar.java, Persegi.java, Persegipanjang.java, Segitiga.java, Segitigasamakaki.java, Segitigasemisisi.java, Kendaraan.java, and Mainmethod.java. The Source tab is selected, displaying the following code:

```
11  public class Bangundatar {
12      @Override
13      public double luas(){
14          System.out.println("Menghitung luas bangun datar");
15          return 0;
16      }
17
18      @Override
19      public double keliling(){
20          System.out.println("Menghitung keliling bangun datar");
21          return 0;
22      }
23
24      public static void main(String[] args){
25          Bangundatar A = new Bangundatar();
26          Persegi B = new Persegi();
27          B.sisi = 2;
28          Persegipanjang C = new Persegipanjang();
29          C.panjang = 8;
30          C.lebar = 4;
31          Segitiga D = new Segitiga();
32          D.alas = 12;
33          D.tinggi = 8;
34          Segitigasamakaki E = new Segitigasamakaki();
35          E.SisiMiring = 6;
36      }
37  }
```

The Output tab shows the run results:

```
run:
Menghitung luas bangun datar
Menghitung keliling bangun datar
Luas Persegi: 4.0
Keliling Persegi: 8.0
Luas Persegipanjang: 32.0
Keliling Persegipanjang: 24.0
```

The screenshot shows the continuation of the NetBeans IDE interface with the title bar "Bangundatar - NetBeans IDE 8.0.2". The Source tab is selected, displaying the following code:

```
44      A.luas();
45      A.keliling();
46
47      B.luas();
48      B.keliling();
49
50      C.luas();
51      C.keliling();
52
53      D.luas();
54      D.keliling();
55
56      E.keliling();
57      E.luas();
58
59      F.keliling();
60      F.luas();
61
62  }
```

Screenshot mengenai class Persegi

The screenshot shows the NetBeans IDE interface with the title bar "Bangundatarl - NetBeans IDE 8.0.2". The main window displays the Java code for the `Persegi` class, which extends the `Bangundatar` class. The code includes two overridden methods: `luas()` and `keliling()`, both of which output their results to the console.

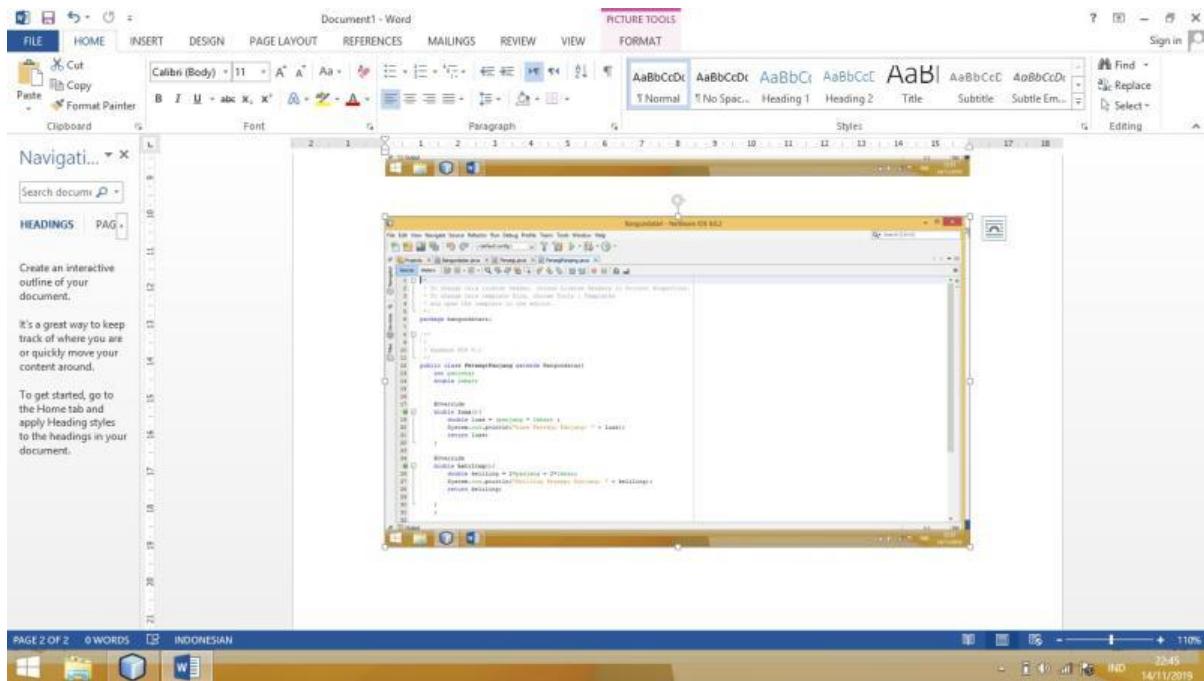
```
1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package bangundatar;
7
8 /**
9  *
10 * @author WIN 8.1
11 */
12 public class Persegi extends Bangundatar {
13     double sisi;
14
15     @Override
16     double luas(){
17         double luas = (sisi * sisi);
18         System.out.println("Luas Persegi: " + luas);
19         return luas;
20     }
21
22     @Override
23     double keliling (){
24         double keliling = 4*sisi;
25         System.out.println("Keliling Persegi: " + keliling);
26         return keliling;
27     }
28 }
29
30 }
```

Screenshot mengenai class PersegiPanjang

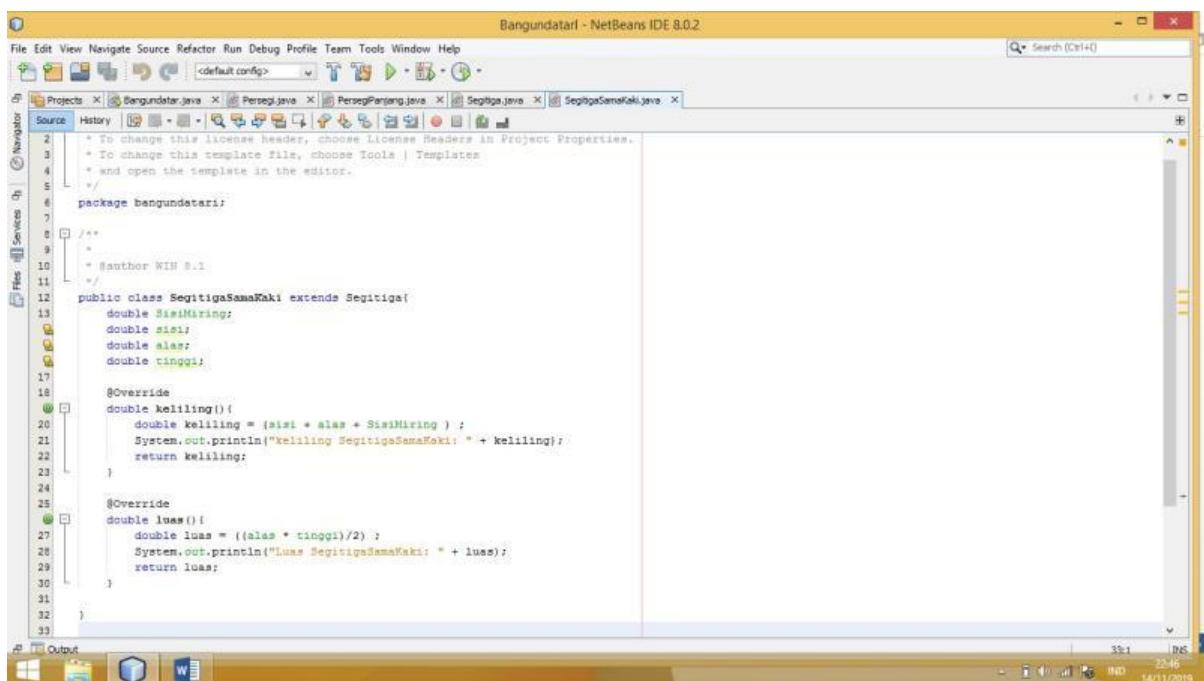
The screenshot shows the NetBeans IDE interface with the title bar "Bangundatarl - NetBeans IDE 8.0.2". The main window displays the Java code for the `PersegiPanjang` class, which extends the `Bangundatar` class. The code includes two overridden methods: `luas()` and `keliling()`, both of which output their results to the console.

```
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 bangundatar;
7
8 /**
9  *
10 * @author WIN 8.1
11 */
12 public class PersegiPanjang extends Bangundatar{
13     int panjang;
14     double lebar;
15
16     @Override
17     double luas(){
18         double luas = (panjang * lebar);
19         System.out.println("Luas Persegi Panjang: " + luas);
20         return luas;
21     }
22
23     @Override
24     double keliling(){
25         double keliling = 2*panjang + 2*lebar;
26         System.out.println("Keliling Persegi Panjang: " + keliling);
27         return keliling;
28     }
29
30 }
31
32 }
```

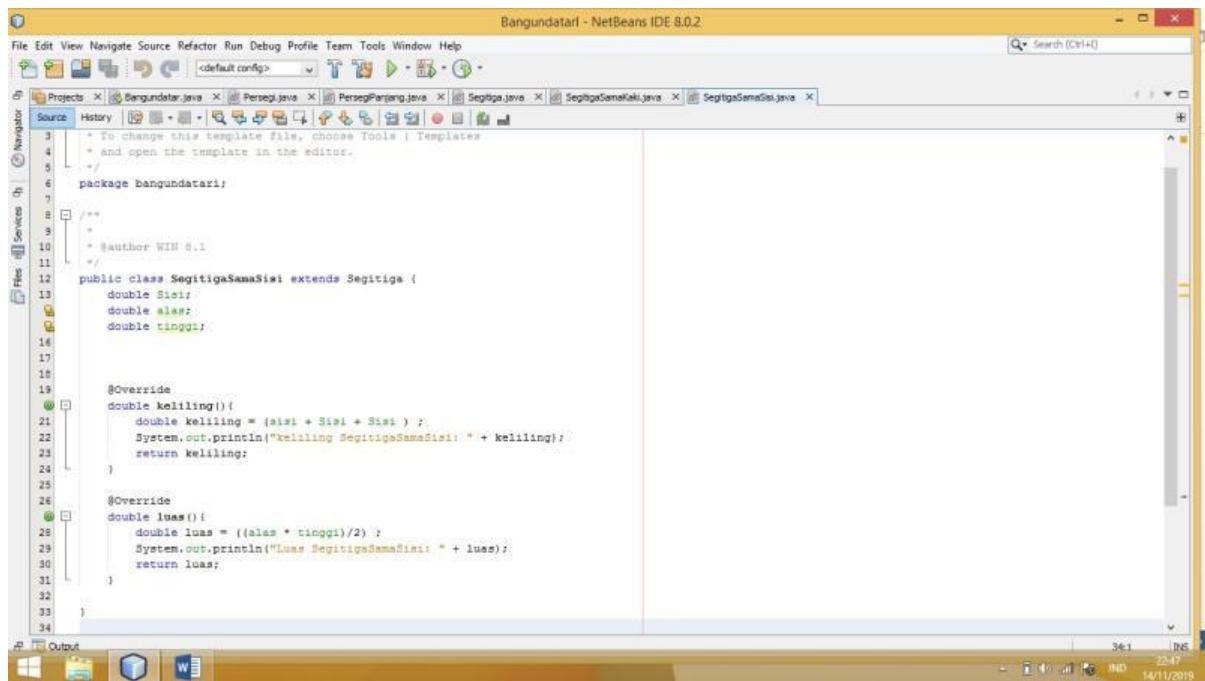
Screenshot mengenai class segitiga



Screenshot mengenai class segitigasamakaki



Screenshot mengenai class segitigasamasisi



Bangundatar1 - NetBeans IDE 8.0.2

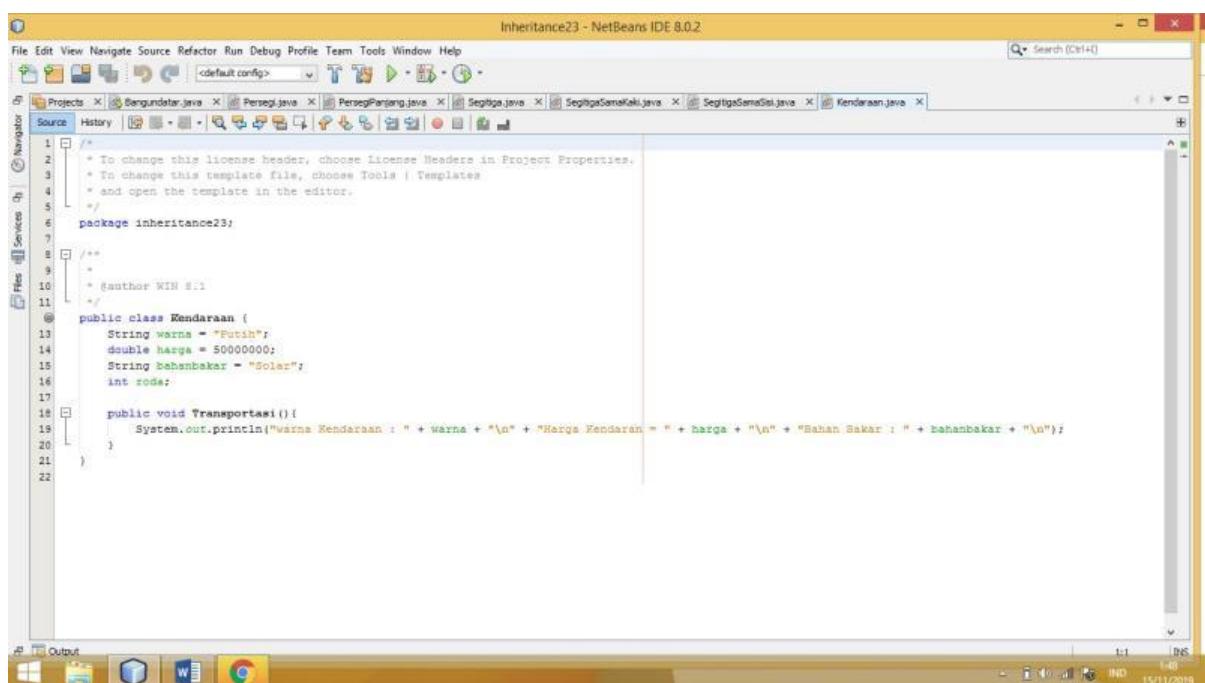
```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects Bangundatar.java Perseg.java PersegPanjang.java Segitiga.java SegitigaSamaKaki.java SegitigaSamaSisi.java
Source History Files Services
package bangundatar;
/*
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
public class SegitigaSamaSisi extends Segitiga {
    double Sisi;
    double alas;
    double tinggi;
    @Override
    double keliling(){
        double keliling = (alas + Sisi + Sisi);
        System.out.println("keliling SegitigaSamaSisi: " + keliling);
        return keliling;
    }
    @Override
    double luas(){
        double luas = ((alas * tinggi)/2);
        System.out.println("luas SegitigaSamaSisi: " + luas);
        return luas;
    }
}

```

Output

361 22:47 14/11/2019

Screenshot mengenai class kendaraan



Inheritance23 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects Bangundatar.java Perseg.java PersegPanjang.java Segitiga.java SegitigaSamaKaki.java SegitigaSamaSisi.java Kendaraan.java
Source History Files Services
/*
 * 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 inheritance23;
/*
 * @author WIN 8.1
 */
public class Kendaraan {
    String warna = "Putih";
    double harga = 5000000;
    String bahanbakar = "Solar";
    int rdes;
    public void Transportasi(){
        System.out.println("warna Kendaraan : " + warna + "\n" + "Harga Kendaraan = " + harga + "\n" + "Bahan Bakar : " + bahanbakar + "\n");
    }
}

```

Output

1:1 14:48 15/11/2019

Screenshot mengenai class mobil

Inheritance23 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects Bangundatar.java Persegi.java PersegiPanjang.java Segitiga.java SegitigaSamakaki.java SegitigaSamatsu.java Kendaraan.java Mobil.java
Source History Services Files Navigator Output
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 inheritance23;
7
8 /**
9  * @author WIN 8.1
10 */
11 public class Mobil extends Kendaraan{
12
13     String Model = "HR-V";
14     String Merek = "Honda";
15     int roda = 4;
16
17     public void Cari(){
18         System.out.println("Model Mobil : " + Model + "\n" + "Merek Mobil : " + Merek + "\n" + "Roda Mobil : " + roda + "\n");
19     }
20
21 }
22
23 
```

Output

15/11/2019

Screenshot mengenai class pesawat

Inheritance23 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects Bangundatar.java Persegi.java PersegiPanjang.java Segitiga.java SegitigaSamakaki.java SegitigaSamatsu.java Kendaraan.java Mobil.java Pesawat.java
Source History Services Files Navigator Output
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 inheritance23;
7
8 /**
9  * @author WIN 8.1
10 */
11 public class Pesawat extends Kendaraan {
12     String Model = "Garuda Indonesia";
13     String Merek = "Boeing";
14     int roda = 4;
15
16     public void Pesawat(){
17         System.out.println("Model Pesawat : " + Model + "\n" + "Merek Pesawat : " + Merek + "\n" + "Roda Pesawat : " + roda + "\n");
18     }
19
20 }
21
22 
```

Output

15/11/2019

## Screenshot mengenai class Demokendaraan

The screenshot shows the NetBeans IDE interface with the title bar "Inheritance23 - NetBeans IDE 8.0.2". 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 files like Bangundatar.java, Perseg.java, PersegPrajng.java, Segtga.java, SegtgaSamak.java, SegtgaSamSat.java, Kendaraan.java, and Mainmethod.java. The Navigator tab shows a package hierarchy. The Source tab displays the following Java 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 inheritance23;
7
8 /**
9  *
10 * @author WIN 8.1
11 */
12 public class Mainmethod {
13     public static void main (String[] args){
14         Kendaraan A = new Kendaraan ();
15         Mobil B = new Mobil();
16         Pesswat C = new Pesswat ();
17
18         A.Transportasi ();
19         System.out.println("Model Mobil : " +B.Model + "\n");
20         System.out.println("Merek Mobil : " +B.Merek + "\n");
21         System.out.println("Roda Mobil : " +B.roda + "\n");
22         System.out.println("Model Pesswat : " +C.Model + "\n");
23         System.out.println("Merek Pesswat : " +C.Merek + "\n");
24         System.out.println("Roda Pesswat : " +C.roda + "\n");
25     }
26 }
```

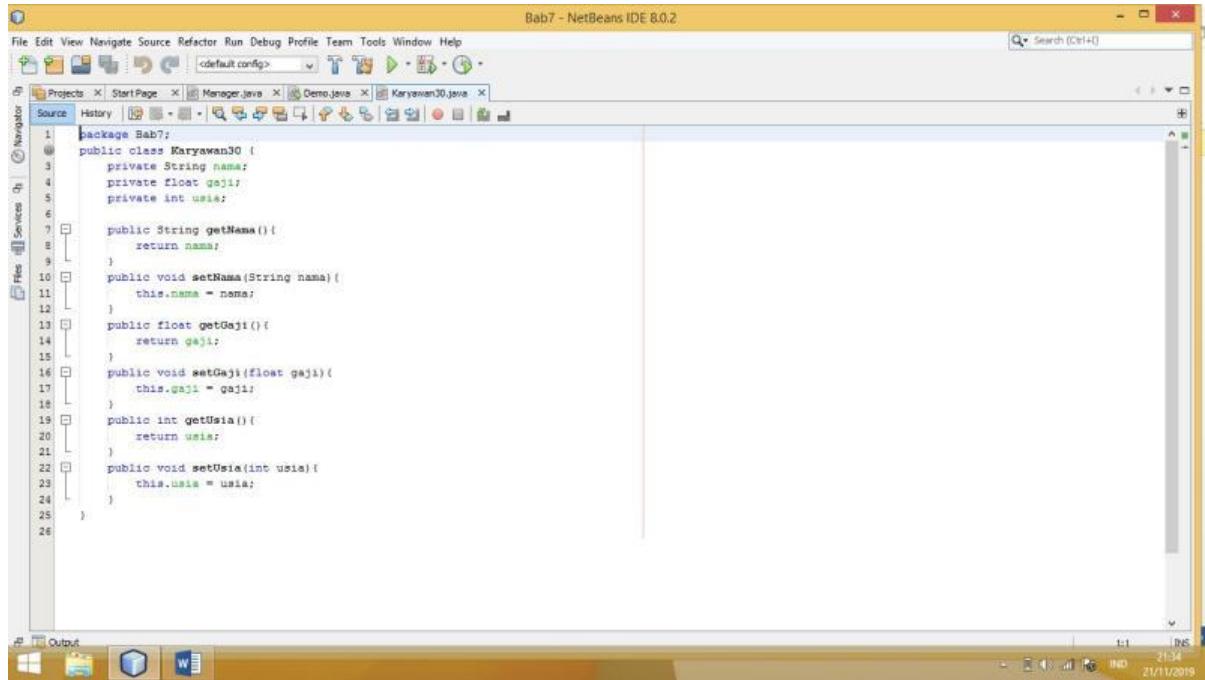
The Output window shows the following console output:

```
Harga Kendaraan = 8.087
Bahan Bakar : Solar

Model Mobil : HR-V
Merek Mobil : Honda
```

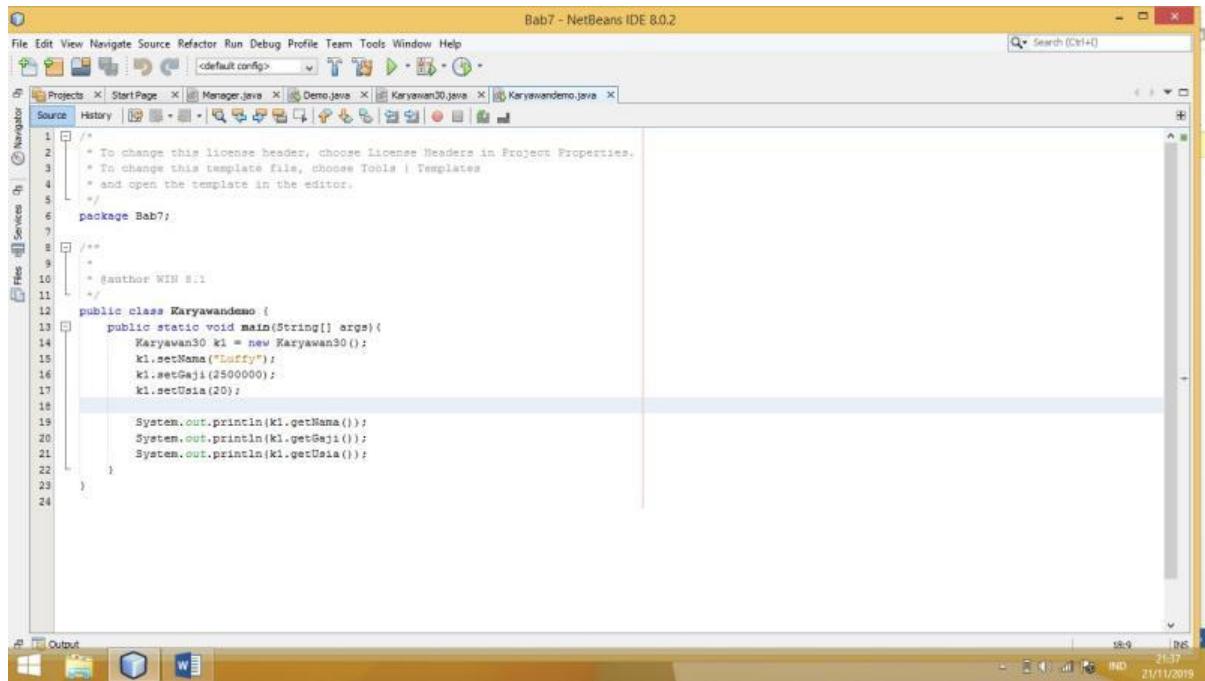
## Modul 7

### Class Karyawan30



```
Bab7 - NetBeans IDE 8.0.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Manager.java Demo.java Karyawan30.java
Source History <default config> Search (Ctrl+F)
1 package Bab7;
2 public class Karyawan30 {
3     private String nama;
4     private float gaji;
5     private int usia;
6
7     public String getNama(){
8         return nama;
9     }
10    public void setNama(String nama){
11        this.nama = nama;
12    }
13    public float getGaji(){
14        return gaji;
15    }
16    public void setGaji(float gaji){
17        this.gaji = gaji;
18    }
19    public int getUsia(){
20        return usia;
21    }
22    public void setUsia(int usia){
23        this.usia = usia;
24    }
25 }
```

### Class Karyawandemo



```
Bab7 - NetBeans IDE 8.0.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Manager.java Demo.java Karyawan30.java Karyawandemo.java
Source History <default config> Search (Ctrl+F)
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 Bab7;
7
8 /**
9  *
10 * @author WIN 8.1
11 */
12 public class Karyawandemo {
13     public static void main(String[] args){
14         Karyawan30 k1 = new Karyawan30();
15         k1.setNama("Luffy");
16         k1.setGaji(2500000);
17         k1.setUsia(20);
18
19         System.out.println(k1.getNama());
20         System.out.println(k1.getGaji());
21         System.out.println(k1.getUsia());
22     }
23 }
```

## Output Class Karyawandemo

The screenshot shows the NetBeans IDE interface with the title "Bab7 - NetBeans IDE 8.0.2". The code editor displays the Karyawandemo.java file. The code defines a main method that creates a Karyawan30 object named k1, sets its name to "Luffy", salary to 2500000, and age to 20, and then prints these values. The output window shows the run results: "run", "Luffy", "2500000.0", "20", and "BUILD SUCCESSFUL (total time: 0 seconds)".

```
/*
 * 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 Bab7;

/**
 *
 * @author WIN 8.1
 */
public class Karyawandemo {
    public static void main(String[] args) {
        Karyawan30 k1 = new Karyawan30();
        k1.setNama("Luffy");
        k1.setGaji(2500000);
        k1.setUsia(20);

        System.out.println(k1.getNama());
        System.out.println(k1.getGaji());
        System.out.println(k1.getUsia());
    }
}
```

Output - Bab7 [run]

```
run
Luffy
2500000.0
20
BUILD SUCCESSFUL (total time: 0 seconds)
```

## Class Manager

The screenshot shows the NetBeans IDE interface with the title "Bab7 - NetBeans IDE 8.0.2". The code editor displays the Manager.java file. It defines a Manager class that extends Karyawan30. The Manager class has a float variable jamKerja set to 7.5f. It includes methods to get and set this variable, returning the current value or multiplying it by 2 respectively.

```
/*
 * 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 Bab7;

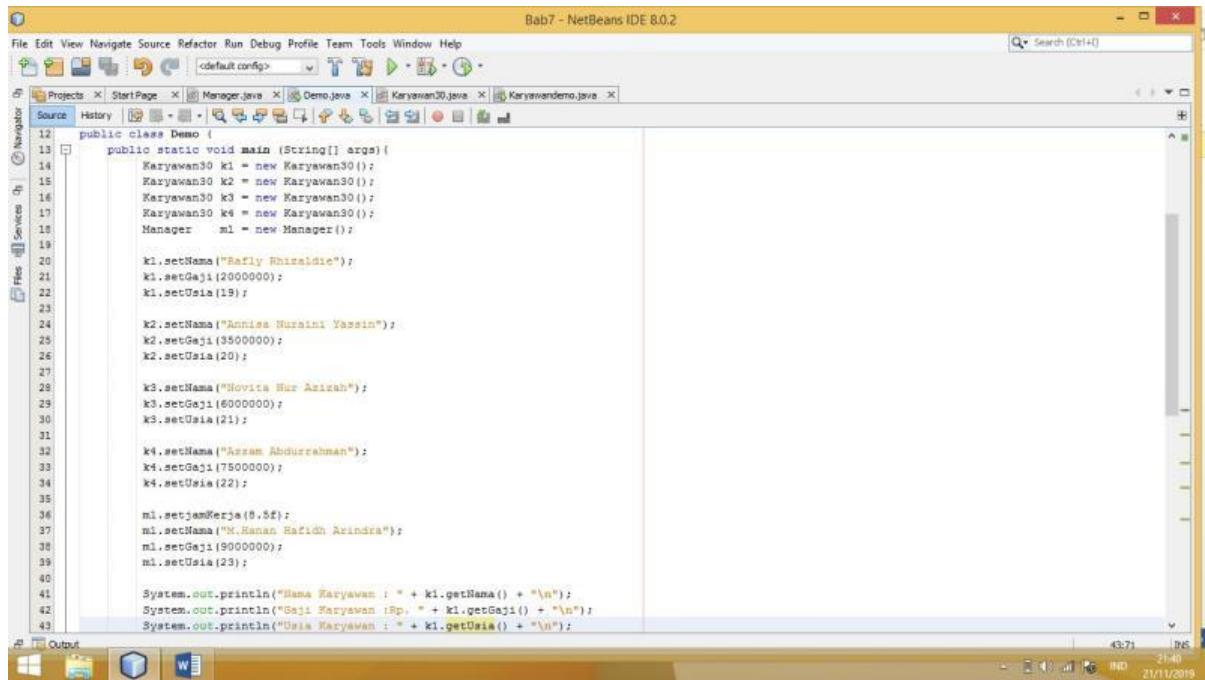
public class Manager extends Karyawan30 {
    private float jamKerja = 7.5f;

    public float jamKerja() {
        return jamKerja;
    }

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

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

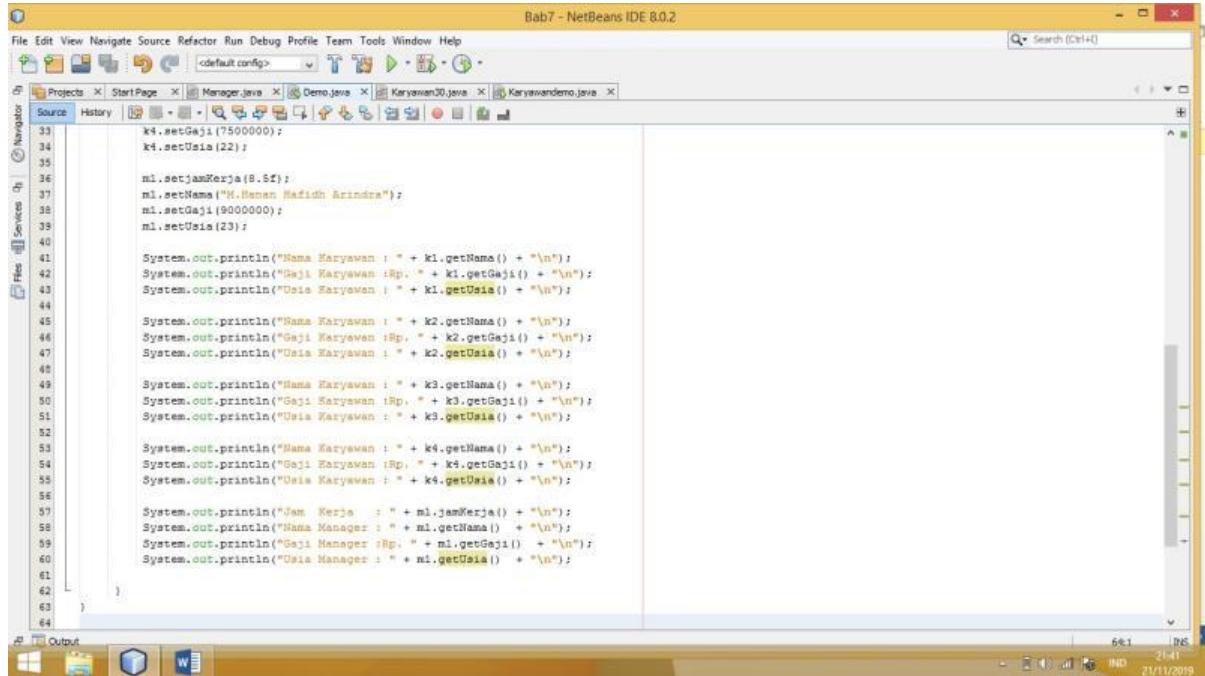
## Class Demo



The screenshot shows the NetBeans IDE interface with the title bar "Bab7 - NetBeans IDE 8.0.2". The main window displays the code for the `Karyawandemo.java` file. The code defines a `Demo` class with a `main` method. Inside the `main` method, four `Karyawan30` objects (`k1`, `k2`, `k3`, `k4`) are created and assigned to their respective properties. A `Manager` object (`m1`) is also created. Finally, three `System.out.println` statements are used to print the names, salaries, and ages of the first employee (`k1`).

```
12 public class Demo {
13     public static void main (String[] args) {
14         Karyawan30 k1 = new Karyawan30();
15         Karyawan30 k2 = new Karyawan30();
16         Karyawan30 k3 = new Karyawan30();
17         Karyawan30 k4 = new Karyawan30();
18         Manager m1 = new Manager();
19
20         k1.setNama("Rafly Rhizaldie");
21         k1.setGaji(2000000);
22         k1.setUsia(19);
23
24         k2.setNama("Annisa Nuraini Yassini");
25         k2.setGaji(3500000);
26         k2.setUsia(20);
27
28         k3.setNama("Novita Nur Arizah");
29         k3.setGaji(6000000);
30         k3.setUsia(21);
31
32         k4.setNama("Azzam Abdurrahman");
33         k4.setGaji(7500000);
34         k4.setUsia(22);
35
36         m1.setjamKerja(8.5f);
37         m1.setNama("M.Banan Hafidh Arindra");
38         m1.setGaji(9000000);
39         m1.setUsia(23);
40
41         System.out.println("Nama Karyawan : " + k1.getNama() + "\n");
42         System.out.println("Gaji Karyawan :Rp. " + k1.getGaji() + "\n");
43         System.out.println("Usia Karyawan : " + k1.getUsia() + "\n");
44
45     }
46 }
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64 }
```

## Output Class Demo



The screenshot shows the NetBeans IDE interface with the title bar "Bab7 - NetBeans IDE 8.0.2". The main window displays the code for the `Karyawandemo.java` file, which is identical to the one shown in the previous screenshot. The output pane at the bottom of the interface shows the results of the program's execution:

```
Nama Karyawan : Rafly Rhizaldie
Gaji Karyawan :Rp. 2000000
Usia Karyawan : 19
Nama Karyawan : Annisa Nuraini Yassini
Gaji Karyawan :Rp. 3500000
Usia Karyawan : 20
Nama Karyawan : Novita Nur Arizah
Gaji Karyawan :Rp. 6000000
Usia Karyawan : 21
Nama Karyawan : Azzam Abdurrahman
Gaji Karyawan :Rp. 7500000
Usia Karyawan : 22
Nama Manager : M.Banan Hafidh Arindra
Gaji Manager :Rp. 9000000
Usia Manager : 23
```

Bab7 - NetBeans IDE 8.0.2

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

Projects StartPage Manager.java Demo.java Karyawan30.java Karyawandemo.java

Output - Bab7 (run)

```
OUTPUT
Nama Karyawan : Rafly Rhizaldie
Gaji Karyawan :Rp. 2000000.0
Usia Karyawan : 19

Nama Karyawan : Amilia Nuraini Yassin
Gaji Karyawan :Rp. 3500000.0
Usia Karyawan : 20

Nama Karyawan : Novita Nur Azizah
Gaji Karyawan :Rp. 6000000.0
Usia Karyawan : 21

Nama Karyawan : Aizam Abdurrahman
Gaji Karyawan :Rp. 7500000.0
Usia Karyawan : 22

Jml Kerja : 8.5

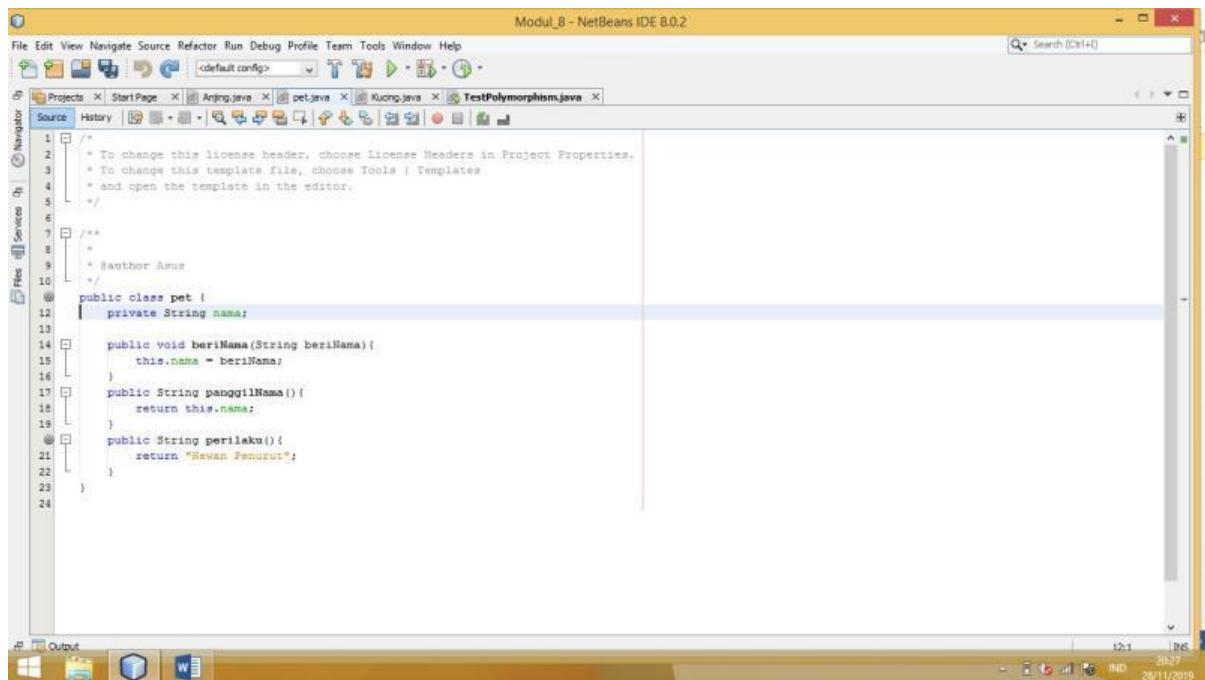
Nama Manager : M.Hanan Hafidh Arindra
Gaji Manager :Rp. 9000000.0
Usia Manager : 23

BUILD SUCCESSFUL (total time: 0 seconds)
```

Output W IND 21/11/2019

## Modul 8

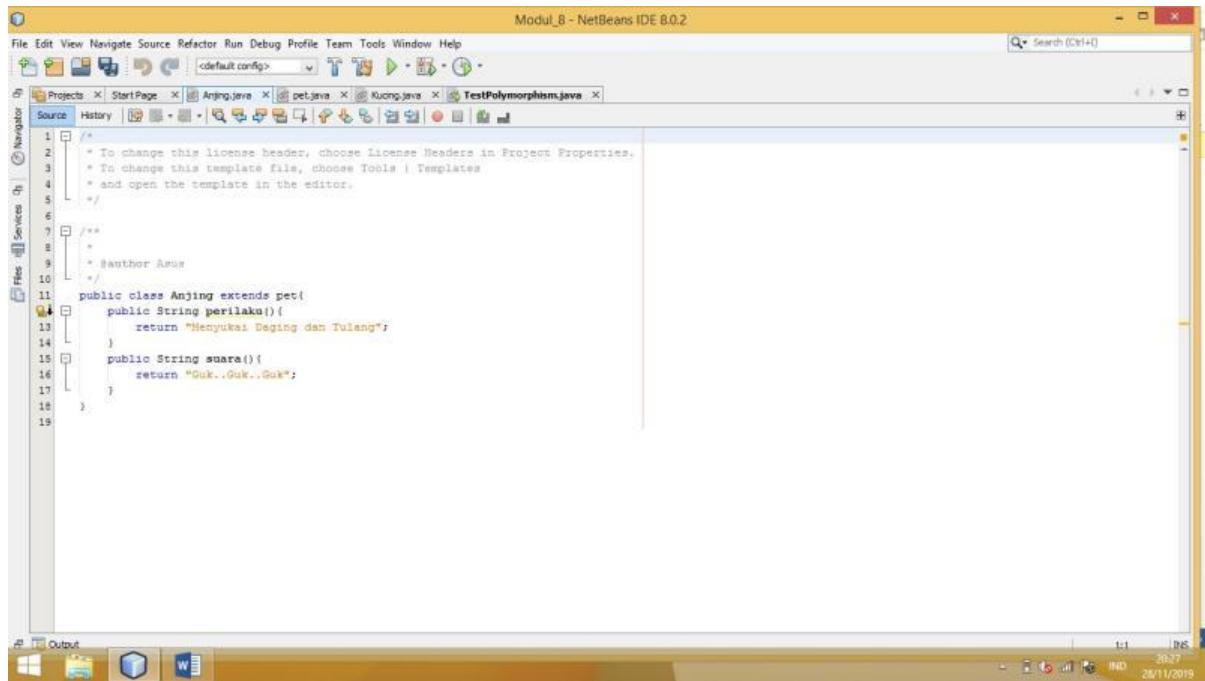
### Class Pet



The screenshot shows the NetBeans IDE interface with the title bar "Modul\_8 - NetBeans IDE 8.0.2". 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, Undo, Redo, Cut, Copy, Paste, Find, Replace, and Run. The Projects tab shows "StartPage" and "TestPolymorphism.java". The Files tab shows "pet.java". The Source tab is selected, displaying the following Java 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 Azam
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 perlaku(){
21         return "Hewan Penurut";
22     }
23 }
24
```

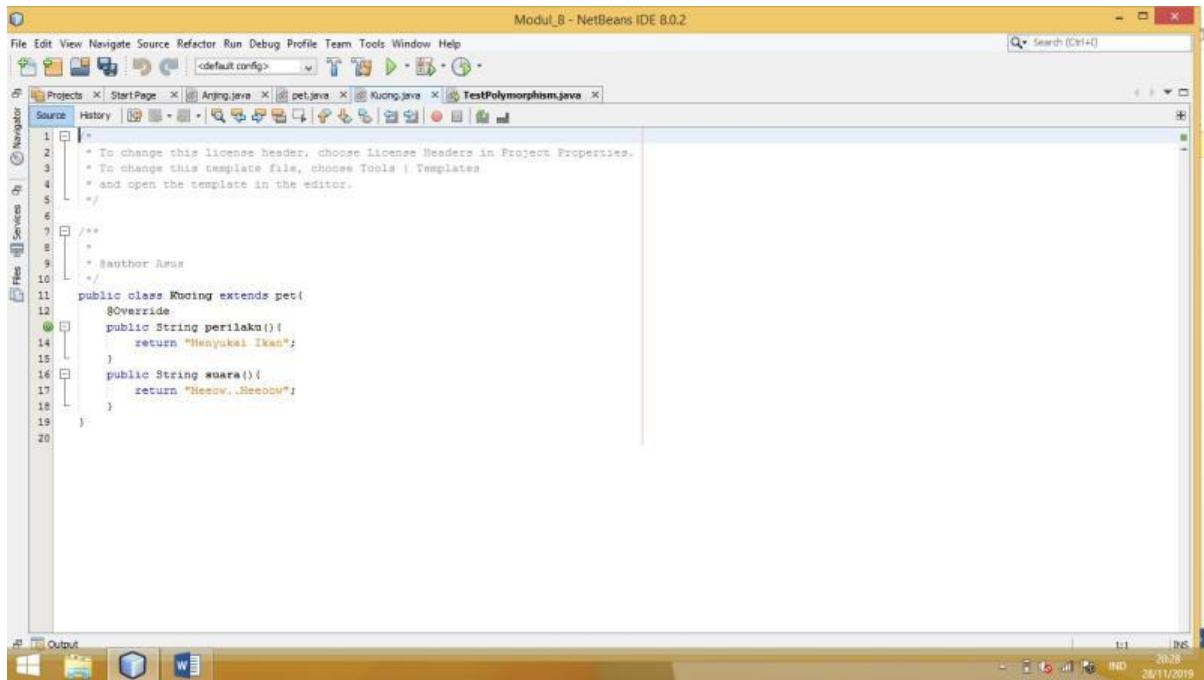
### Class Anjing



The screenshot shows the NetBeans IDE interface with the title bar "Modul\_8 - NetBeans IDE 8.0.2". The menu bar, toolbar, and tabs are identical to the previous screenshot. The Source tab is selected, displaying the following Java code:

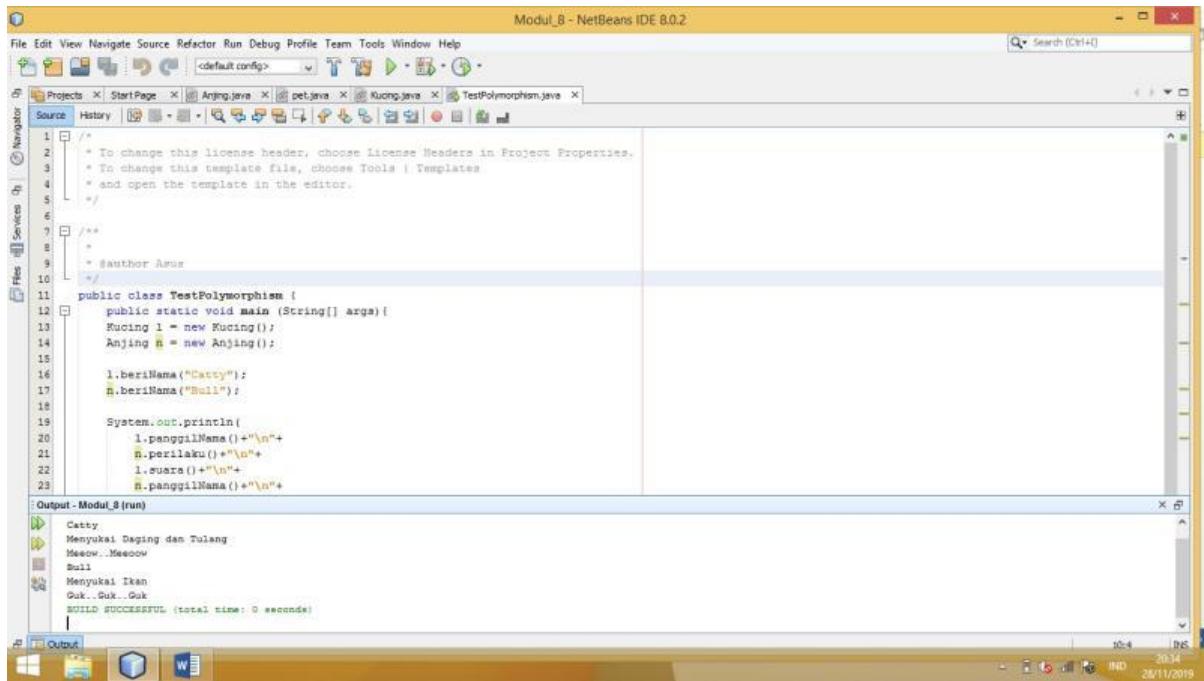
```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6
7  /**
8   * 
9   * @author Azam
10  */
11 public class Anjing extends pet{
12     public String perlaku(){
13         return "Menyukai Daging dan Tulang";
14     }
15     public String suara(){
16         return "Guk..Guk..Guk";
17     }
18 }
19
```

## Class Kucing



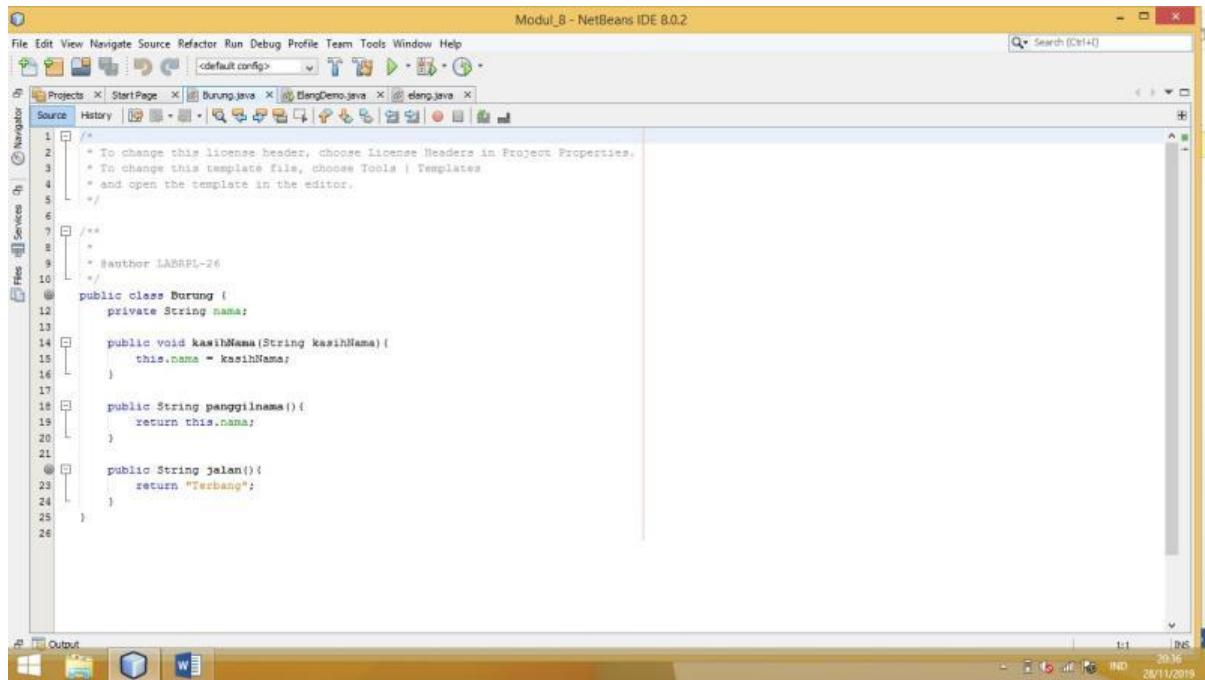
```
Modul_8 - NetBeans IDE 8.0.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Anjing.java pet.java Kucing.java TestPolymorphism.java
Source History Files Services Output
1 /*
2  * To change this license header, choose License Headers in Project Properties.
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     @Override
13     public String perilaku(){
14         return "Menyukai Ikan";
15     }
16     public String suara(){
17         return "Meow..Meow";
18     }
19 }
20
```

## Class DemoPet



```
Modul_8 - NetBeans IDE 8.0.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Anjing.java pet.java Kucing.java TestPolymorphism.java
Source History Files Services Output - Modul_8 [run]
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 TestPolymorphism {
12     public static void main (String[] args) {
13         Kucing l = new Kucing();
14         Anjing R = new Anjing();
15
16         l.beriNama("Catty");
17         R.beriNama("Bull");
18
19         System.out.println(
20             l.panggilNama()+"\n"+
21             R.perilaku()+"\n"+
22             l.suara()+"\n"+
23             R.panggilNama()+"\n"+
);
:Output - Modul_8 [run]
Catty
Menyukai Daging dan Tulang
Meow..Meow
Bull
Menyukai Ikan
Guk..Guk..Guk
BUILD SUCCESSFUL (total time: 0 seconds)
Output
Output - Modul_8 [run]
```

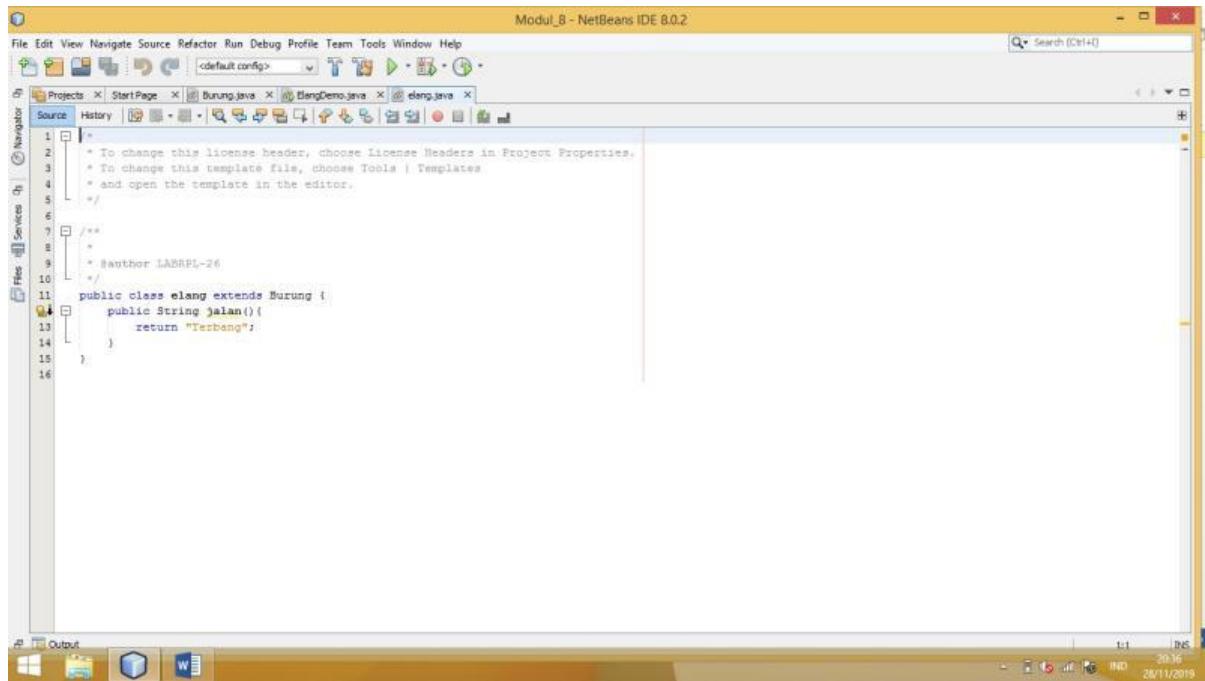
## Class Burung



The screenshot shows the NetBeans IDE interface with the title bar "Modul\_8 - NetBeans IDE 8.0.2". The central editor pane displays the code for the `Burung.java` file. The code defines a class `Burung` with a constructor that takes a string parameter and sets it to the instance variable `nama`. It also contains two methods: `panggilNama()` which returns the name, and `jalan()` which returns the string "Terbang". The code is annotated with a license header and a copyright notice for LABRPL-26.

```
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-26
10 */
11 public class Burung {
12     private String nama;
13
14     public void kasihNama(String kasihNama) {
15         this.nama = kasihNama;
16     }
17
18     public String panggilNama() {
19         return this.nama;
20     }
21
22     public String jalan() {
23         return "Terbang";
24     }
25 }
26
```

## Class Elang



The screenshot shows the NetBeans IDE interface with the title bar "Modul\_8 - NetBeans IDE 8.0.2". The central editor pane displays the code for the `elang.java` file. The code defines a class `elang` that extends the `Burung` class. It overrides the `jalan()` method to return the string "Terbang". The code is annotated with a license header and a copyright notice for LABRPL-26.

```
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-26
10 */
11 public class elang extends Burung {
12     public String jalan() {
13         return "Terbang";
14     }
15 }
```

## Class DemoElang

The screenshot shows the NetBeans IDE interface with the title bar "Modul\_8 - NetBeans IDE 8.0.2". 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 left sidebar has tabs for Projects, Navigator, Files, Services, and Folders. The main editor window displays the following Java 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 * @author LABRI-L26  
9 */  
10 public class ElangDemo {  
11     public static void main (String[] args) {  
12         elang a = new elang();  
13         a.kasihNama ("NAME");  
14         System.out.println(  
15             a.panggilNama () + "\n"  
16             a.jalan());  
17     }  
18 }  
19  
20  
21 }
```

The Output window shows the results of the run:

```
run:  
HAWK  
Terbang  
BUILD SUCCESSFUL (total time: 0 seconds)
```

## Class CustomerData

The screenshot shows the NetBeans IDE interface with the title bar "Modul\_8 - NetBeans IDE 8.0.2". 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 left sidebar has tabs for Projects, Navigator, Files, Services, and Folders. The main editor window displays the following Java code:

```
1 public class CustomerData {  
2     private String nama;  
3     private String alamat;  
4     private String TanggalLahir;  
5     private String pekerjaan;  
6     private int gaji;  
7  
8     public String getName() {  
9         return nama;  
10    }  
11  
12    public void setName(String nama) {  
13        this.nama = nama;  
14    }  
15  
16    public String getAlamat() {  
17        return alamat;  
18    }  
19  
20    public void setAlamat(String alamat) {  
21        this.alamat = alamat;  
22    }  
23  
24    public String getTanggalLahir() {  
25        return TanggalLahir;  
26    }  
27  
28    public void setTanggalLahir(String TanggalLahir) {  
29        this.TanggalLahir = TanggalLahir;  
30    }  
31  
32    public String getPekerjaan() {  
33        return pekerjaan;  
34    }  
35  
36    public void setPekerjaan(String pekerjaan) {  
37        this.pekerjaan = pekerjaan;  
38    }  
39  
40    public int getGaji() {  
41        return gaji;  
42    }  
43  
44    public void setGaji(int gaji) {  
45        this.gaji = gaji;  
46    }  
47}
```

Modul\_8 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Burung.java ElangDemo.java elang.java CustomerData.java CustomerDemo.java
Source History <default config> Search (Ctrl+F)
27     return alamat;
28 }
29
30     public void setAlamat(String alamat){
31         this.alamat = alamat;
32     }
33
34     public String getTanggalLahir(){
35         return TanggalLahir;
36     }
37
38     public void setTanggalLahir(String TanggalLahir){
39         this.TanggalLahir = TanggalLahir;
40     }
41
42     public String getPekerjaan(){
43         return pekerjaan;
44     }
45
46     public void setPekerjaan(String pekerjaan){
47         this.pekerjaan = pekerjaan;
48     }
49
50     public int getGaji(){
51         return gaji;
52     }
53
54     public void setGaji(int gaji){
55         this.gaji = gaji;
56     }
57 }
58 
```

Output

59-1 20:46 IND 28/11/2019

## Class CustomerDemo

Modul\_8 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Burung.java ElangDemo.java elang.java CustomerData.java CustomerDemo.java
Source History <default config> Search (Ctrl+F)
11     public class CustomerDemo {
12         public static void main(String[] args) {
13             CustomerData m1 = new CustomerData();
14             CustomerData m2 = new CustomerData();
15             CustomerData m3 = new CustomerData();
16
17             m1.setName("M.Hanen Hefidah Arindah");
18             m1.setGaji(30000000);
19             m1.setAlamat("Surabaya");
20             m1.setTanggalLahir("30 September 1998");
21             m1.setPekerjaan("Programer");
22
23             m2.setName("Chelsea");
24             m2.setGaji(15000000);
25             m2.setAlamat("Bali");
26             m2.setTanggalLahir("2 Agustus 1995");
27             m2.setPekerjaan("Programer");
28
29             m3.setName("Aminisa Nursaini Yassin");
30             m3.setGaji(10000000);
31             m3.setAlamat("Waranganyar");
32             m3.setTanggalLahir("7 Juli 2000");
33             m3.setPekerjaan("Dosen");
34
35
36             System.out.println("Nama : " + m1.getName());
37             System.out.println("Alamat : " + m1.getAlamat());
38             System.out.println("Tanggal Lahir : " + m1.getTanggalLahir());
39             System.out.println("Pekerjaan : " + m1.getPekerjaan());
40             System.out.println("Gaji : " + m1.getGaji());
41
42             System.out.println("Nama : " + m2.getName());
43             System.out.println("Alamat : " + m2.getAlamat());
44             System.out.println("Tanggal Lahir : " + m2.getTanggalLahir());
45             System.out.println("Pekerjaan : " + m2.getPekerjaan());
46             System.out.println("Gaji : " + m2.getGaji());
47
48             System.out.println("Nama : " + m3.getName());
49             System.out.println("Alamat : " + m3.getAlamat());
50             System.out.println("Tanggal Lahir : " + m3.getTanggalLahir());
51             System.out.println("Pekerjaan : " + m3.getPekerjaan());
52             System.out.println("Gaji : " + m3.getGaji());
53         }
54     }
55 }
```

Output

9:21 20:46 IND 28/11/2019

Modul\_8 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects Start Page Bunung.java BangDemo.java elang.java CustomerData.java CustomerDemo.java
Source History <default config> Search (Ctrl+F)
25 m2.setAlamat("Bali");
26 m2.setTanggalLahir("2 Agustus 1995");
27 m2.setPekerjaan("Programer");
28
29 m3.setName("Annisa Nuraini Yassin");
30 m3.setGaji(10000000);
31 m3.setAlamat("Karanganyar");
32 m3.setTanggalLahir("7 Juli 2000");
33 m3.setPekerjaan("Dosen");
34
35 System.out.println("Nama : " + m1.getName());
36 System.out.println("Alamat : " + m1.getAlamat());
37 System.out.println("Tanggal Lahir : " + m1.getTanggalLahir());
38 System.out.println("Pekerjaan : " + m1.getPekerjaan());
39 System.out.println("Gaji : " + m1.getGaji());
40
41 System.out.println("Nama : " + m2.getName());
42 System.out.println("Alamat : " + m2.getAlamat());
43 System.out.println("Tanggal Lahir : " + m2.getTanggalLahir());
44 System.out.println("Pekerjaan : " + m2.getPekerjaan());
45 System.out.println("Gaji : " + m2.getGaji());
46
47 System.out.println("Nama : " + m3.getName());
48 System.out.println("Alamat : " + m3.getAlamat());
49 System.out.println("Tanggal Lahir : " + m3.getTanggalLahir());
50 System.out.println("Pekerjaan : " + m3.getPekerjaan());
51 System.out.println("Gaji : " + m3.getGaji());
52
53 }
54
55 }
```

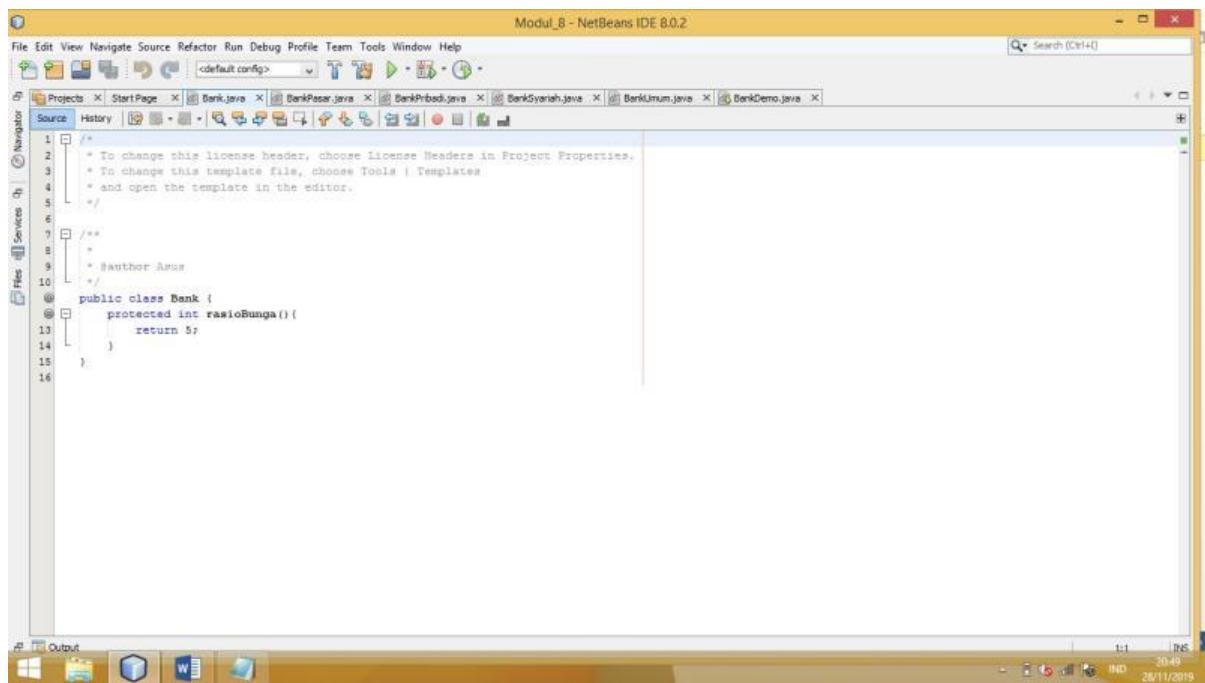
Output

50:1 20:46 IND 28/11/2019

Modul\_8 - NetBeans IDE 8.0.2

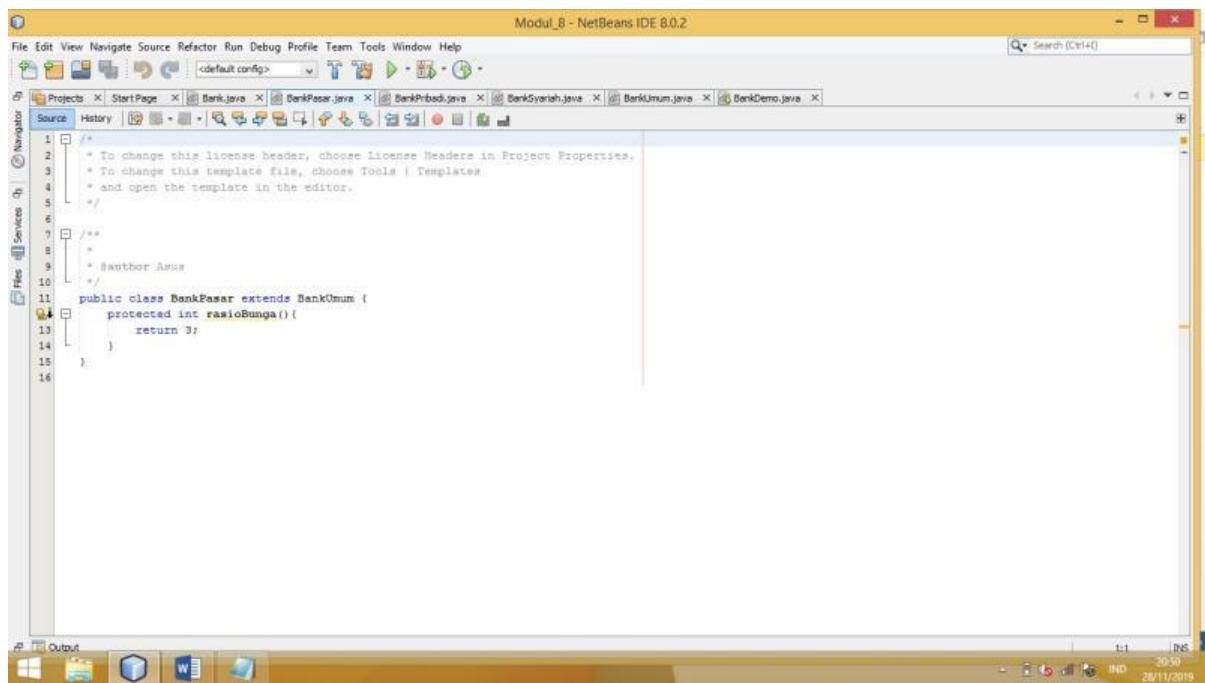
```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects Start Page Bunung.java BangDemo.java elang.java CustomerData.java CustomerDemo.java
Source History <default config> Search (Ctrl+F)
1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7 /**
8  * run:
9  * M.Hafidh Arindra
10 * Ibagan
11 * 30 September 1995
12 * Programer
13 * 30000000
14 * Chelsa
15 * Bali
16 * 2 Agustus 1995
17 * Programer
18 * 15000000
19 * Annisa Nuraini Yassin
20 * Karanganyar
21 * 7 Juli 2000
22 * Dosen
23 * 10000000
24 * BUILD SUCCESSFUL (total time: 0 seconds)
25
26
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32
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## Class Bank



The screenshot shows the NetBeans IDE interface with the title bar "Modul\_8 - NetBeans IDE 8.0.2". 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, Cut, Copy, Paste, Find, Replace, and others. The left sidebar has tabs for Projects, Start Page, Bank.java, BankPasar.java, BankPribadi.java, BankSyariah.java, BankUmum.java, and BankDemo.java. The main source editor shows the following Java 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 Azur
10 */
11 public class Bank {
12     protected int rasioBunga() {
13         return 5;
14     }
15 }
```



The screenshot shows the NetBeans IDE interface with the title bar "Modul\_8 - NetBeans IDE 8.0.2". 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, Cut, Copy, Paste, Find, Replace, and others. The left sidebar has tabs for Projects, Start Page, Bank.java, BankPasar.java, BankPribadi.java, BankSyariah.java, BankUmum.java, and BankDemo.java. The main source editor shows the following Java 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 Azur
10 */
11 public class BankPasar extends BankUmum {
12     protected int rasioBunga() {
13         return 3;
14     }
15 }
```

Modul\_8 - NetBeans IDE 8.0.2

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

Projects Start Page Bank.java BankPaser.java BankPribadi.java BankSyariah.java BankUmum.java BankDemo.java

Source History Services Files

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

Output

1:1 20:50 IND 28/11/2019

Modul\_8 - NetBeans IDE 8.0.2

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

Projects Start Page Bank.java BankPaser.java BankPribadi.java BankSyariah.java BankUmum.java BankDemo.java

Source History Services Files

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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 Azam  
10 */  
11 public class BankSyariah extends BankUmum {  
12     protected int rasioBunga()  
13     {  
14         return 0;  
15     }  
16 }
```

Output

1:1 20:50 IND 28/11/2019

Modul\_8 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Bank.java BankPasar.java BankPrbadi.java BankSyariah.java BankUmum.java BankDemo.java
Source History Services Files Output
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  * @author Azus
9  */
10 public class BankUmum extends Bank{
11     protected int rasioBunga(){
12         return 9;
13     }
14 }
15
16
```

Search (Ctrl+F)

1:1 20:30 IND 28/11/2019

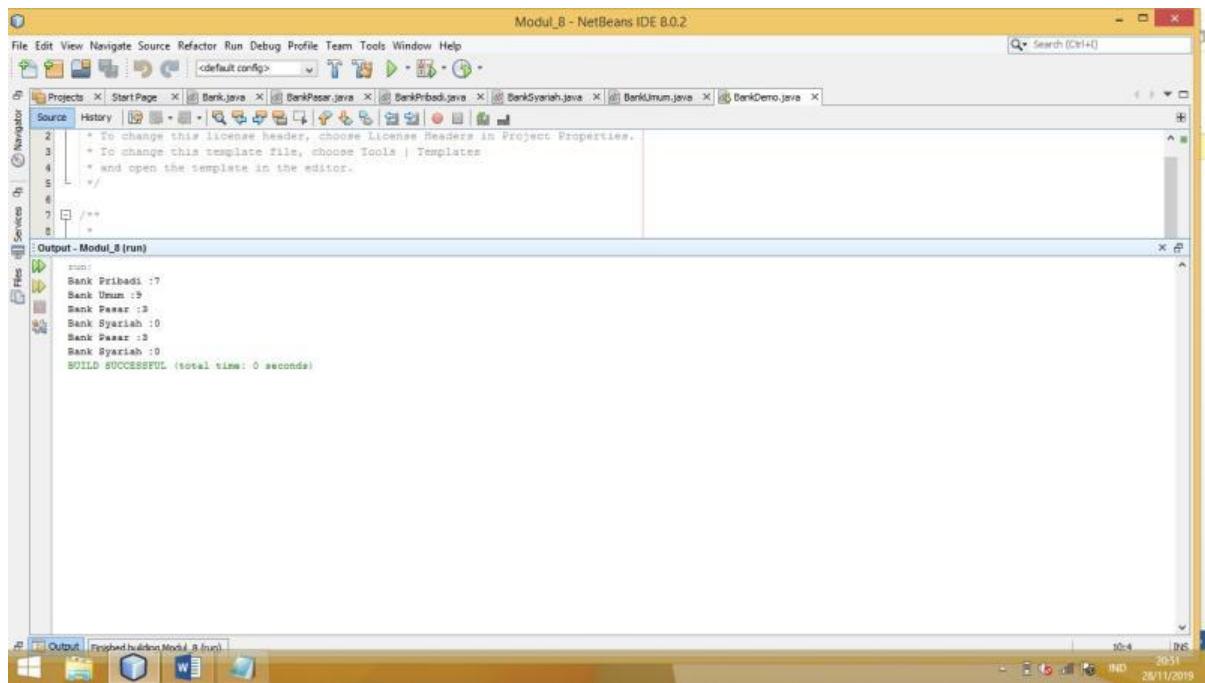
## Class BankDemo

Modul\_8 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Bank.java BankPasar.java BankPrbadi.java BankSyariah.java BankUmum.java BankDemo.java
Source History Services Files Output
2 /*
3  * To change this license header, choose License Headers in Project Properties.
4  * To change this template file, choose Tools | Templates
5  * and open the template in the editor.
6  */
7 /**
8  * @author Azus
9  */
10 public class BankDemo {
11     public static void main(String[] args){
12         Bank P = new BankPrbadi();
13         Bank U = new BankUmum();
14         Bank S = new BankPasar();
15         Bank H = new BankSyariah();
16
17         System.out.println(
18             "Bank Prbadi :" + P.rasioBunga() +"\n"+
19             "Bank Umum :" + U.rasioBunga() +"\n"+
20             "Bank Pasar :" + S.rasioBunga() +"\n"+
21             "Bank Syariah :" + H.rasioBunga()
22         );
23     }
24     BankUmum bkper = new BankPasar();
25     BankUmum bksy = new BankSyariah();
26
27     System.out.println(
28         "Bank Pasar :" + bkper.rasioBunga() +"\n"+
29         "Bank Syariah :" + bksy.rasioBunga()
30     );
31 }
32 }
```

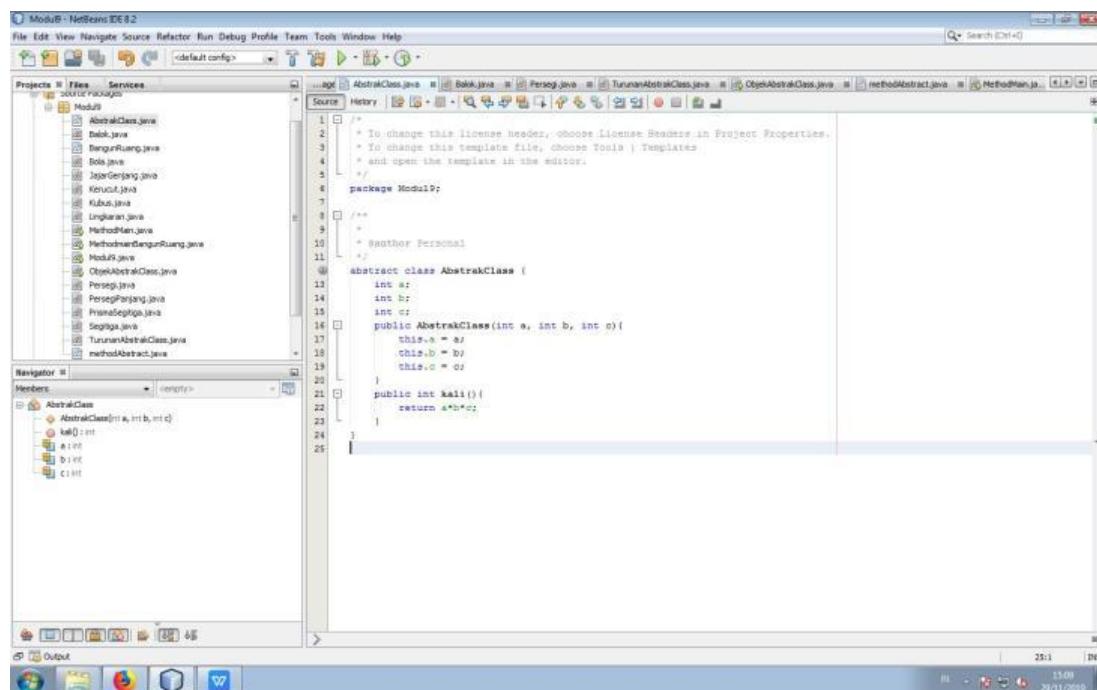
Search (Ctrl+F)

5:4 20:31 IND 28/11/2019



## Modul 9

### Class AbstrakClass

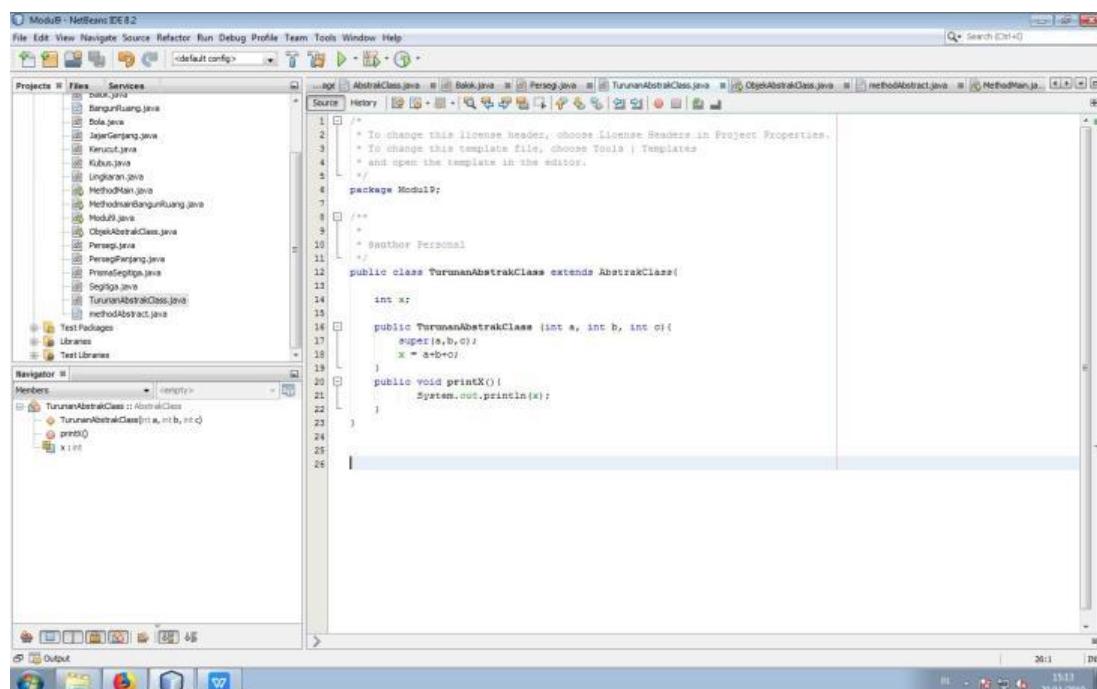


The screenshot shows the NetBeans IDE interface with the title "Modul9 - NetBeans IDE 8.2". The left pane displays a project structure under "Projects" with files like AbstrakClass.java, Bola.java, Persegi.java, and TurunanAbstrakClass.java. The right pane shows the source code for AbstrakClass.java:

```
/*
 * 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.
 */
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;
    }
}
```

### Class TurunanAbstrakClass



The screenshot shows the NetBeans IDE interface with the title "Modul9 - NetBeans IDE 8.2". The left pane displays a project structure under "Projects" with files like AbstrakClass.java, Bola.java, Persegi.java, and TurunanAbstrakClass.java. The right pane shows the source code for TurunanAbstrakClass.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.
 */
package Modul9;

/**
 *
 * @author Personal
 */
public class TurunanAbstrakClass extends AbstrakClass {

    int x;
    public TurunanAbstrakClass (int a, int b, int c) {
        super(a,b,c);
        x = a+b+c;
    }
    public void printX() {
        System.out.println(x);
    }
}
```

## Class ObjekAbstrakClass

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

- Project Explorer:** Shows files like Baru.java, Balok.java, JajarGanjang.java, Kursus.java, Kubus.java, Lingkaran.java, MethodMan.java, MethodManDenganRuang.java, Modul9.java, ObjekAbstrakClass.java, Pengegar.java, PengeParing.java, PrismaSegitiga.java, Segitiga.java, TurunanAbstrakClass.java, and methodAbstract.java.
- Source Editor:** Displays the code for ObjekAbstrakClass.java. The code includes a main() method that creates a TurunanAbstrakClass object and prints its value.
- Output:** Shows the output of the run command, indicating a successful build.

```
/*
 * 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 ObjekAbstrakClass {
    public static void main(String[] args) {
        TurunanAbstrakClass t = new TurunanAbstrakClass(2,3,4);
        t.printX();
        System.out.println(t.kali());
    }
}
```

## Class ObjekAbstrakClass ketika di Run

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

- Project Explorer:** Shows files like AbstrakClass.java, Balok.java, JajarGanjang.java, Kursus.java, Kubus.java, Lingkaran.java, MethodMan.java, MethodManDenganRuang.java, Modul9.java, ObjekAbstrakClass.java, Pengegar.java, PengeParing.java, PrismaSegitiga.java, Segitiga.java, TurunanAbstrakClass.java, and methodAbstract.java.
- Source Editor:** Displays the same code as the previous screenshot.
- Output - Modul9 (run):** Shows the output of the run command, displaying the numbers 2 and 24, followed by a BUILD SUCCESSFUL message.

```
/*
 * 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 ObjekAbstrakClass {
    public static void main(String[] args) {
        TurunanAbstrakClass t = new TurunanAbstrakClass(2,3,4);
        t.printX();
        System.out.println(t.kali());
    }
}
```

## Class methodAbstrak

The screenshot shows the NetBeans IDE interface with the title "ModulB - NetBeans IDE 8.2". The code editor displays the following Java 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 ModulB;
7
8 /**
9 * Author: Santher Personal
10 */
11
12 public abstract class methodAbstract {
13     public abstract int lusas();
14     public abstract int keliling();
15
16     public int getLusas() {
17         return lusas();
18     }
19     public int getKell() {
20         return keliling();
21     }
22 }
```

The Projects panel on the left lists various Java files such as AbstractClass.java, Balok.java, Perseg.java, TununanAbstractClass.java, ObjekAbstractClass.java, methodAbstract.java, and MethodMan.java. The Members panel shows the methods defined in the methodAbstract class: getLusas(), getKell(), lusas(), and keliling().

## Class Persegi

The screenshot shows the NetBeans IDE interface with the title bar "ModulB - 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 Exit. The Projects tab shows files like Bola.java, BolaPanjang.java, JajarGanjing.java, Kursus.java, Kubus.java, Lingkaran.java, MethodMain.java, MethodPanjang.java, ModulB.java, ObjekAbstract.java, Persegi.java, PersegiPanjang.java, Segitiga.java, and TurunanAbstract.java. The Source tab displays the following Java 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 ModulB;
7
8 /**
9 * Author Personal
10 */
11
12 public class Persegi extends methodAbstract{
13     int sisi=2;
14
15     public int luas(){
16         return sisi*sisi;
17     }
18     public int keliling(){
19         return 4*sisi;
20     }
21 }
22 
```

## Latihan

### Class PersegiPanjang

The screenshot shows the NetBeans IDE interface with the title bar "ModulB - 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 Exit. The Projects tab shows files like Bola.java, BolaPanjang.java, JajarGanjing.java, Kursus.java, Kubus.java, Lingkaran.java, MethodMain.java, MethodPanjang.java, ModulB.java, ObjekAbstract.java, Persegi.java, PersegiPanjang.java, Segitiga.java, and TurunanAbstract.java. The Source tab displays the following Java 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 ModulB;
7
8 /**
9 * Author Personal
10 */
11
12 public class PersegiPanjang extends methodAbstract{
13     int panjang=10;
14     int lebar = 5;
15
16     public int luas(){
17         return panjang*lebar;
18     }
19     public int keliling(){
20         return 2*(panjang+lebar);
21     }
22 }
23 
```

## Class JajarGenjang

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

- Title Bar:** ModulB - NetBeans IDE 8.2
- Menu Bar:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Toolbar:** Standard NetBeans toolbar.
- Project Explorer:** Shows files like bola.java, Segitiga.java, Lingkaran.java, etc., under the ModulB project.
- Source Editor:** Displays the code for JajarGenjang.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 ModulB;
7
8 /**
9 * Author Personal
10 */
11
12 public class JajarGenjang extends methodAbstract{
13     int alas = 12;
14     int bawah = 15;
15     int tinggi = 8;
16     int c = 6;
17     int d = 8;
18
19     public int luas() {
20         return alas*tinggi;
21     }
22     public int keliling(){
23         return alas+bawah+c+d;
24     }
25 }
```
- Navigator:** Shows members of JajarGenjang class: luas(), keliling(), alas, bawah, c, d.
- Output:** Shows build logs.

## Class Lingkaran

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

- Title Bar:** ModulB - NetBeans IDE 8.2
- Menu Bar:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Toolbar:** Standard NetBeans toolbar.
- Project Explorer:** Shows files like bola.java, Segitiga.java, Lingkaran.java, etc., under the ModulB project.
- Source Editor:** Displays the code for Lingkaran.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 ModulB;
7
8 /**
9 * Author Personal
10 */
11
12 public class Lingkaran extends methodAbstract{
13     int r = 21;
14     int phi = 3.14159;
15
16     public int luas() {
17         return (phi*r*r);
18     }
19     public int keliling(){
20         return 2*phi*r;
21     }
22 }
```
- Navigator:** Shows members of Lingkaran class: luas(), keliling(), r, phi.
- Output:** Shows build logs.

## Class Segitiga

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

- Title Bar:** ModulB - NetBeans IDE 8.2
- Toolbar:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Project Explorer:** Shows files like Bola.java, Segitiga.java, Lingkaran.java, etc.
- Source Editor:** Displays the Segitiga.java 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 ModulB;
7
8  /**
9   * 
10  * Author Personal
11  */
12 public class Segitiga extends methodAbstract{
13     int alas =12;
14     int tinggi = 5;
15     int sisil =15;
16     int sisil2 = 26;
17     int sisil3 = 23;
18
19     public int luas(){
20         return (Alas*tinggi)/2;
21     }
22     public int keliling(){
23         return (sisil+sisil2+sisil3);
24     }
25 }
26
27 }
```
- Navigator:** Shows members of the Segitiga class.
- Output:** Shows build logs.

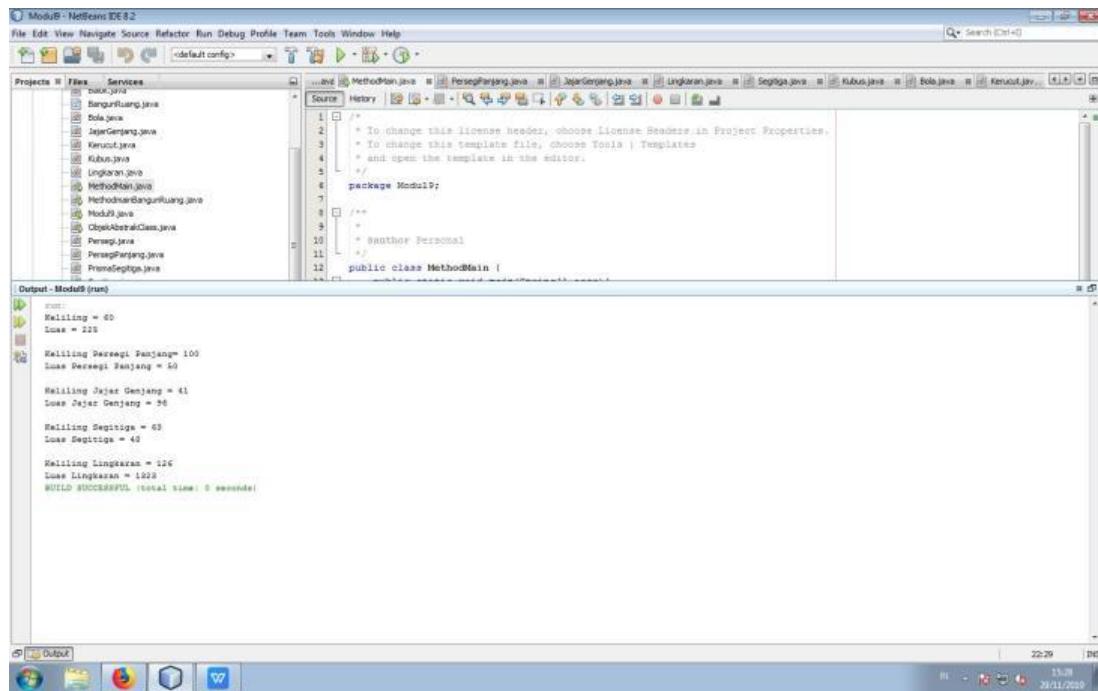
## Class MethodMain

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

- Title Bar:** ModulB - NetBeans IDE 8.2
- Toolbar:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Project Explorer:** Shows files like Bola.java, Segitiga.java, Lingkaran.java, etc.
- Source Editor:** Displays the MethodMain.java 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 ModulB;
7
8  /**
9   * 
10  * Author Personal
11  */
12 public class MethodMain {
13     public static void main(String[] args){
14         Persegi pg = new Persegi();
15         System.out.println("Keliling = "+pg.getKell());
16         System.out.println("Luas = "+pg.getLuas()+"\n");
17
18         PersegiPanjang pp = new PersegiPanjang();
19         System.out.println("Keliling Persegi Panjang = "+pp.getKell());
20         System.out.println("Luas Persegi Panjang = "+pp.getLuas()+"\n");
21
22         JajarGanjang jg = new JajarGanjang();
23         System.out.println("Keliling Jajar Genggang = "+jg.getKell());
24         System.out.println("Luas Jajar Genggang = "+jg.getLuas()+"\n");
25
26         Segitiga sg = new Segitiga();
27         System.out.println("Keliling Segitiga = "+sg.getKell());
28         System.out.println("Luas Segitiga = "+sg.getLuas()+"\n");
29
30         Lingkaran ling = new Lingkaran();
31         System.out.println("Keliling Lingkaran = "+ling.getKell());
32         System.out.println("Luas Lingkaran = "+ling.getLuas());
33     }
34 }
```
- Navigator:** Shows members of the MethodMain class.
- Output:** Shows build logs.

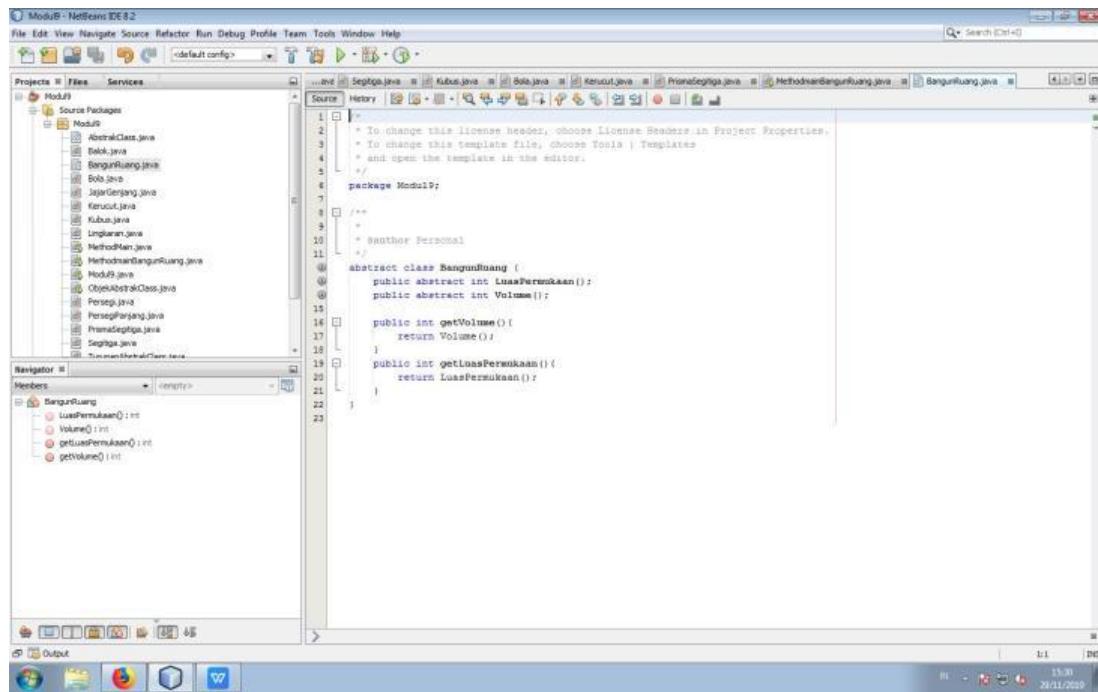
## Class MainMethod Ketika di Run



The screenshot shows the NetBeans IDE interface with the title "ModuB - NetBeans IDE 8.2". The code editor displays the "MethodMain.java" file, which contains a main method that prints the area and perimeter of various shapes. The output window shows the results of running the program, including calculations for a rectangle (Keliling = 60, Luas = 225), a square (Keliling Persegi Panjang = 100, Luas Persegi Panjang = 40), a triangle (Keliling Jajar Genjang = 41, Luas Jajar Genjang = 36), a trapezoid (Keliling Segitiga = 48, Luas Segitiga = 40), and a circle (Keliling Lingkaran = 126, Luas Lingkaran = 1222). The build log at the bottom indicates a successful build.

```
public class MethodMain {  
    public static void main(String[] args) {  
        System.out.println("Keliling = 60  
Luas = 225");  
  
        System.out.println("Keliling Persegi Panjang = 100  
Luas Persegi Panjang = 40");  
  
        System.out.println("Keliling Jajar Genjang = 41  
Luas Jajar Genjang = 36");  
  
        System.out.println("Keliling Segitiga = 48  
Luas Segitiga = 40");  
  
        System.out.println("Keliling Lingkaran = 126  
Luas Lingkaran = 1222");  
    }  
}  
BUILD SUCCESSFUL (total time: 0 seconds)
```

## AbstrakClass BangunRuang



The screenshot shows the NetBeans IDE interface with the title "ModuB - NetBeans IDE 8.2". The code editor displays the "BangunRuang.java" file, which defines an abstract class "BangunRuang" with abstract methods for volume and surface area. The Navigator panel shows the members of the "BangunRuang" class: LuasPermukaan() and Volume(). The Projects panel lists various Java files, including "AbstractClass.java", "Bola.java", "BangunRuang.java", "Bola.java", "JajarGenjang.java", "Kerucut.java", "Kubus.java", "Lingkaran.java", "MethodMain.java", "MethodMainBangunRuang.java", "ModuB.java", "ObjekAbstrak.java", "Persegi.java", "PersegiPanjang.java", "PrismaSegitiga.java", and "Segitiga.java".

```
abstract class BangunRuang {  
    public abstract int LuasPermukaan();  
    public abstract int Volume();  
  
    public int getVolume(){  
        return Volume();  
    }  
    public int getLuasPermukaan(){  
        return LuasPermukaan();  
    }  
}
```

## Class Balok

The screenshot shows the NetBeans IDE interface with the project 'ModulB' open. The 'Source Packages' panel shows several Java files, including AbstractClass.java, Balok.java, BangunRuang.java, Bola.java, JajarGenggang.java, Kerucut.java, Kubus.java, Lingkaran.java, MethodMan.java, MethodManDenganRuang.java, ModulB.java, ObjekAbstractClass.java, Persegi.java, PersegiPanjang.java, PrismSegitiga.java, Segitiga.java, and TurunanAbstractClass.java. The 'Source' editor panel displays the code for the 'Balok' class, which extends 'BangunRuang'. The code includes fields p=8, l=5, and t=4, and methods for calculating volume and surface area.

```
/*
 * 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 ModulB;

public class Balok extends BangunRuang {
    int p = 8;
    int l = 5;
    int t = 4;

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

## Class Kubus

The screenshot shows the NetBeans IDE interface with the project 'ModulB' open. The 'Source Packages' panel shows the same set of Java files as the previous screenshot. The 'Source' editor panel displays the code for the 'Kubus' class, which extends 'BangunRuang'. The code includes a field s=8 and methods for calculating volume and surface area.

```
/*
 * 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 ModulB;

public class Kubus extends BangunRuang {
    int s = 8;

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

## Class Bola

The screenshot shows the NetBeans IDE interface with the title "ModulB - NetBeans IDE 8.2". The central part of the screen displays the Java code for the "Bola" class. The code is as follows:

```
/*
 * 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 ModulB;

/**
 *
 * @author Personal
 */
public class Bola extends BangunRuang{
    int phi = 3.14;
    int s = 14;

    public int Volume() {
        return 4/3*phi*s*s*s;
    }
    public int LuasPermukaan(){
        return 4*phi*s*s;
    }
}
```

The left sidebar shows the project structure with files like AbstrakClass.java, Bola.java, BangunRuang.java, etc. The bottom status bar shows the date and time as 29/11/2019 and 14:15.

## Class Kerucut

The screenshot shows the NetBeans IDE interface with the title "ModulB - NetBeans IDE 8.2". The central part of the screen displays the Java code for the "Kerucut" class. The code is as follows:

```
/*
 * 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 ModulB;

/**
 *
 * @author Personal
 */
public class Kerucut extends BangunRuang{
    int phi = 3.14;
    int r = 14;
    int t = 20;
    int s = 15;

    public int Volume() {
        return 3/ (phi*r*r*t);
    }
    public int LuasPermukaan(){
        return phi*r*(r+s);
    }
}
```

The left sidebar shows the project structure with files like AbstrakClass.java, Bola.java, BangunRuang.java, etc. The bottom status bar shows the date and time as 29/11/2019 and 14:15.

## Class PrismaSegitiga

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

- Title Bar:** ModuB - NetBeans IDE 8.2
- Toolbar:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Project Explorer:** Shows various Java files including AbstractClass.java, Bola.java, BangunRuang.java, Balok.java, JajarGengjang.java, Kerucut.java, Kubus.java, Lingkaran.java, MefredMan.java, MefredManBangunRuang.java, ModulB.java, ObjekBolaClass.java, Peneg.java, PenegPersegi.java, PrismaSegitiga.java, Segitiga.java, and TurnuranAbstrakClass.java.
- Navigator:** Shows the members of the PrismaSegitiga class, which includes LuasPermukaan() and Volume().
- Source Editor:** Displays the code for PrismaSegitiga.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 ModulB;
7
8  /**
9  * Author Personal
10 */
11
12 public class PrismaSegitiga extends BangunRuang{
13     int luass alas = 50;
14     int keliling alas = 250;
15     int s = 5;
16
17     public int Volume() {
18         return luass alas*s;
19     }
20
21     public int LuasPermukaan(){
22         return (2*luass alas)+(keliling alas*s);
23     }
24 }
```
- Output:** Shows the status bar with 15:14, 15:25, and 20/11/2019.

## Class MethodMainBangunRuang

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

- Title Bar:** ModuB - NetBeans IDE 8.2
- Toolbar:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Project Explorer:** Shows various Java files including AbstractClass.java, Bola.java, BangunRuang.java, Balok.java, JajarGengjang.java, Kerucut.java, Kubus.java, Lingkaran.java, MefredMan.java, MefredManBangunRuang.java, ModulB.java, ObjekBolaClass.java, Peneg.java, PenegPersegi.java, PrismaSegitiga.java, Segitiga.java, and TurnuranAbstrakClass.java.
- Navigator:** Shows the main() method of the MethodmainBangunRuang class.
- Source Editor:** Displays the code for MethodmainBangunRuang.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 ModulB;
7
8  public class MethodmainBangunRuang {
9      public static void main(String[] args){
10          Balok blk = new Balok();
11          System.out.println("Volume Balok = "+blk.Volume());
12          System.out.println("LuasPermukaan Balok = "+blk.LuasPermukaan()+"\n");
13
14          Kubus kbs = new Kubus();
15          System.out.println("Volume Kubus = "+kbs.Volume());
16          System.out.println("LuasPermukaan Kubus = "+kbs.LuasPermukaan()+"\n");
17
18          Bola bl = new Bola();
19          System.out.println("Volume Bola = "+bl.Volume());
20          System.out.println("LuasPermukaan Bola = "+bl.LuasPermukaan()+"\n");
21
22          Kerucut kr = new Kerucut();
23          System.out.println("Volume Kerucut = "+kr.Volume());
24          System.out.println("LuasPermukaan Kerucut = "+kr.LuasPermukaan()+"\n");
25
26          PrismaSegitiga ps = new PrismaSegitiga();
27          System.out.println("Volume Prisma = "+ps.Volume());
28          System.out.println("LuasPermukaan Prisma = "+ps.LuasPermukaan());
29      }
30  }
```
- Output:** Shows the status bar with 15:14, 15:30, and 20/11/2019.

## Class MethodMainBangunRuang ketika di Run

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

- Title Bar:** Modul9 - NetBeans IDE 8.2
- Menu Bar:** File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
- Toolbar:** Standard NetBeans toolbar icons.
- Project Explorer:** Shows files under the Modul9 project, including AbstrakClass.java, Balok.java, BangunRuang.java, Bola.java, IjekGejeng.java, Kerucut.java, Kubus.java, Lingkaran.java, MifredMan.java, MifredmanBangunRuang.java, Modul9.java, ObjekBolaClass.java, Persegi.java, and PersegiPanjang.java.
- Code Editor:** Displays the content of the MethodMainBangunRuang.java file. The code includes a package declaration for Module9, a class definition for MethodMainBangunRuang, and several print statements for calculating volumes and areas of various shapes.
- Output Window:** Shows the run output for the Modul9 (run) configuration. It displays:

```
run:
Volume Balok= 180
LuasPermukaan Balok= 1530

Volume Kubus= 125
LuasPermukaan Kubus = 150

Volume Bola = 8282
LuasPermukaan Bola = 2352

volume Kerucut = 0
LuasPermukaan Kerucut = 1116

Volume Prisma = 250
LuasPermukaan Prisma = 1360
BUILD SUCCESSFUL (total time: 0 seconds)
```
- Bottom Status Bar:** Shows the build status as "Finished building Modul9 (run)" and the current date and time as "15.06 20/11/2019".

*Modul* 10

Modul10 - NetBeans IDE 8.0.2

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

default config > ▾

Projects X Start Page X Cons.java X denosa.java X User.java X ApikasLampu.java X ActivityLampu.java X Lampu.java X

Source History ▾

6 package modul10;

7

8 */\**

9 \*

10 \* Author: KIM S.I.

11 \*/

12 public class Lampu implements ActivityLampu {

13 public int statusLampu;

14

15 @Override

16 public void matikanlampu() {

17 if(statusLampu==0){

18 System.out.println("Lampu sudah dalam kondisi mati");

19 }else if (statusLampu==1){

20 statusLampu=0;

21 System.out.println("Lampu sudah dimatikan");

22 }

23 }

24

25 @Override

26 public void hidupkanlampu() {

27 if(statusLampu==1){

28 System.out.println("Lampu sudah dinyalakan\n\*\*\*");

29 }else{

30 statusLampu+=1;

31 System.out.println("Lampu sudah dalam kondisi menyala");

32 }

33 }

34

35 @Override

36 public void redupkanlampu() {

37 if(statusLampu==0){

38 statusLampu+=1;

39 System.out.println("Lampu sudah dalam kondisi menyala");

40 }else{

41 statusLampu-=1;

42 System.out.println("Lampu sudah dimatikan");

43 }

44 }

45 }

Output

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www.youtube.com • 1j - Indonesia Lawyers Club Standal Gempa di Garuda Indonesia

21:14 13/12/2019

Modul10 - NetBeans IDE 8.0.2

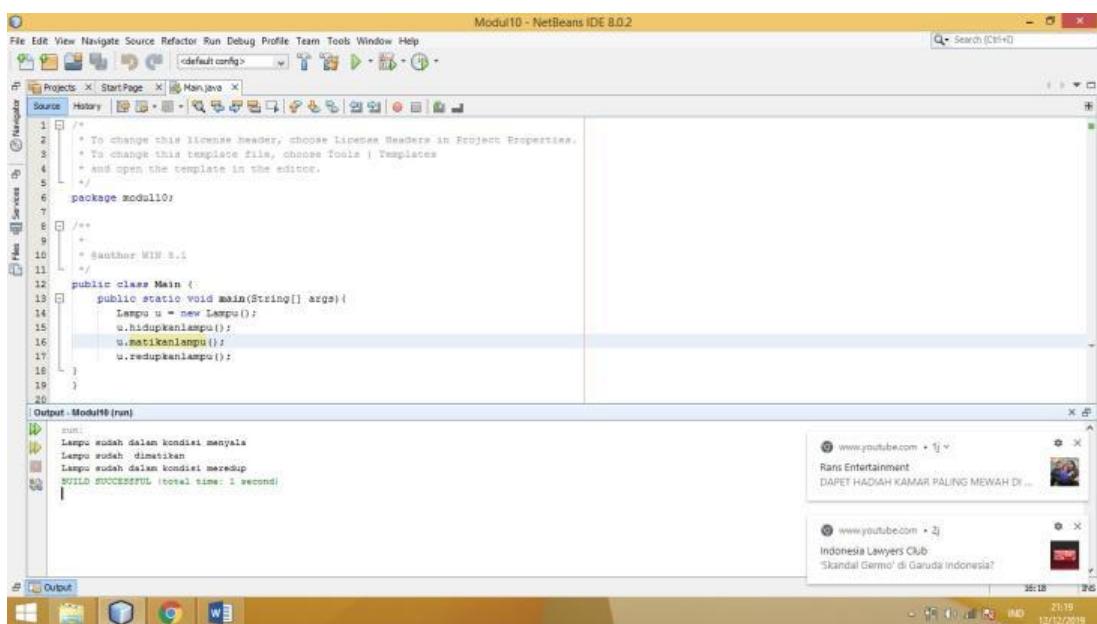
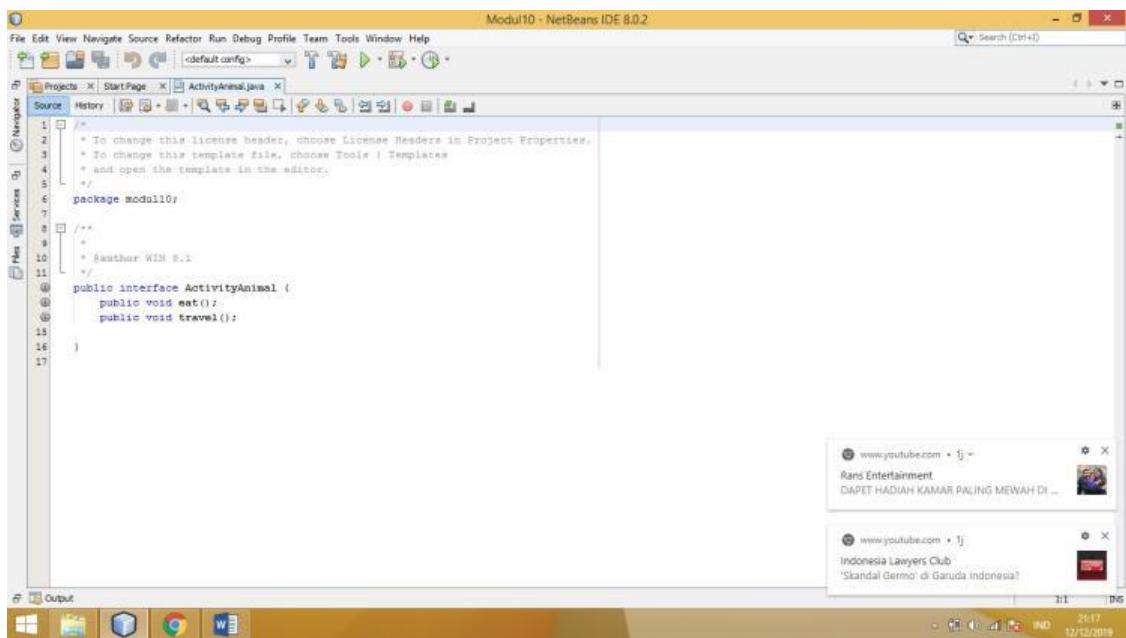
```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage Cons.java demo.java User.java ApikasLampu.java ActivityLampu.java Lampu.java
Source History | < > | Search (Ctrl+F) ...
Lampu.java
6 package modul10;
7
8 /**
9 * 
10 * Author: WIM S.I
11 */
12 public class Lampu implements ActivityLampu {
13     public int statusLampu;
14
15     @Override
16     public void matikanlampu() {
17         if(statusLampu==0){
18             System.out.println("Lampu sudah dalam kondisi mati");
19         }else if (statusLampu==1){
20             statusLampu=1;
21             System.out.println("Lampu sudah dimatikan");
22         }
23     }
24
25     @Override
26     public void hidupkanlampu() {
27         if(statusLampu==1){
28             System.out.println("Lampu sudah nyalaan\n***");
29         }else{
30             statusLampu=1;
31             System.out.println("Lampu sudah dalam kondisi menyala");
32         }
33     }
34
35     @Override
36     public void redupikanlampu() {
37         if(statusLampu==3);
38     }
39 }
```

Output

Modul10 - NetBeans IDE 8.0.2

```
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Projects StartPage ApikasLampu.java
Source History | < > | Search (Ctrl+F) ...
ApikasLampu.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 modul10;
7
8 import java.util.Scanner;
9
10 /**
11 * 
12 * Author: WIM S.I
13 */
14
15 Output - Modul10 (run)
16
17 run:
18 [junit] Jenis Saklar:
19 [junit] Status Lampu = 0
20 [junit] ketikkan:
21 1 untuk menyalaikan lampu
22 0 untuk mematikan lampu
23 2 untuk meredupkan lampu
24 0
25 Lampu sudah dalam kondisi mati
26 BUILD SUCCESSFUL (total time: 8 seconds)
```

Output - Modul10 (run)



Modul10 - NetBeans IDE 8.0.2

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

Projects Start Page < default config > Search (Ctrl+F)

Source History Navigator Services Output

```
3  * To change this template file, choose Tools | Templates.
4  * and open the template in the editor.
5  */
6 package modul10;
7
8 /**
9  * Author: WIN 8.1
10 */
11
12 public class mammal implements ActivityAnimal {
13
14     @Override
15     public void eat() {
16         System.out.println("Mammal eats");
17     }
18
19     @Override
20     public void travel() {
21         System.out.println("Mammal travels");
22     }
23
24     public int noOfLegs() {
25         return 0;
26     }
27
28     public static void main(String[] args) {
29         mammal m = new mammal();
30         m.eat();
31         m.travel();
32     }
33
34 }
```

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www.youtube.com + 2 Indonesia Lawyers Club Skandal Gemo' di Garuda Indonesia?

Output

341 346 21:29 12/12/2019

The screenshot shows a Java IDE interface with three tabs at the top: 'ActivityLampu.java', 'Lampu.java', and 'ApplikasiLampu.java'. The 'Source' tab is selected. The code editor displays the following Java code:

```
1 package Modul10;
2
3 import java.util.Scanner;
4
5 public class ApplikasiLampu {
6     public static void main (String[] args){
7         Lampu lapu = new Lampu();
8         Scanner sc = new Scanner(System.in);
9         lapu.statusLampu = lapu.setSaklar(0);
10        System.out.println("Status Lampu = "+lapu.statusLampu+"\nKetikkan");
11        System.out.println("1 untuk menyalakan lampu\n0 untuk mematikan lampu");
12        System.out.println("2 untuk meredupkan lampu");
13
14        int a = sc.nextInt();
15        if(lapu.setSaklar(a)==0){
16            lapu.matiLampu();
17        }
18        else if(lapu.setSaklar(a)==1){
19            lapu.hidupkanLampu();
20        }
21        else{
22            lapu.redupkanLampu();
23        }
24    }
25
26}
```

The code implements a simple lamp control application. It initializes a 'Lampu' object and prints its current status. It then prompts the user for an integer input (0, 1, or 2). If the input is 0, it turns off the lamp. If the input is 1, it turns on the lamp. If the input is 2, it reduces the lamp's brightness. The code uses a Scanner to read the input and a switch statement to handle the different cases.



## Modul 11

### Class Myclass

The screenshot shows the NetBeans IDE interface with the title bar "Modul 11 - NetBeans IDE 8.0.2". The code editor displays the following Java 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.pkg1;
7
8 /**
9 *
10 * @author WIN 8.1
11 */
12 public class Myclass {
13     public static void main(String[] args) {
14
15         // membuat object outer class
16         OuterDemo outer = new OuterDemo();
17
18         // mengakses method outer class
19         outer.displayInner();
20     }
21 }
22
```

The code editor has tabs for NestedClass.java, NestedDemo.java, Modul11.java, and Myclass.java. The status bar at the bottom right shows the date and time as 19/12/2019.

### Class Outer

The screenshot shows the NetBeans IDE interface with the title bar "Modul 11 - NetBeans IDE 8.0.2". The code editor displays the following Java 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.pkg1;
7
8 /**
9 *
10 * @author WIN 8.1
11 */
12 public class Outer {
13     static class NestedDemo {
14         void myMethod() {
15             System.out.println("Ini adalah method " + "Static Nested Class");
16         }
17     }
18
19     public static void main(String[] args) {
20         Outer.NestedDemo nested = new Outer.NestedDemo();
21         nested.myMethod();
22     }
23 }
```

The code editor has tabs for NestedClass.java, NestedDemo.java, Myclass.java, and Outer.java. Below the code editor is an "Output - Modul 11 (run)" window showing the run log:

```
run:
Ini adalah method Static Nested Class
BUILD SUCCESSFUL (total time: 0 seconds)
```

The status bar at the bottom right shows the date and time as 19/12/2019.

## Class OuterDemo

The screenshot shows the NetBeans IDE interface with the title bar "Modul 11 - NetBeans IDE 8.0.2". 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, Undo, Redo, Cut, Copy, Paste, Find, Replace, and others. The left sidebar shows the Projects, Navigator, Services, and Files panes. The main editor pane displays the following Java code:

```
1 package modul.pkg1;
2
3 public class OuterDemo {
4     int num;
5
6     //inner class
7     private class InnerDemo{
8         private void print(){
9             System.out.println("Ini merupakan method inner class");
10            }
11        }
12        // akses method inner class dari method outer class
13        void displayInner(){
14            InnerDemo inner = new InnerDemo();
15            inner.print();
16        }
17    }
18
```

The status bar at the bottom shows the time as 12:31 and the date as 19/12/2019.

## Class OuterDemo2

The screenshot shows the NetBeans IDE interface with the title bar "Modul 11 - NetBeans IDE 8.0.2". 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, Undo, Redo, Cut, Copy, Paste, Find, Replace, and others. The left sidebar shows the Projects, Navigator, Services, and Files panes. The main editor pane displays the following Java 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.pkg1;
7
8 /**
9  * @author WIN 8.1
10 */
11 public class OuterDemo2 {
12     private int num = 175;
13     public class Inner_Demo{
14         public int getNum(){
15             System.out.println("Ini adalah nilai dari variable private outerDemo");
16             return num;
17         }
18     }
19 }
20
```

The status bar at the bottom shows the time as 18:08 and the date as 19/12/2019.

## Class OuterDemoMain

The screenshot shows the NetBeans IDE interface with the title bar "Modul 11 - NetBeans IDE 8.0.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like Open, Save, Find, and Run. The Projects tab shows files NestedClass.java, NestedDemo.java, OuterDemo2.java, and OuterDemoMain.java. The Source tab is selected, displaying the following Java 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.pkg11;
7
8 /**
9  *
10 * @author WIN 8.1
11 */
12 public class OuterDemoMain {
13     public static void main(String[] args) {
14
15         // membuat object OuterDemo
16         OuterDemo outer = new OuterDemo();
17
18         // membuat object InnerDemo
19         OuterDemo.Inner_Demo inner = outer.new Inner_Demo();
20
21         System.out.println(inner.getNum());
22     }
23 }
```

The Output window shows the build log:

```
Output - Modul 11 (run)
[INFO] Ini adalah nilai dari variable private outerDemo
[INFO] 175
BUILD SUCCESSFUL (total time: 0 seconds)
```

The status bar at the bottom shows the date and time: 19/12/2019.

## Class Outer\_Demo

The screenshot shows the NetBeans IDE interface with the title bar "Modul 11 - NetBeans IDE 8.0.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for file operations like Open, Save, Find, and Run. The Projects tab shows files NestedClass.java, NestedDemo.java, OuterDemo2.java, OuterDemoMain.java, and Outer\_Demo.java. The Source tab is selected, displaying the following Java 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.pkg11;
7
8 /**
9  *
10 * @author WIN 8.1
11 */
12 public class Outer_Demo {
13     class Nested_Demo{
14     }
15 }
```

The status bar at the bottom shows the date and time: 19/12/2019.

## Class NestedClass

The screenshot shows the NetBeans IDE interface with the title bar "Modul 11 - NetBeans IDE 8.0.2". The left sidebar includes "Projects", "Start Page", "NestedClass.java", "NestedDemo.java", "OuterDemo2.java", "OuterDemoMain.java", and "Outer\_Demo.java". The main editor area displays the following Java 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.pkg11;
7
8  /**
9   * 
10  * @author NIM 8.1
11  */
12 public class NestedClass {
13     String Nama ="M. Hanan Hafidh Arindra";
14     String Nim ="L200180055";
15
16     public void printNama(){
17         System.out.println(Nama+" : "+Nim);
18     }
19
20     static class StaticNestedClass{
21         static String Jurusan = "Informatika";
22     }
23
24     class InnerClass{
25         void displayJurusan(){
26             StaticNestedClass tampilJurusan = new StaticNestedClass();
27             System.out.println("Jurusan : "+tampilJurusan.Jurusan);
28         }
29     }
30 }
31
```

The code defines a class `NestedClass` with a static inner class `StaticNestedClass` and a non-static inner class `InnerClass`. The `InnerClass` has a method `displayJurusan` that prints the static variable `Jurusan` from the static inner class.

## Class NestedDemo

The screenshot shows the NetBeans IDE interface with the title bar "Modul 11 - NetBeans IDE 8.0.2". The left sidebar includes "Projects", "Start Page", "NestedClass.java", "NestedDemo.java", "OuterDemo2.java", "OuterDemoMain.java", and "Outer\_Demo.java". The main editor area displays the following Java 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.pkg11;
7
8  /**
9   * 
10  * @author NIM 8.1
11  */
12 public class NestedDemo {
13     public static void main (String[] args){
14         NestedClass a = new NestedClass();
15         a.printNama();
16         NestedClass.InnerClass inner = a.new InnerClass();
17         inner.displayJurusan();
18     }
19 }
20
```

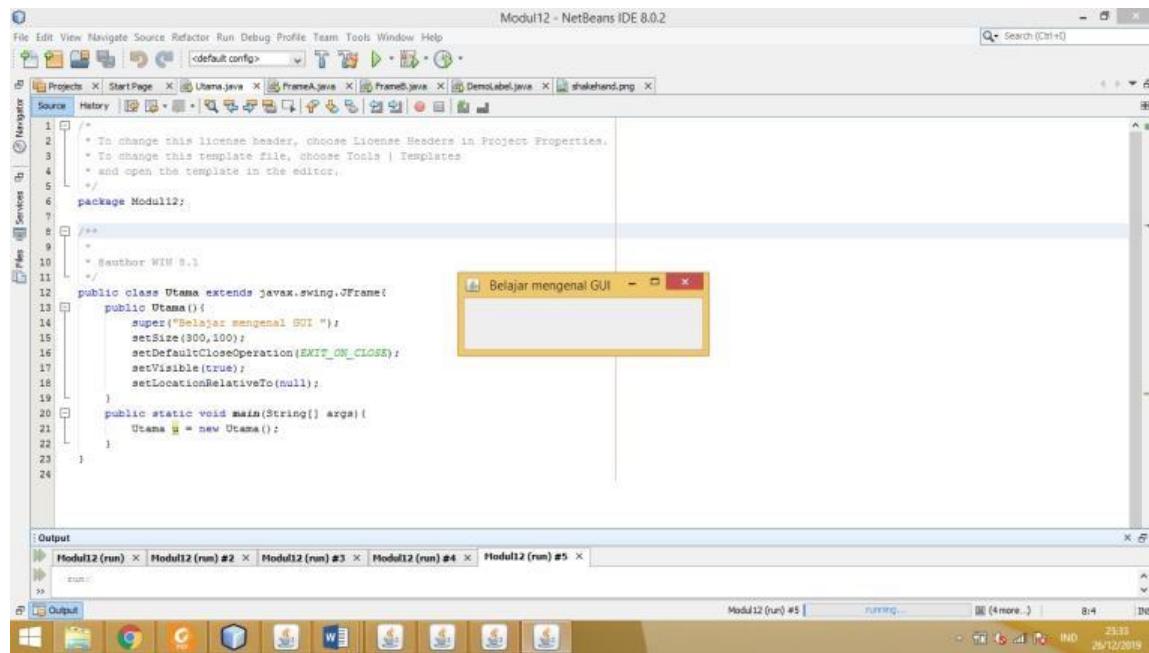
The code defines a class `NestedDemo` with a main method that creates an instance of `NestedClass`, calls its `printNama` method, and then creates an instance of its inner class `InnerClass` and calls its `displayJurusan` method.

The bottom right corner shows the output window with the following text:

```
:Output - Modul 11 (run)
run:
M. Hanan Hafidh Arindra : L200180055
Jurusan : Informatika
BUILD SUCCESSFUL (total time: 0 seconds)
```

## MODUL12

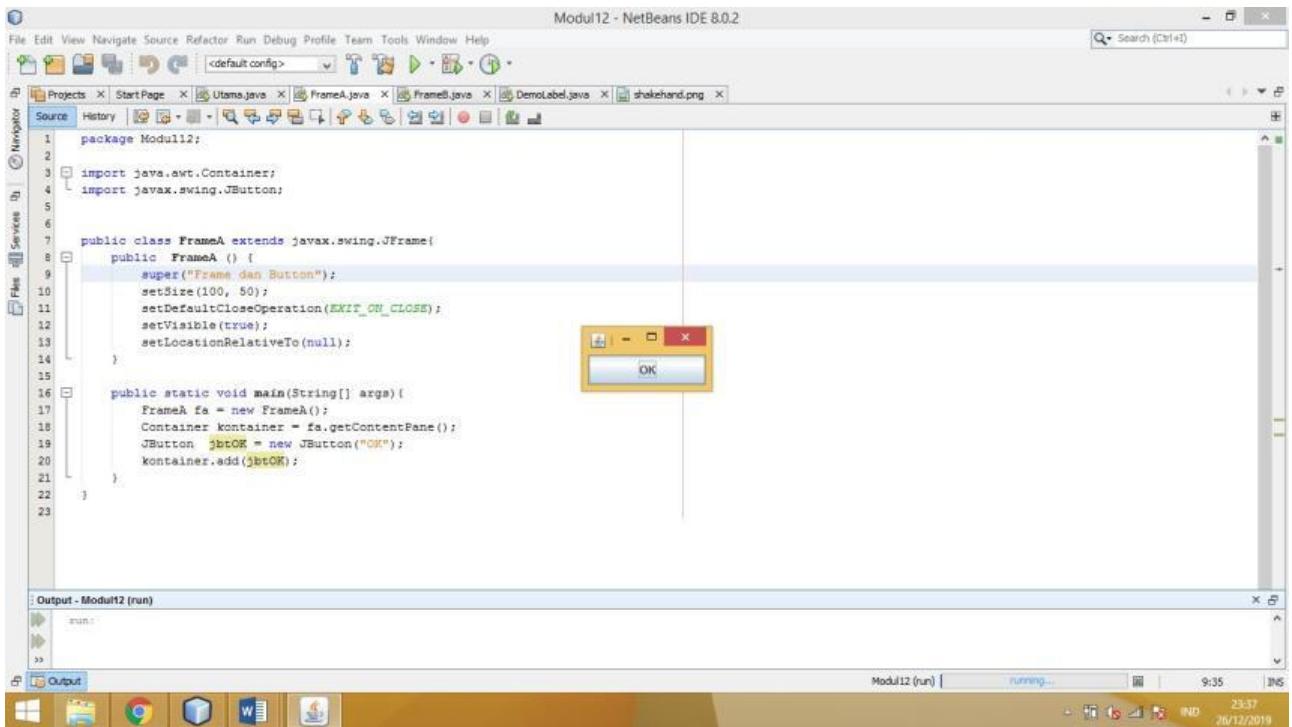
### 1. FRAME



CONSTRUCTOR	KETERANGAN
JFrame()	Membuat Jframe tanpa judul
JFrame(StringJudul)	Membuat Jframe dengan judul

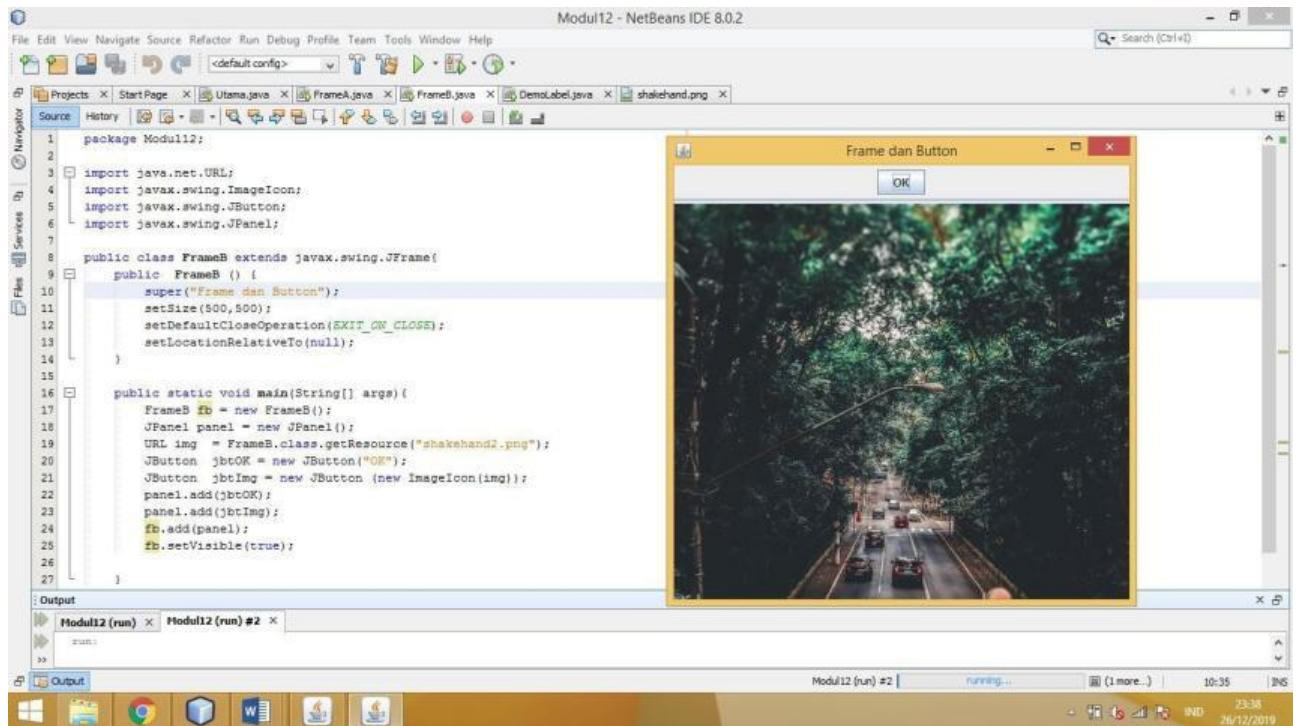
METHOD	KETERANGAN
voidsetSize(intlebar,inttinggi)	Mengatur ukuran Jframe
void setLocation(intx,inty)	Mengatur posisi munculnya JFrame
voidsetVisible(Boolean)	Untuk menampilkan true/false
void setLocationRelativeTo(Component)	Mengatur lokasi muncul JFrame relative dengan komponen lain

## 2. BUTTON

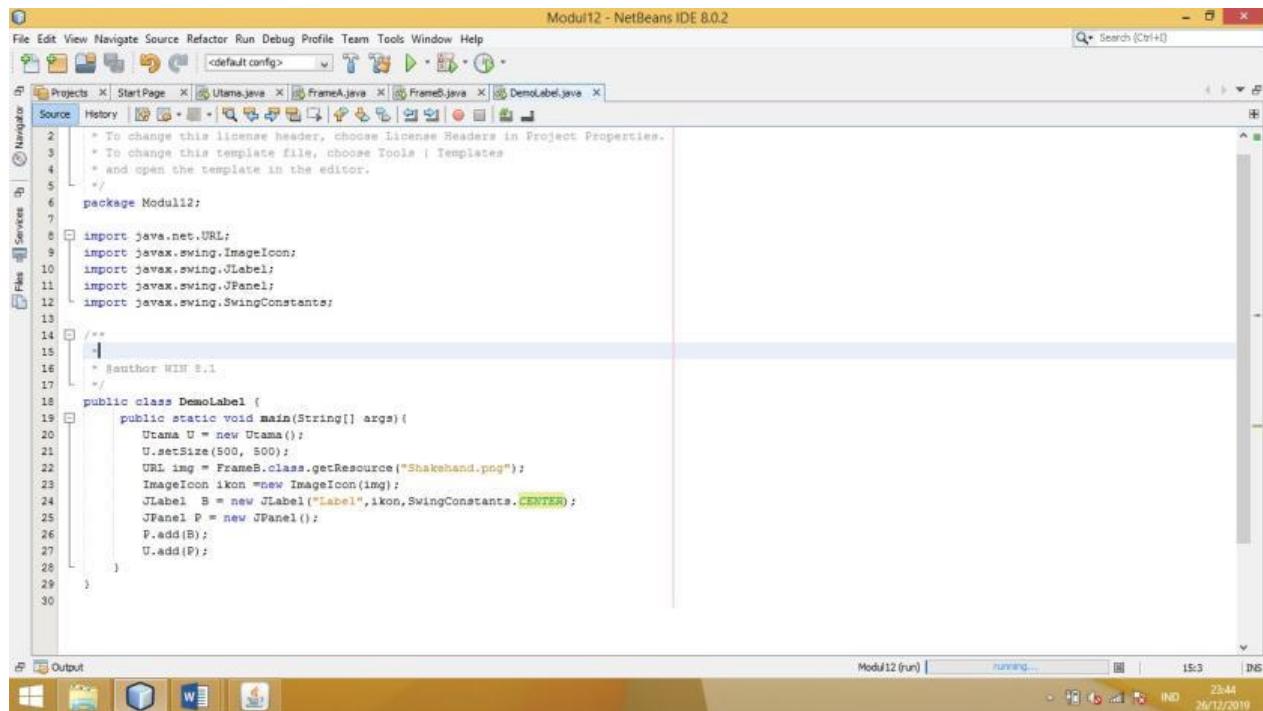


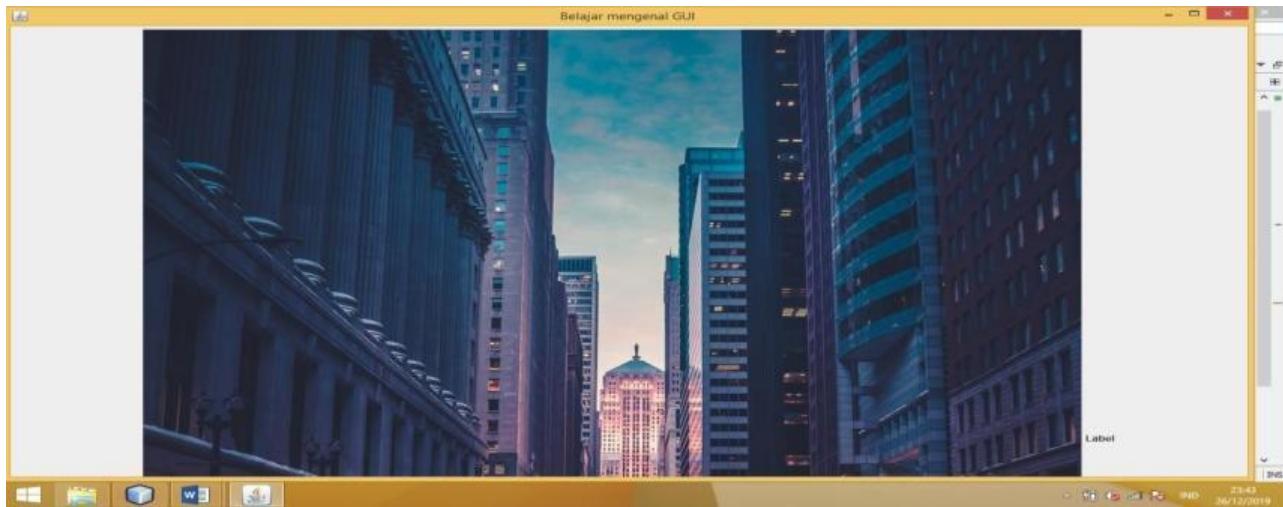
CONSTRUCTOR	KETERANGAN
<code>JButton()</code>	Membuat JButton tanpa nama button
<code>JButton(Stringteks)</code>	Membuat JButton dengan teks
<code>JButton(Iconicon)</code>	Membuat JButton dengan ikon
<code>JButton(Stringteks,Iconicon)</code>	Membuat JButton dengan teks dan ikon

### 3.CONTAINER



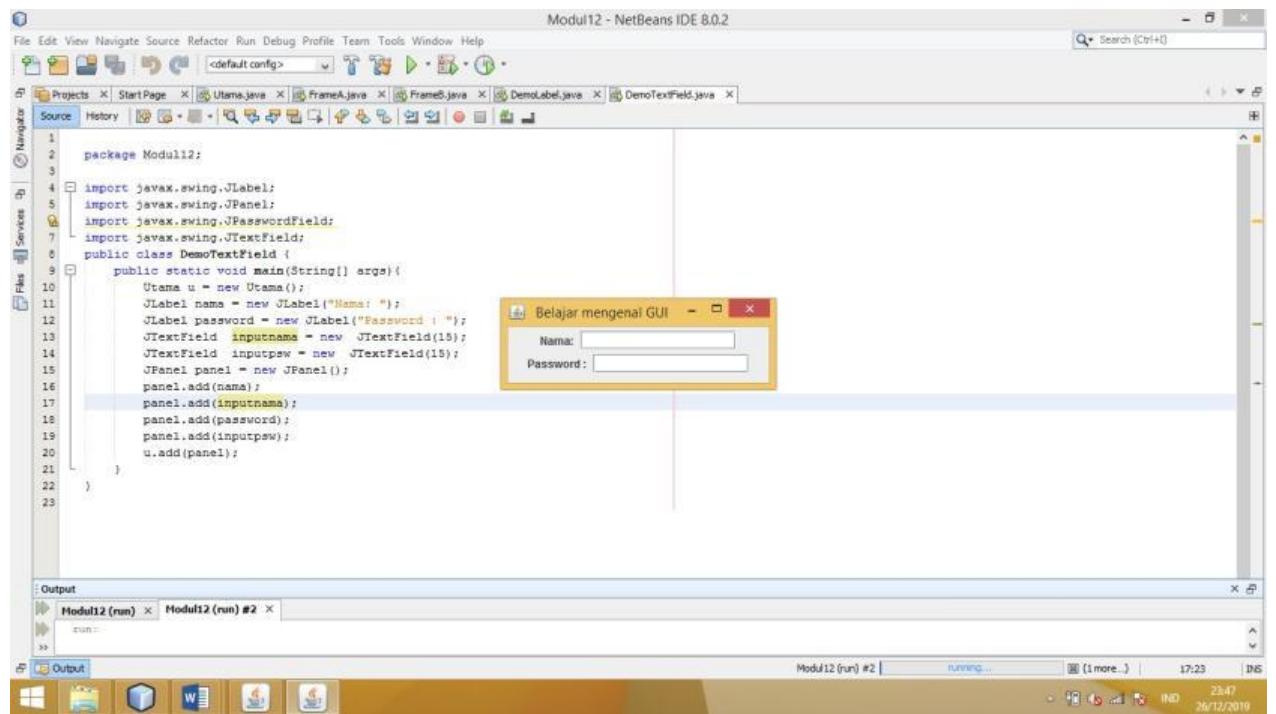
### 4.LABEL





CONSTRUCTOR	KETERANGAN
JLABEL (String teks)	Membuat label dengan teks
JLABEL (String teks,int i)	Membuat label dengan teks
JLABEL (String teks,icon ic,int i)	Mengkontruksi objek label dengan teks serta tataletak teks

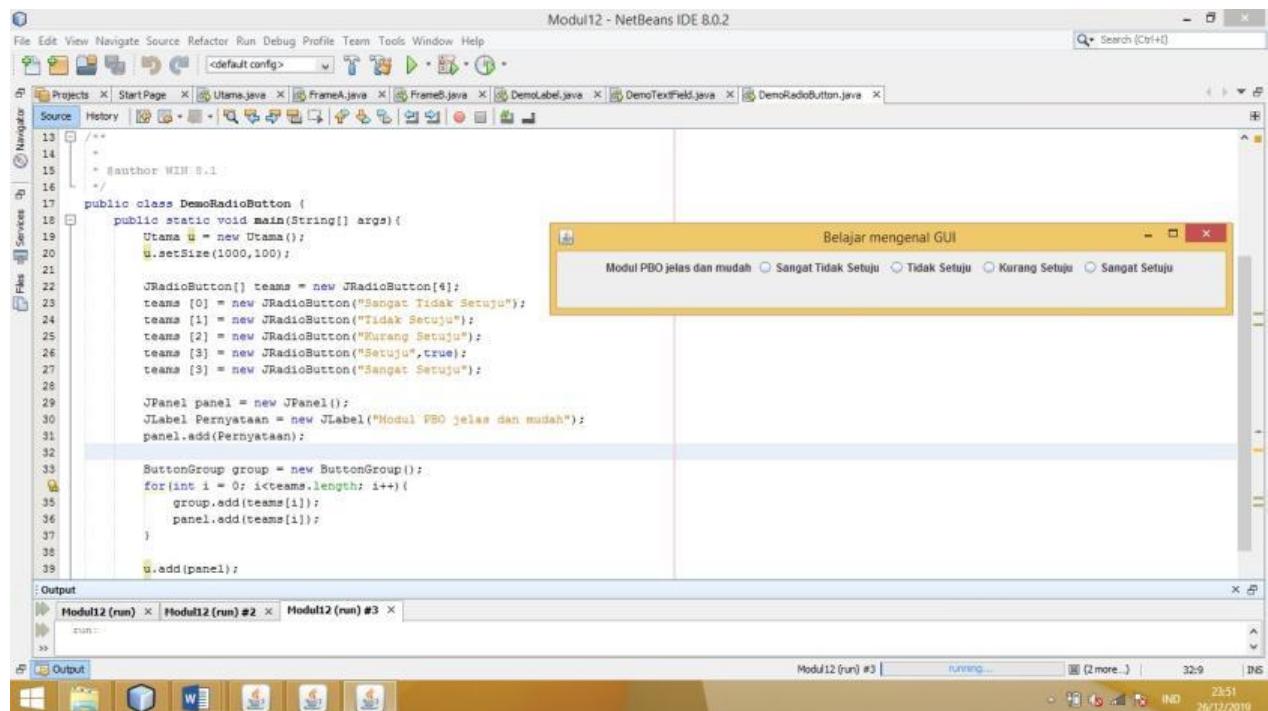
## 5.TEXT FIELD DAN PASSWORD FIELD



Konstruktor	Keterangan
JTextField()	Membuat TextField Baru
JTextField(int i)	Membuat TextField dengan kolom yang spesifik
JTextField(String i)	Membuat TextField dengan isian teks
JTextField(String teks, int i)	Membuat TextField dengan spesifik kolom dengan diawali teks tersebut

Parameter dalam Class JTextField	Keterangan
StringText	Parameter bertipe string menentukan JTextField
Boolean Editable	menentukan JTextField
IntColumns	Parameter untuk menentukan spesifik kolom
Int horizontalAlignment	Parameter untuk horizontalAlignment

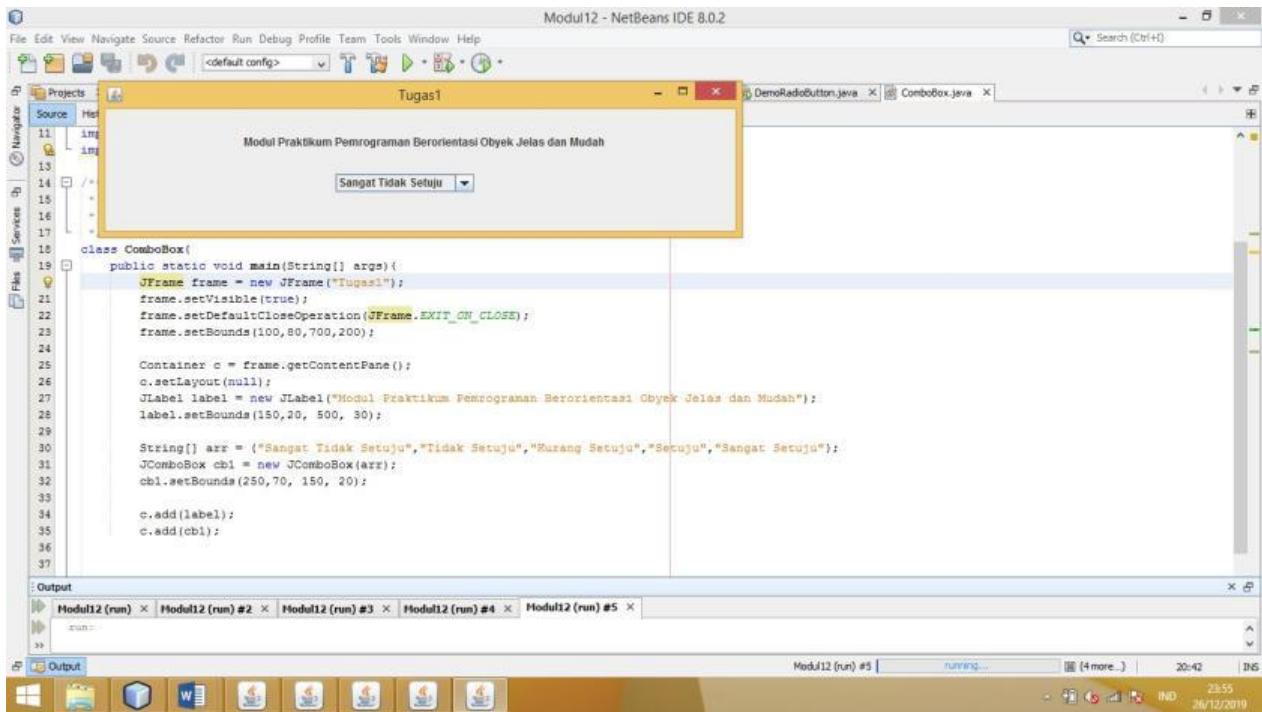
## 6. RADIOPUTTONDANCHECKBOX



Konstruktor	Keterangan
Jcheckbox(String Teks)	Membuat Jcheckbox dengan parameter teks
Jcheckbox(String,Boolean )	Membuat Jcheckbox dengan parameter teks serta menentukan apakah dalam kondisi dipilih / tidak
Jcheckbox(Icon)	Membuat Jcheckbox dengan icon
Jcheckbox(Icon,Boolean)	Membuat Jcheckbox dengan parameter icon serta menentukan apakah dalam kondisi dipilih / tidak
Jcheckbox(String,Icon)	Membuat Jcheckbox dengan parameter teks dan icon
Jcheckbox(String,Icon,Boolean)	Membuat Jcheckbox dengan parameter teks , icon, dan dalam kondisi terpilih / tidak

## TUGAS

1.



2.

```
Design History | Back Forward Find Replace Properties Run Clean Exit
public void tags2() {
    initComponents();
}

* This method is called from within the constructor to initialize the form.
* WARNING: Do NOT modify this code. The content of this method is always
* regenerated by the Form Editor.
*
@SuppressWarnings("unchecked")
Generated Code

private void jMenuItemActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    this.getContentPane().setBackground(Color.RED);
}

private void jMenuItem1ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    this.getContentPane().setBackground(Color.GREEN);
}

private void jMenuItem2ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    this.getContentPane().setBackground(Color.YELLOW);
}

/*
 * @param args the command line arguments
 */

```

