## LEMBAR JAWABAN UTS PBO

Dosen Pengampu: Dwi Rolliawati



# **Disusun Oleh:**

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PROGRAM STUDI SISTEM INFORMASI
FAKULTAS SAINS DAN TEKNOLOGI
UNIVERSITAS ISLAM NEGERI SUNAN AMPEL SURABAYA
2021

### 1. Makhluk hidup

```
NetBeans IDE 8.2
                                                                                                                                                                                                  Q Search (Ctrl+I)
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
 ...java 🖟 MakhlukHidup.java 🗴 🖟 TumbuhanBerkambium.java 🗴 🖟 TumbuhanTidakBerkambium.java 🗴 🖟 Omnivora.java 🗴 🖟 Karnivora.java 🗴 🖟 Herbivora.java...
□ Projects ×
                               Source History | 😭 🔯 + 🗐 + 💆 🚭 📮 📮 😭 😓 🔁 💇 🔘 🗎 懂 🚅
   AC
Animal
Source Packages
easyUML Explorer
                                         * Nama : M Khotibul Uman
* NIM : 09020620031
        animal
                                10
              Animal.java
AnimalAction.

JenisAnimal.ja
                                      public class MakhlukHidup {
     ⊕ 🥻 Test Packages
   Test Packages
Libraries
Test Libraries
Test Libraries
Test Libraries
Test Libraries
Test Libraries
                                 14
                                            //ciri ciri makhluk hidup
String pengaruh , pengaruh2, pengaruh3, pengaruh4, pengaruh5;
void bernafas (){
                                15
16
                                @ = 19
                                                this pengaruh pengaruh;
   ⊕- 🖔 Dog
   GoMakYam
                                @ F
                                            void MengalamiPertumbuhan () {
     Interface
                                                 this.pengaruh2 = pengaruh2;
      Source Packages
         pkginterface
                                @ =
Q25
             pkginterface

AC.java

ACBeraksi.jav

Interface.jav
                                            void BerkembangBiak () {
                                               this.pengaruh3 = pengaruh3;
                                @ F
                                            void makanMinum () {
                                            this.pengaruh4 = pengaruh4;
    interfaceAC
      Source Packages
                                 @ F
                                            void iritabilitas () {
                                30
31
@ =
33
                                                 this.pengaruh5 = pengaruh ;
      AC.java interfaceAC.j
                                            void descmak () {
                                                 System.out.println("Bernafas Menggunakan\t : "+pengaruh);
     Libraries
Test Libraries
Latihan 1
                                                 System.out.println("Mengalami Pertumbuhan karena\t: "+pengaruh2);
System.out.println("Berkembang Biakkarena\t: "+pengaruh3);
                                34
35
36
37
38
                                                 System.out.println("Makan Minum\t : "+pengaruh4);
System.out.println("Iritabilitas\t : "+pengaruh5);
   ⊕ . S Latihan 1a
   Latihan1c
                                                 System.out.println("--
                                39
                                                                                                                                                                               へ 🖑 🕩 😭 🗊 16:42 🌹
```

#### **Tumbuhan Berkambium**

```
NetBeans IDE 8.2
                                                                                                                                                                                                                                                                                                                                                                              Q Search (Ctrl+I)
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
  E Projects X — ...jave MakhlukHidup.java X E TumbuhanBerkambium.java X E TumbuhanTidakBerkambium.java X E Marnivora.java X Ma
                                                                  æ 🏭
         Animal
                                                                    6 pac
7 8 - /**
9 *
             Source Packages
animal
animal
Animal,java
AnimalAction.

JenisAnimal,ji
                                                                                * Nama : M Khotibul Umam
* NIM : 09020620031
                                                                     11
            ⊕ 🌇 Test Packages
                                                                     12
13
                                                                                  public class TumbuhanBerkambium extends MakhlukHidup {
            Libraries
Test Libraries
                                                                                             String tumbuhan = "Berkambium";
                                                                    14
                                                                                             @Override
                                                                    public void bernafas () {
            - b Bank
                                                                                             pengaruh =
      BankSederhana
Dog
        ⊕ . ⑤ GoMakYam
                                                                                              @Override
       Interface
InterfaceAC
                                                                                             public void MengalamiPertumbuhan () {
                                                                                                     pengaruh2 = "Meristem Sekunder";
             interfaceac

AC.java

interfaceAC.j

Test Packages
                                                                    @ -
24
25
                                                                                             public void BerkembangBiak () {
                                                                                                    pengaruh3 = "Generatif";
             Libraries

Test Libraries
                                                                    26
                                                                                              @Override
                                                                    26

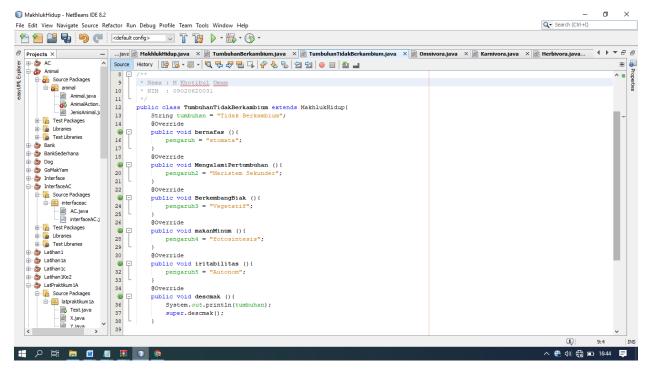
28

29

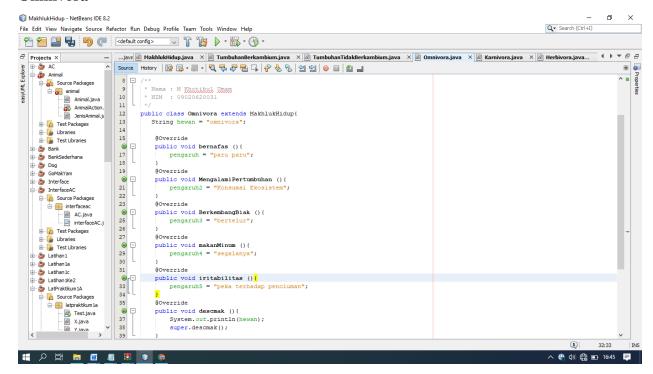
30

9 =
                                                                                             public void makanMinum () {
       Latihan 1
                                                                                                    pengaruh4 = "fotosintesis";
        . Latihan 1c
            - 🖢 Latihan 1Ke2
- 🆢 LatPraktikum 1A
                                                                                             public void iritabilitas () {
                                                                  32
33
34
                                                                                                     pengaruh5 = "Autonom"
            @Override
                                                                    ⊚ □
36
37
                                                                                             public void descmak (){
                                                                                                       System.out.println(tumbuhan);
super.descmak();
^ 🖑 Ф) 🕀 🗊 16:43 📮
```

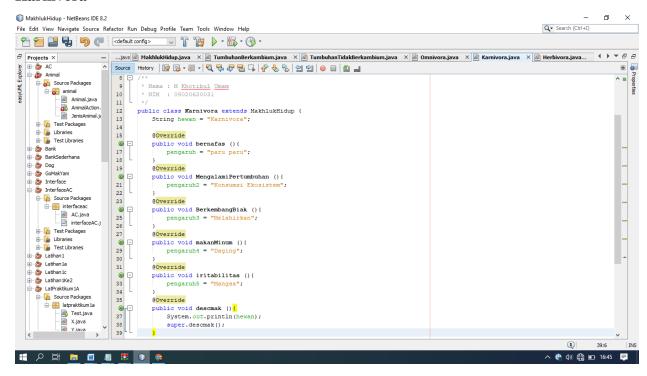
#### **Tumbuhan Tidak Berkambium**



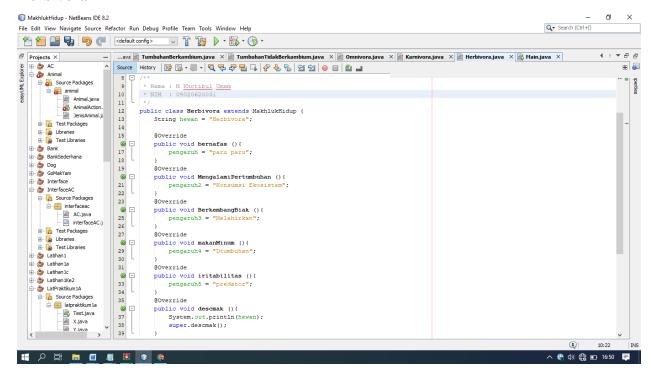
#### **Omnivora**



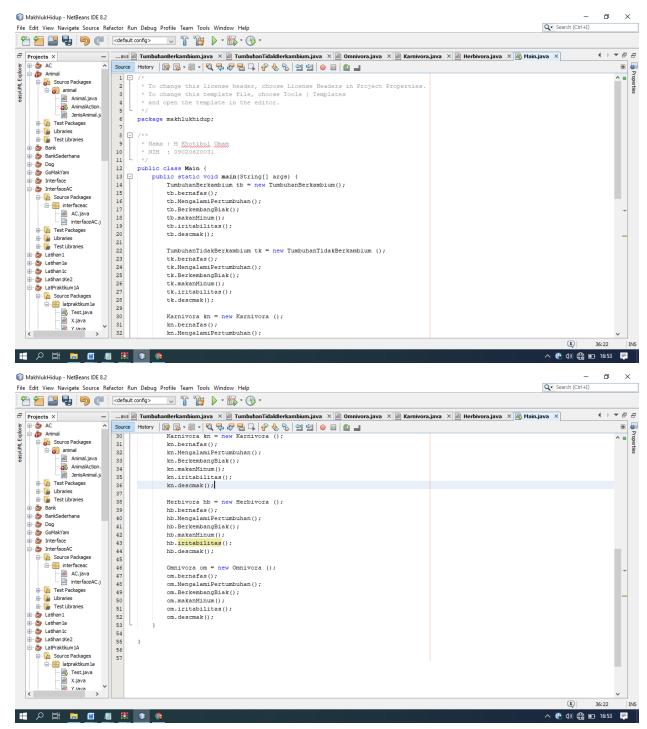
#### Karnivora



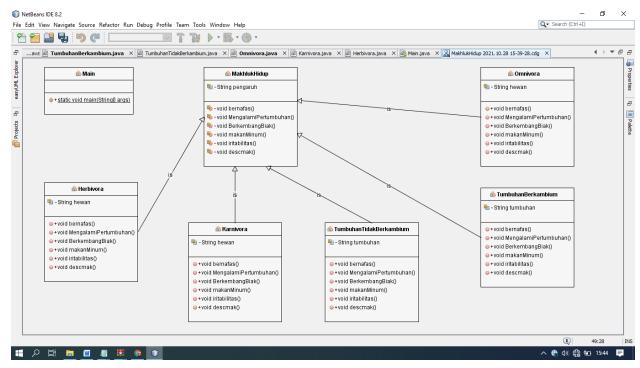
#### Herbivora



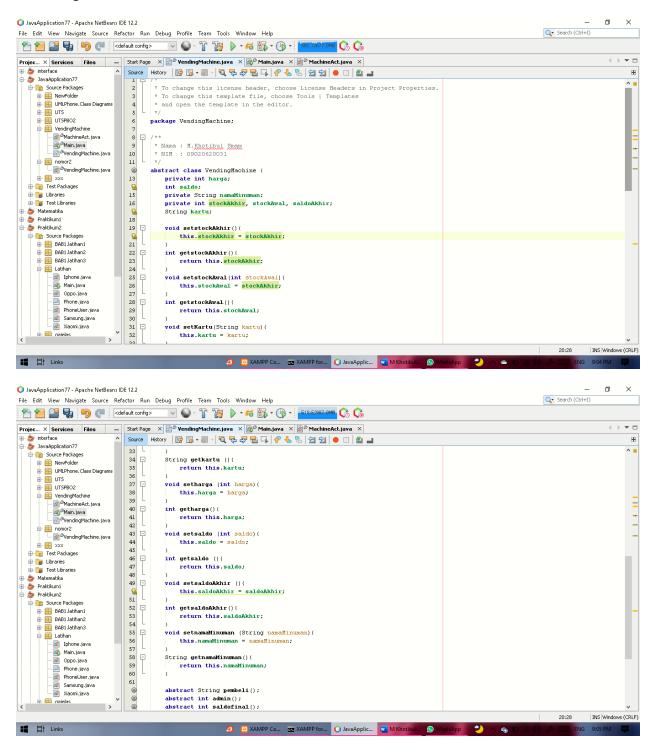
#### Main



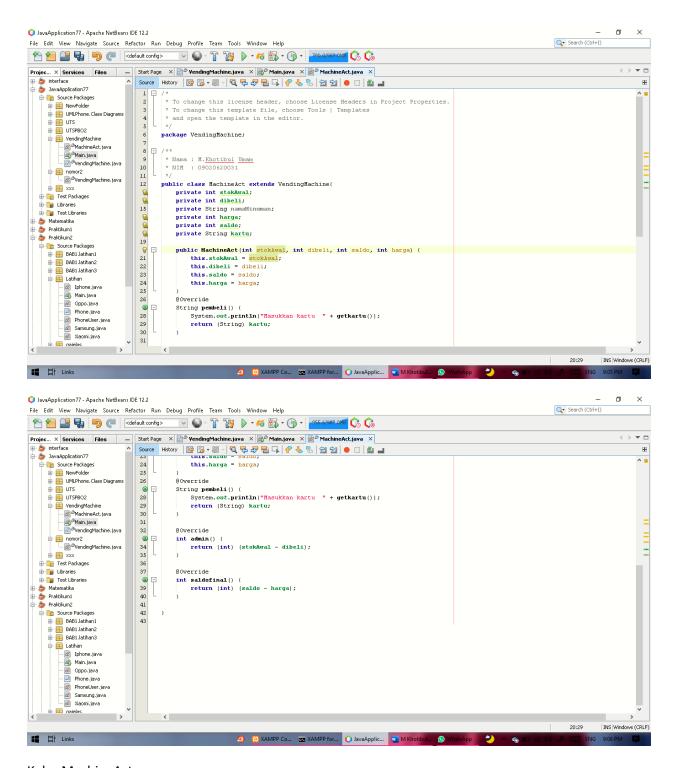
# Diagram



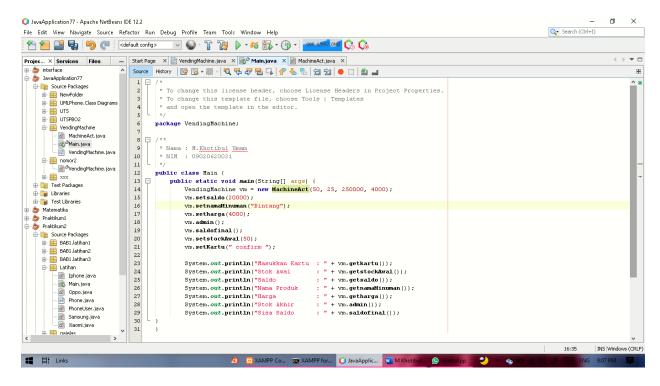
#### 2. Vending Machine



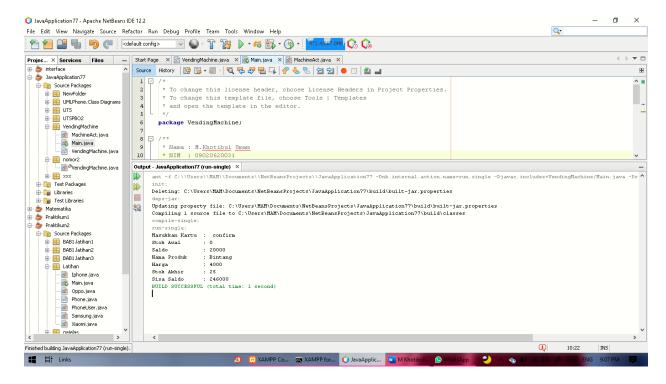
Kelas VendingMachine



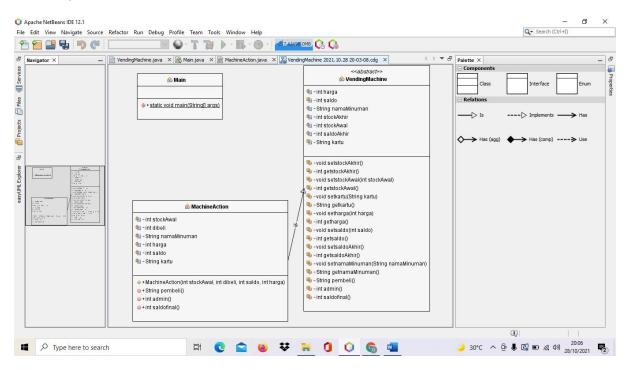
Kelas MachineAct



Kelas Main



#### **Hasil Output**



**UML Vending Machine**