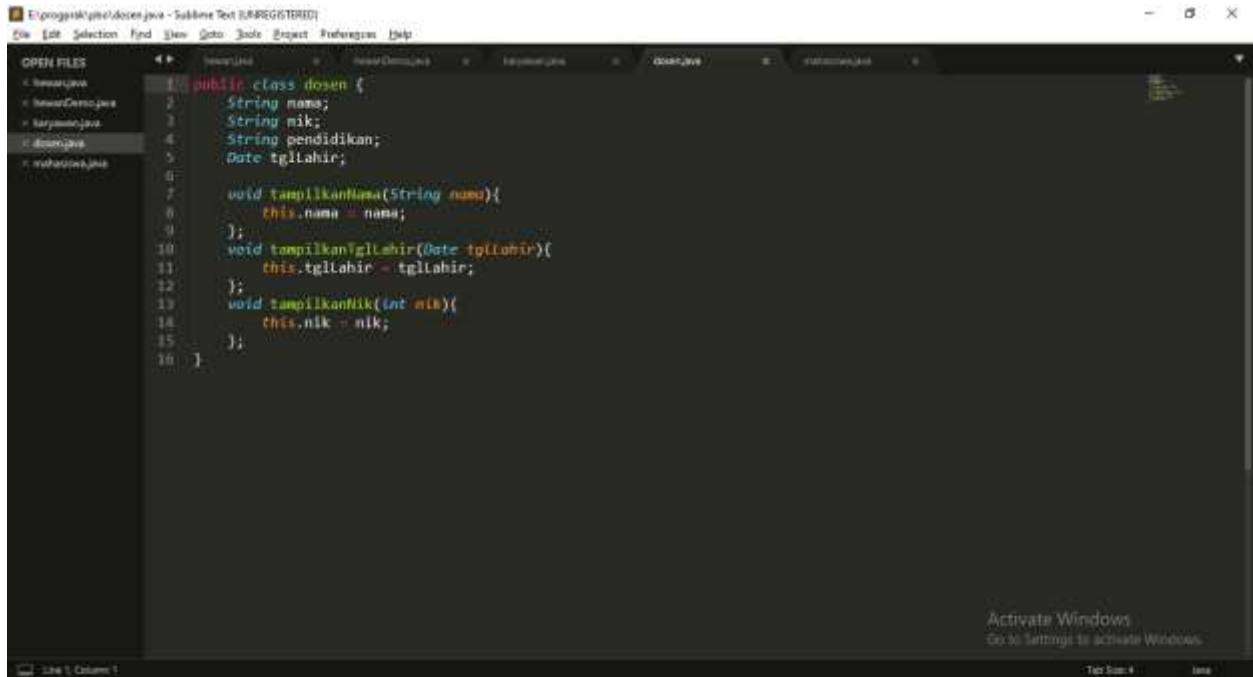


PBO Praktikum Modul ke-2

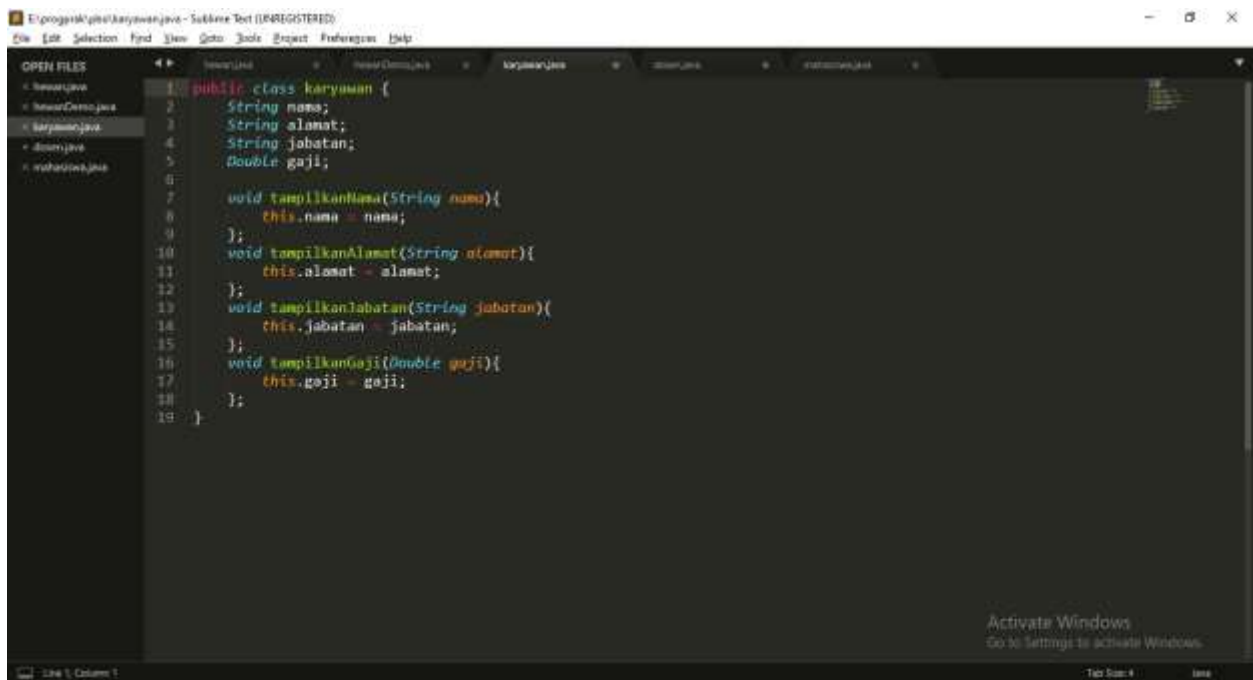
Nama : Defa Raffy Zanuar Reonaldy
NIM : L200180068
Kelas : B

Class Dosen



```
1 public class dosen {  
2     String nama;  
3     String nik;  
4     String pendidikan;  
5     Date tglahir;  
6  
7     void tampilkanNama(String nama){  
8         this.nama = nama;  
9     };  
10    void tampilkanTglahir(Date tglahir){  
11        this.tglahir = tglahir;  
12    };  
13    void tampilkanNik(int nik){  
14        this.nik = nik;  
15    };  
16 }
```

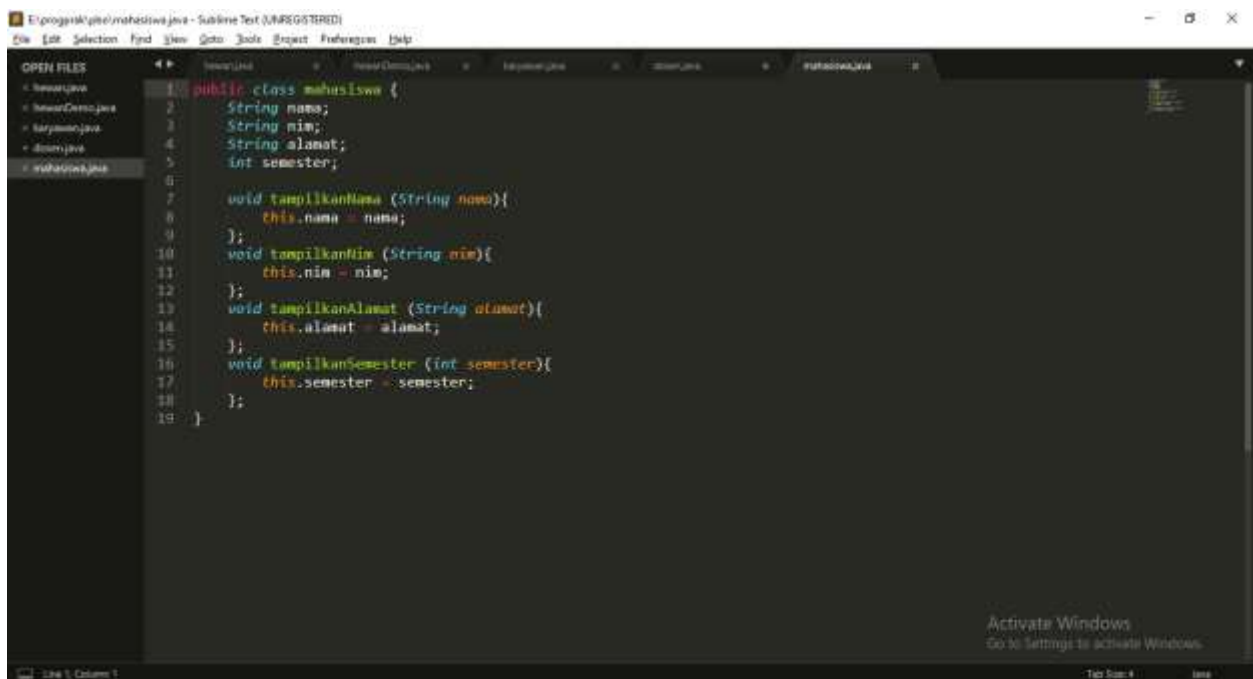
Class karyawan



The screenshot shows the Sublime Text editor with the file 'karyawan.java' open. The code defines a public class 'karyawan' with attributes 'nama', 'alamat', 'jabatan', and 'gaji'. It includes five methods: 'tampilkanNama', 'tampilkanAlamat', 'tampilkanJabatan', 'tampilkanGaji', and a constructor. The 'OPEN FILES' sidebar on the left lists several files, including 'karyawan.java'. The status bar at the bottom indicates 'Line 1, Column 1' and 'Tab Size: 4'.

```
1 public class karyawan {
2     String nama;
3     String alamat;
4     String jabatan;
5     Double gaji;
6
7     void tampilkanNama(String nama){
8         this.nama = nama;
9     };
10    void tampilkanAlamat(String alamat){
11        this.alamat = alamat;
12    };
13    void tampilkanJabatan(String jabatan){
14        this.jabatan = jabatan;
15    };
16    void tampilkanGaji(Double gaji){
17        this.gaji = gaji;
18    };
19 }
```

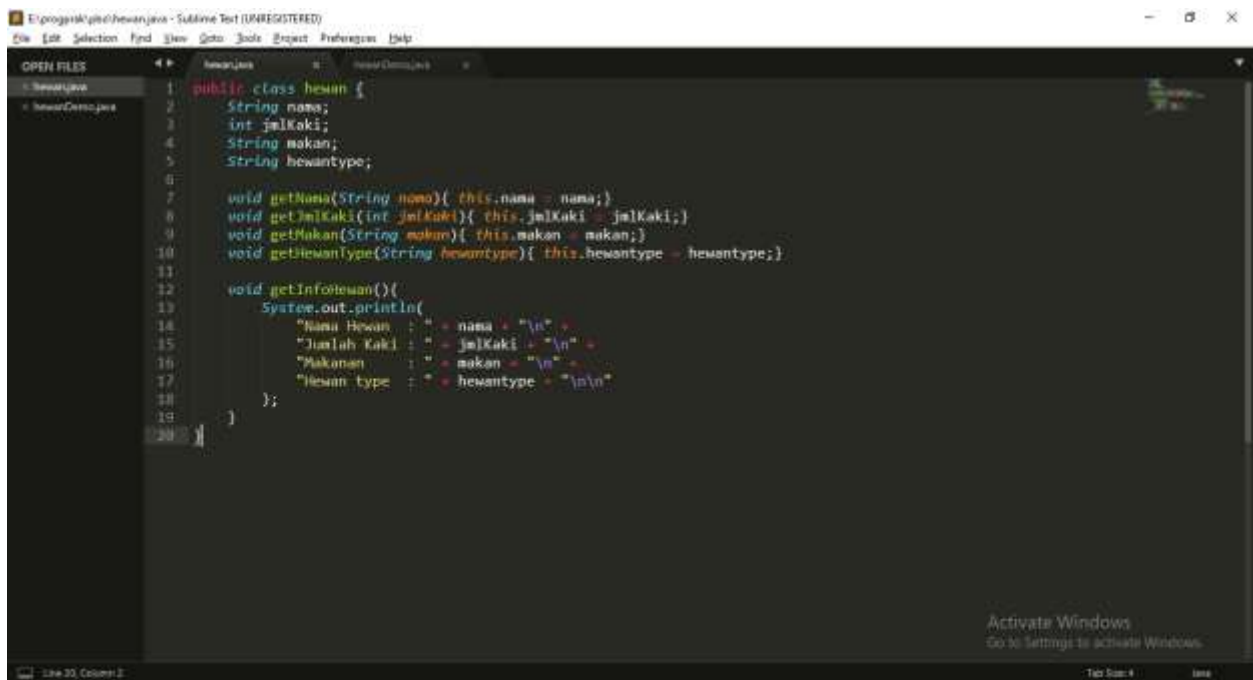
Class mahasiswa



The screenshot shows the Sublime Text editor with the file 'mahasiswa.java' open. The code defines a public class 'mahasiswa' with attributes 'nama', 'nim', 'alamat', and 'semester'. It includes four methods: 'tampilkanNama', 'tampilkanNim', 'tampilkanAlamat', and 'tampilkanSemester'. The 'OPEN FILES' sidebar on the left lists several files, including 'mahasiswa.java'. The status bar at the bottom indicates 'Line 1, Column 1' and 'Tab Size: 4'.

```
1 public class mahasiswa {
2     String nama;
3     String nim;
4     String alamat;
5     int semester;
6
7     void tampilkanNama (String nama){
8         this.nama = nama;
9     };
10    void tampilkanNim (String nim){
11        this.nim = nim;
12    };
13    void tampilkanAlamat (String alamat){
14        this.alamat = alamat;
15    };
16    void tampilkanSemester (int semester){
17        this.semester = semester;
18    };
19 }
```

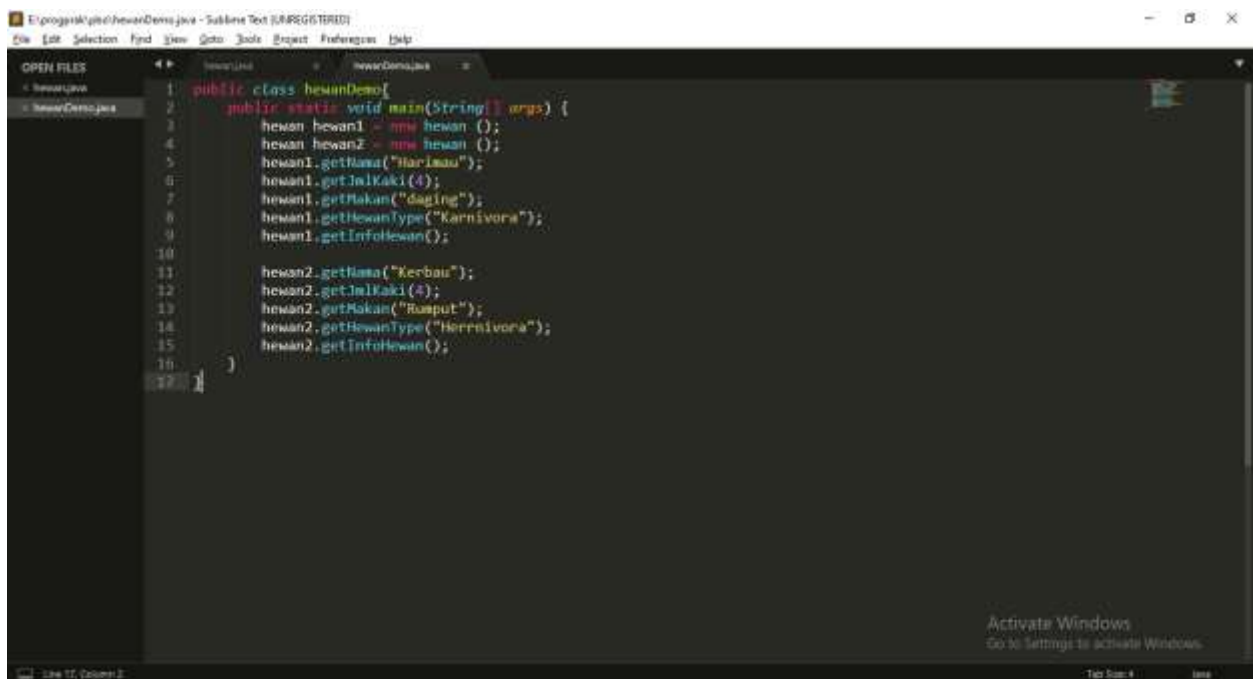
Class hewan



The screenshot shows a Sublime Text editor window with the file 'hewan.java' open. The code defines a public class 'hewan' with four attributes: 'nama' (String), 'jumlahKaki' (int), 'makan' (String), and 'hewanType' (String). It includes four getter methods: 'getNama', 'getJumlahKaki', 'getMakan', and 'getHewanType'. A fifth method, 'getInfoHewan', uses 'System.out.println' to display the values of these attributes in a formatted string.

```
1 public class hewan {
2     String nama;
3     int jumlahKaki;
4     String makan;
5     String hewanType;
6
7     void getNama(String nama){ this.nama = nama;}
8     void getJumlahKaki(int jumlahKaki){ this.jumlahKaki = jumlahKaki;}
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 : " + jumlahKaki + "\n" +
16            "Makanan : " + makan + "\n" +
17            "Hewan type : " + hewanType + "\n\n"
18        );
19    }
20 }
```

Class hewanDemo



The screenshot shows a Sublime Text editor window with the file 'hewanDemo.java' open. The code defines a public class 'hewanDemo' with a single static method 'main'. Inside the 'main' method, two instances of the 'hewan' class are created: 'hewan1' and 'hewan2'. Each instance is initialized with specific values for its attributes and then the 'getInfoHewan' method is called to display the information.

```
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.getJumlahKaki(4);
7         hewan1.getMakan("daging");
8         hewan1.getHewanType("Karnivora");
9         hewan1.getInfoHewan();
10
11         hewan2.getNama("Kerbau");
12         hewan2.getJumlahKaki(4);
13         hewan2.getMakan("Rumput");
14         hewan2.getHewanType("Herbivora");
15         hewan2.getInfoHewan();
16     }
17 }
```

Hasil

```
Command Prompt
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C:\Users\Student>javac hewanDemo.java
javac: file not found: hewanDemo.java
Usage: javac <options> <source files>
use -help for a list of possible options

C:\Users\Student>e:

E:\>cd progprak\pbo

E:\progprak\pbo>javac hewanDemo.java

E:\progprak\pbo>javac hewan.java

E:\progprak\pbo>java hewanDemo
Nama Hewan : Harimau
Jumlah Kaki : 4
Makanan : daging
Hewan type : Karnivora

Nama Hewan : Kerbau
Jumlah Kaki : 4
Makanan : Rumput
Hewan type : Herrnivora

E:\progprak\pbo>
```