

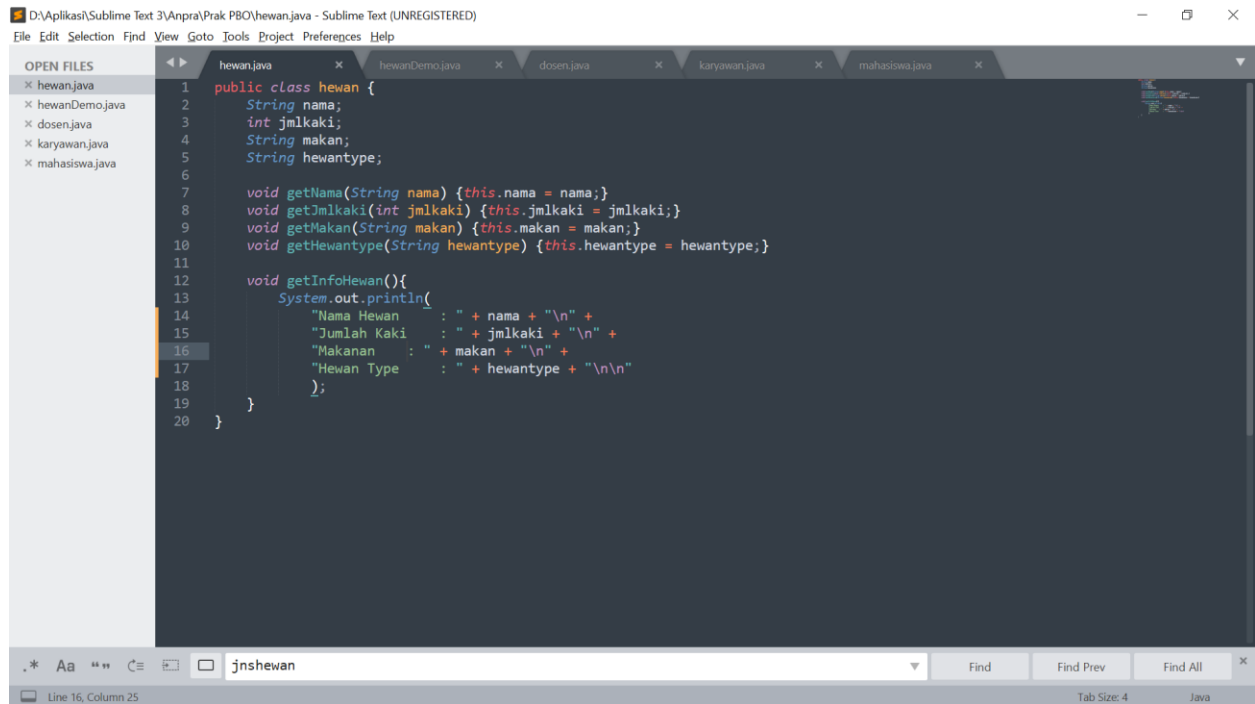
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Kelas : B

## PBO Praktikum Modul ke-2

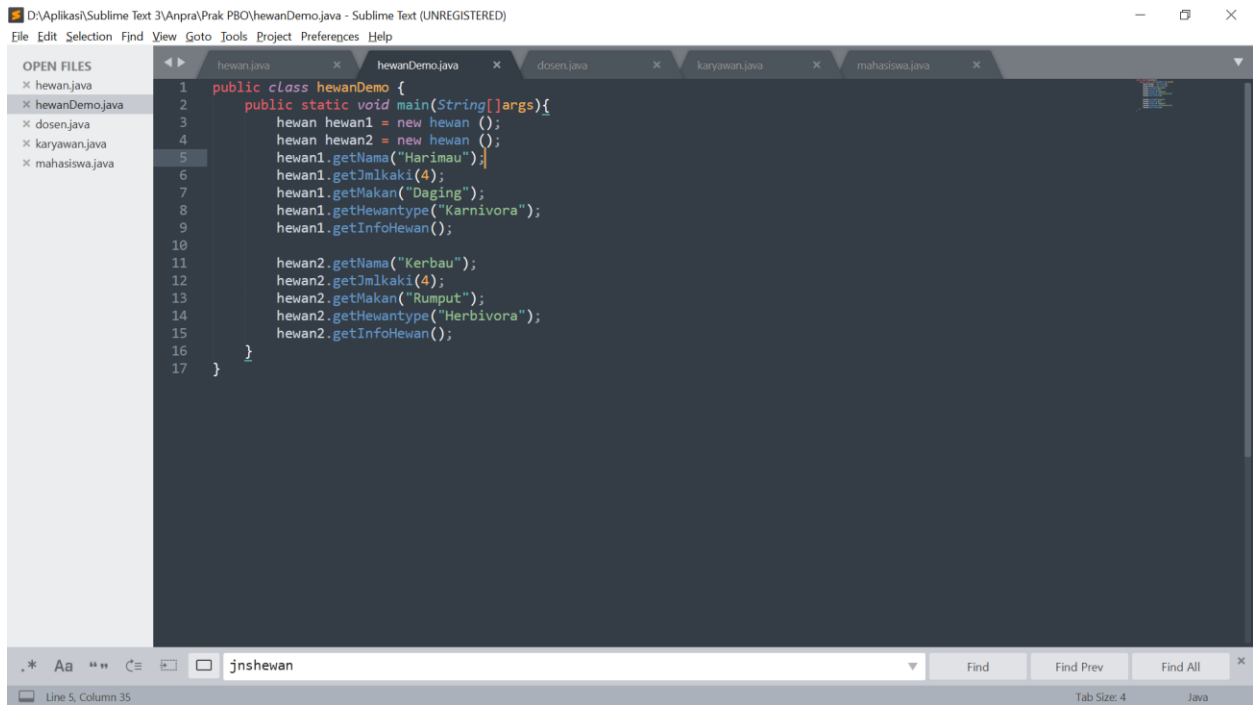
### Class hewan



The screenshot shows a Sublime Text editor window with the title bar "D:\Applikasi\Sublime Text 3\Anpra\Prak PBO\hewan.java - Sublime Text (UNREGISTERED)". The editor has a menu bar with "File", "Edit", "Selection", "Find", "View", "Goto", "Tools", "Project", "Preferences", and "Help". On the left, there is a sidebar titled "OPEN FILES" listing several files: "hewan.java", "hewanDemo.java", "dosen.java", "karyawan.java", and "mahasiswa.java". The main editor area displays the code for the "hewan.java" file. The code defines a public class "hewan" with attributes "nama" (String), "jmlkaki" (int), "makan" (String), and "hewantype" (String). It includes four methods: "getNama", "getJmlkaki", "getMakan", and "getHewantype", each taking a parameter and assigning it to the corresponding attribute. Additionally, there is a "getInfoHewan" method that uses "System.out.println" to display the values of all attributes in a formatted string. The status bar at the bottom indicates "Line 16, Column 25", "Tab Size: 4", and "Java".

```
1 public class hewan {
2     String nama;
3     int jmlkaki;
4     String makan;
5     String hewantype;
6
7     void getNama(String nama) {this.nama = nama;}
8     void getJmlkaki(int jmlkaki) {this.jmlkaki = jmlkaki;}
9     void getMakan(String makan) {this.makan = makan;}
10    void getHewantype(String hewantype) {this.hewantype = hewantype;}
11
12    void getInfoHewan(){
13        System.out.println(
14            "Nama Hewan      : " + nama + "\n" +
15            "Jumlah Kaki       : " + jmlkaki + "\n" +
16            "Makanan        : " + makan + "\n" +
17            "Hewan Type      : " + hewantype + "\n\n"
18        );
19    }
20 }
```

## Class hewanDemo



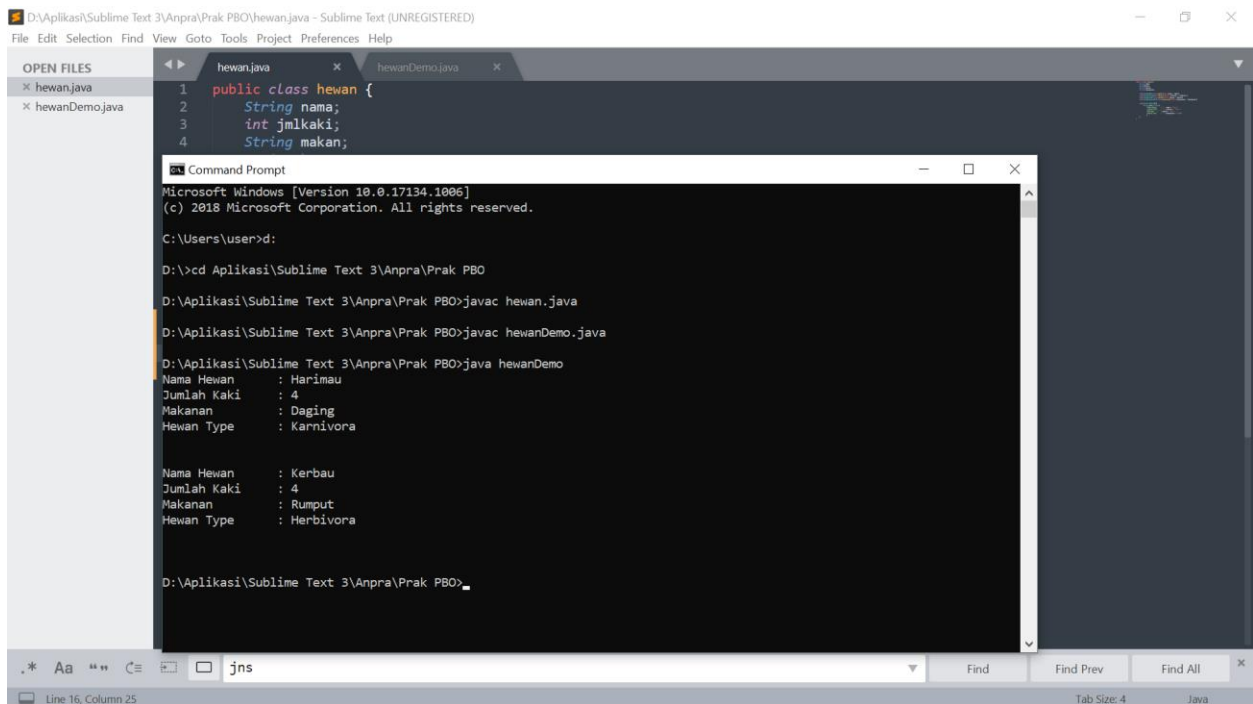
```
D:\Aplikasi\Sublime Text 3\Anpra\Prak PBO\hewanDemo.java - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help

OPEN FILES
x hewan.java
x hewanDemo.java
x dosen.java
x karyawan.java
x mahasiswa.java

1 public class hewanDemo {
2     public static void main(String[] args){
3         hewan hewan1 = new hewan ();
4         hewan hewan2 = new hewan ();
5         hewan1.getNama("Harimau");
6         hewan1.getJmlkaki(4);
7         hewan1.getMakan("Daging");
8         hewan1.getHewanType("Karnivora");
9         hewan1.getInfoHewan();
10
11         hewan2.getNama("Kerbau");
12         hewan2.getJmlkaki(4);
13         hewan2.getMakan("Rumput");
14         hewan2.getHewanType("Herbivora");
15         hewan2.getInfoHewan();
16     }
17 }
```

Line 5, Column 35 Tab Size: 4 Java

## Hasil/Output



```
D:\Aplikasi\Sublime Text 3\Anpra\Prak PBO\hewan.java - Sublime Text (UNREGISTERED)
File Edit Selection Find View Goto Tools Project Preferences Help

OPEN FILES
x hewan.java
x hewanDemo.java

1 public class hewan {
2     String nama;
3     int jmlkaki;
4     String makan;

Command Prompt
Microsoft Windows [Version 10.0.17134.1006]
(c) 2018 Microsoft Corporation. All rights reserved.

C:\Users\user>d:

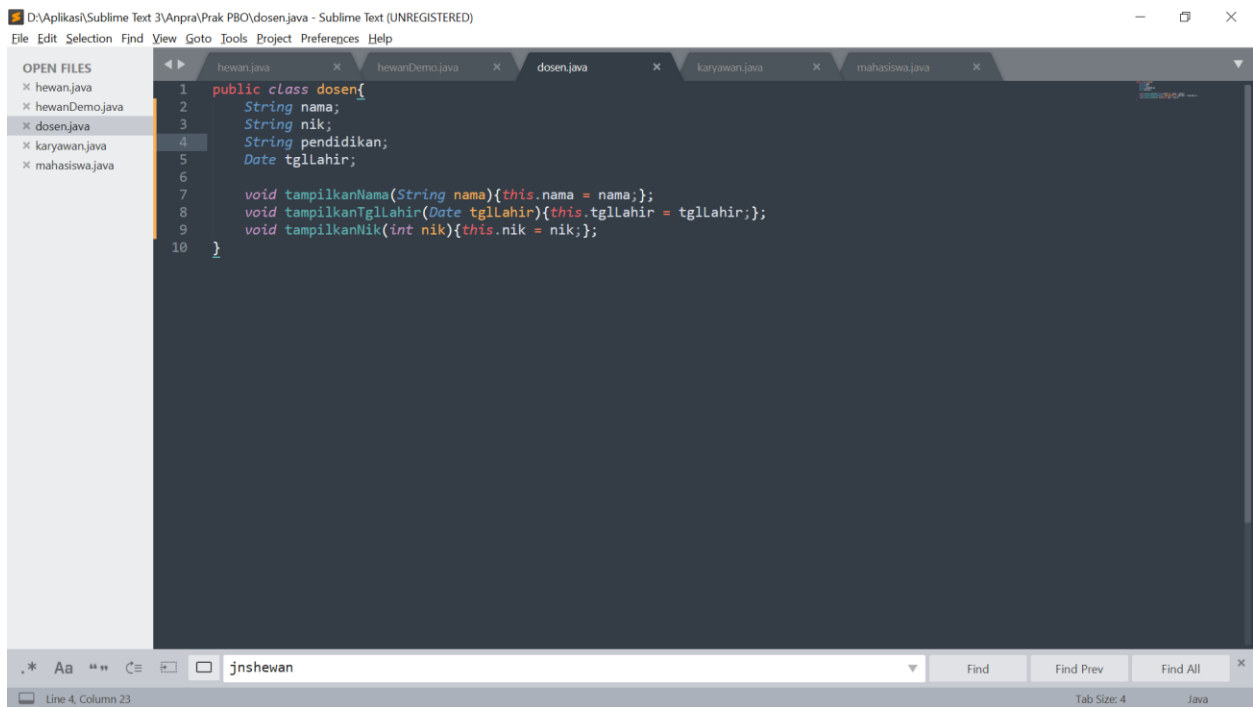
D:\>cd Aplikasi\Sublime Text 3\Anpra\Prak PBO
D:\Aplikasi\Sublime Text 3\Anpra\Prak PBO>javac hewan.java
D:\Aplikasi\Sublime Text 3\Anpra\Prak PBO>javac hewanDemo.java
D:\Aplikasi\Sublime Text 3\Anpra\Prak PBO>java hewanDemo
Nama Hewan      : Harimau
Jumlah Kaki     : 4
Makanan        : Daging
Hewan Type     : Karnivora

Nama Hewan      : Kerbau
Jumlah Kaki     : 4
Makanan        : Rumput
Hewan Type     : Herbivora

D:\Aplikasi\Sublime Text 3\Anpra\Prak PBO>
```

Line 16, Column 25 Tab Size: 4 Java

## Class dosen



D:\Applikasi\Sublime Text 3\Anpra\Prak PBO\dosen.java - Sublime Text (UNREGISTERED)

File Edit Selection Find View Goto Tools Project Preferences Help

OPEN FILES

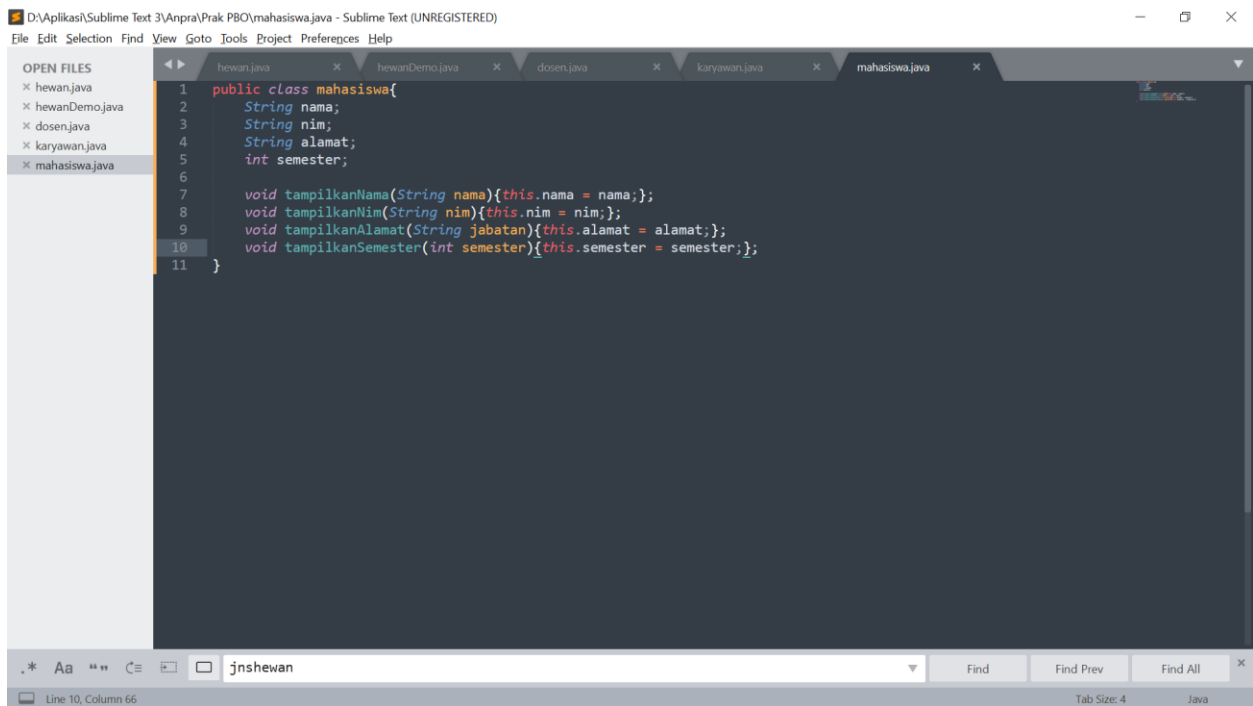
- × hewan.java
- × hewanDemo.java
- × dosen.java
- × karyawan.java
- × mahasiswa.java

```
1 public class dosen{
2     String nama;
3     String nik;
4     String pendidikan;
5     Date tglLahir;
6
7     void tampilkanNama(String nama){this.nama = nama;};
8     void tampilkanTglLahir(Date tglLahir){this.tglLahir = tglLahir;};
9     void tampilkanNik(int nik){this.nik = nik;};
10 }
```

. \* Aa " " C≡ [ ] jnshewan Find Find Prev Find All x

Line 4, Column 23 Tab Size: 4 Java

## Class mahasiswa



D:\Applikasi\Sublime Text 3\Anpra\Prak PBO\mahasiswa.java - Sublime Text (UNREGISTERED)

File Edit Selection Find View Goto Tools Project Preferences Help

OPEN FILES

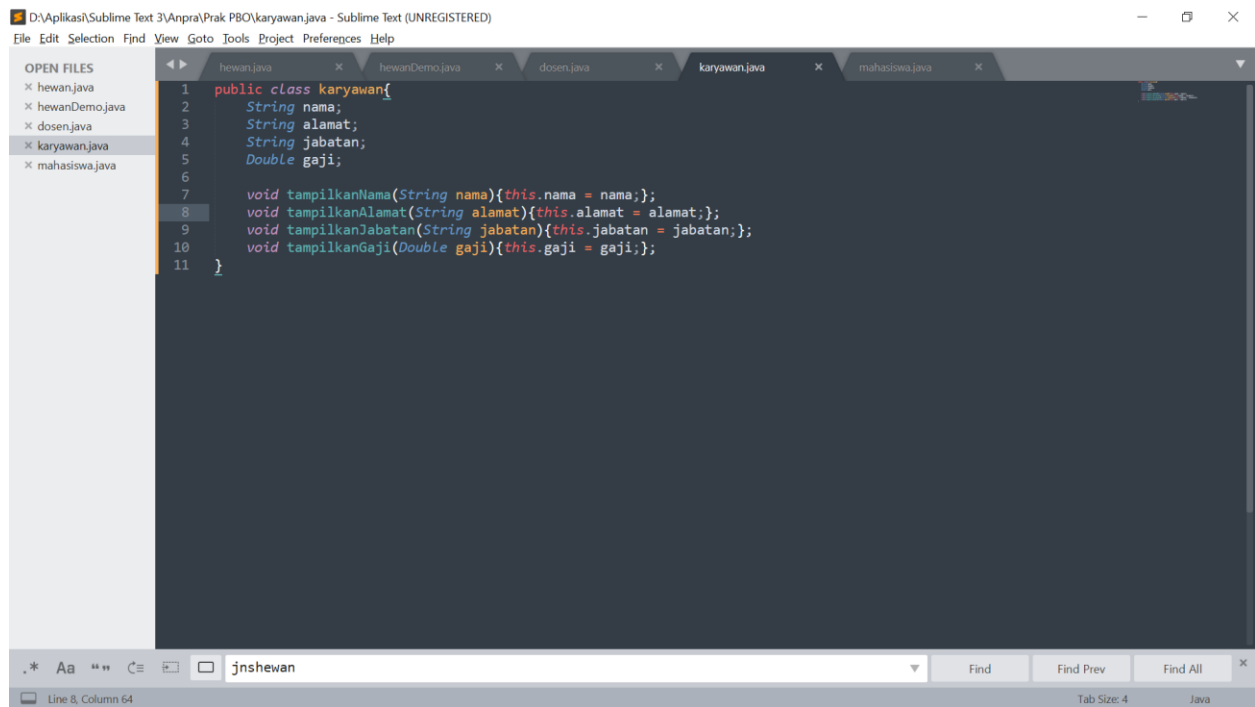
- × hewan.java
- × hewanDemo.java
- × dosen.java
- × karyawan.java
- × mahasiswa.java

```
1 public class mahasiswa{
2     String nama;
3     String nim;
4     String alamat;
5     int semester;
6
7     void tampilkanNama(String nama){this.nama = nama;};
8     void tampilkanNim(String nim){this.nim = nim;};
9     void tampilkanAlamat(String jabatan){this.alamat = alamat;};
10    void tampilkanSemester(int semester){this.semester = semester;};
11 }
```

. \* Aa " " C≡ [ ] jnshewan Find Find Prev Find All x

Line 10, Column 66 Tab Size: 4 Java

# Class karyawan



The screenshot shows the Sublime Text editor interface. The title bar indicates the file path is D:\Aplikasi\Sublime Text 3\Anpra\Prak PBO\karyawan.java. The menu bar includes File, Edit, Selection, Find, View, Goto, Tools, Project, Preferences, and Help. On the left, the 'OPEN FILES' sidebar lists several files, with 'karyawan.java' selected. The main editor area displays the following Java code:

```
1 public class karyawan{
2     String nama;
3     String alamat;
4     String jabatan;
5     Double gaji;
6
7
8     void tampilkanNama(String nama){this.nama = nama;};
9     void tampilkanAlamat(String alamat){this.alamat = alamat;};
10    void tampilkanJabatan(String jabatan){this.jabatan = jabatan;};
11    void tampilkanGaji(Double gaji){this.gaji = gaji;};
12 }
```

The status bar at the bottom shows the file encoding as UTF-8, the current file is 'jnshevan', and the cursor is at Line 8, Column 64. The tab size is set to 4, and the file type is identified as Java.