

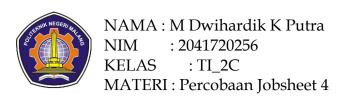
Perobaan 1

Class Processor

```
Start Page × 🕏 Output - Pertemuan4 (run) × 🖻 Processor.java × 🚳 MainP1.java × 🛍 Laptop.java ×
Source History | № 👨 - 🗐 - | 🔩 🐶 🖶 📮 | 🔗 😓 | 🕮 🖭 | 🎱 🔲 | 🕮 🚅
        * 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.
    F /**
     * @author ddiko
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45
47
       public class Processor {
            private String merk;
private double cache;
            Processor() {
            Processor(String merk, double cache) {
             this.merk = merk;
this.cache = cache;
     F
             public String getMerk() {
             public double getCache() {
             return cache;
             public void setMerk(String merk) {
                 this.merk = merk;
             public void setCache(double cache) {
                  this.cache = cache:
             public void info() {
                 System.out.printf("Merk Processor : %s\n", merk);
System.out.printf("Cache Memory : %.2f\n", cache);
```

Class Laptop

```
Start Page | Source | History |
```



Main

```
Start Page × Start Page × Output - Pertemuan4 (run) × Processor.java × MainP1.java × Laptop.java ×
Source History | № 👨 - 🖫 - | 🔍 🔁 🗗 📮 | 🔗 😓 | 🖭 🖭 | ● 🔲 | 🕮 🚅
        * 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 pertemuan4;
   ₽ /**
      * @author ddiko
10
11
12 public class MainP1 {
13
14 👨
          public static void main(String[] args) {
          Processor p = new Processor("Intel i5", 3);
Laptop L = new Laptop("Thinkpad", p);
15
16
18
              L.info();
19
             Processor pl = new Processor();
20
              pl.setMerk("Intel i5");
22
               pl.setCache(4);
               Laptop L1 = new Laptop();
23
               Ll.setMerk("Thinkpad");
24
               Ll.setProc(pl);
26
               Ll.info();
27
28
```

```
Start Page × © Output - Pertemuan4 (run) × Processor.java × MainP1.java × Laptop.java ×

run:

Merk laptop: Thinkpad

Merk Processor: Intel i5

Cache Memory: 3.00

Merk laptop: Thinkpad

Merk Processor: Intel i5

Cache Memory: 4.00

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



NIM : 2041720256 KELAS : TI_2C

MATERI: Percobaan Jobsheet 4

Percobaan 2

Class Mobil

Class sopir

```
□ Output - Pertemuan4 (run) × 🖻 Mobil.java × 🖻 Sopir.java × 📵 Pelanggan.java × 🖻 Main2.java ×
Source History | № 🔯 - 🗐 - | 🔩 👺 🖶 📮 | 🔗 😓 | 🔄 🛂 | ● 🔲 | 🕮 🚅
        * 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 Percobaan2;
10
11
        * @author ddiko
       public class Sopir {
           private String nama;
private int biaya;
17 E
18 E
            Sopir() {
19
20
21
22
23
           public String getNama() {
           public void setNama(String nama) {
           this.nama = nama;
26
28
29 ⊟
30
            public int getBiaya() {
           return biaya;
31
33 =
34
35
            public void setBiaya(int biaya) {
               this.biaya = biaya;
            public int hitungBiayaSopir(int hari) {
38
39
                return biaya * hari;
40
41
```



NIM : 2041720256 KELAS : TI_2C

MATERI: Percobaan Jobsheet 4

Class Pelanggan

Main

```
👨 Output - Pertemuan4 (run) 💉 🚳 Mobil.java 🗴 🚳 Sopir.java 🗴 🚳 Pelanggan.java 🗴 🚳 Main2.java 🗴
Source History | 👺 🔯 - 👼 - | 🔍 🔁 ኞ 🖶 📮 | 🔗 😓 | 🕮 💇 | ● 🔲 | 🕮 🚅
        * 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 Percobaan2;
    P /**
       * @author ddiko
 10
 11
       public class Main2 {
 12
 13
           public static void main(String[] args) {
           Mobil m = new Mobil();
 16
              m.setMerk("Avanza");
              m.setBiaya(350000);
 17
 18
             Sopir s = new Sopir();
              s.setNama("John Doe");
 19
              s.setBiaya(200000);
 20
 21
              Pelanggan p = new Pelanggan();
22
              p.setNama("Jane Doe");
23
              p.setMobil(m);
24
              p.setSopir(s);
25
              p.setHari(2);
26
               System.out.println("Biaya Total = " + p.hitungBiayaTotal());
27
 28
29
```



NIM : 2041720256 KELAS : TI_2C

 $MATERI: Percobaan\ Jobsheet\ 4$

```
Output - Pertemuan4 (run) * Mobil.java * Sopir.java * Pelanggan.java * Main2.java *

run:
Biaya Total = 1100000
BUILD SUCCESSFUL (total time: 0 seconds)
```



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MATERI: Percobaan Jobsheet 4

Percobaan 3

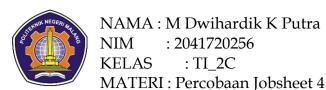
Class Pegawai

```
* 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 Percobaan3;
 8 🗏 /**
     * @author ddiko
11
     public class MainPertanyaan {
12
14 👨
      public static void main(String[] args) {
15
     Pegawai masinis = new Pegawai("1234", "Spongebob Squarepants");

KeretaApi keretaApi = new KeretaApi("Saya Baru", "Bisnis", masinis);
           System.out.println(keretaApi.info());
20
21
22
23
```

Class Kereta Api

```
👨 Output - Pertemuan4 (run) 💉 🙆 Pegawai.java 💉 🚳 KeretaApi.java 🗴 🚳 Main3.java 🗴 🚳 MainPertanyaan.java 🗴
Source History | № 🖟 - 🔊 - | 🔾 🐶 🖶 🖫 | 🔗 😓 | 🔄 💇 | 🍥 🔲 | 🕮 🚅
41
              return kelas:
 42
 43
          public void setKelas(String kelas) {
 44
             this.kelas = kelas:
 45
 46
 47
    public Pegawai getMasinis() {
 48
 49
            return masinis;
 50
 51
          public void setMasinis(Pegawai masinis) {
 52
             this.masinis = masinis;
 53
 54
 55
 56
          public Pegawai getAsisten() {
            return asisten;
 57
 58
 59
          public void setAsisten(Pegawai asisten) {
 60
             this.asisten = asisten;
 61
 62
 63
          public String info() {
 64
            String info = "":
 65
              info += "Nama: " + this.nama + "\n";
 66
             info += "Kelas: " + this.kelas + "\n";
 67
              info += "Masinis: " + this.masinis.info() + "\n";
 68
             info += "Asisten: " + this.asisten.info() + "\n";
 69
              return info;
 70
 71
 72
 73
```



Main

```
© Output - Pertemuan4 (run) × 🖻 Pegawai.java × 🖻 KeretaApi.java × 🖻 Main3.java × 🖻 MainPertanyaan.java ×
 Source History | 🚱 👨 - 🗐 - | 🔩 🗗 - | 🗣 😓 | 😭 🔮 | 😩 | 🖭 | 🚇 🚅
         * 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 Percobaan3;
     ₽ /**
     * @author ddiko
 10
 11
 12
       public class Main3 {
 13
 14 public static void main(String[] args) {
               Pegawai masinis = new Pegawai("1234", "Spongebob Squarepants");
Pegawai asisten = new Pegawai("4567", "Patrick Star");
KeretaApi keretaApi = new KeretaApi("Gaya Baru", "Bisnis", masinis, asisten);
 16
 17
                 System.out.println(keretaApi.info());
 19
 20
 21
```

```
Output - Pertemuan4 (run) * Pegawai.java * KeretaApi.java * Main3.java * MainPertanyaan.java *

run:

Nama: Gaya Baru

Kelas: Bisnis

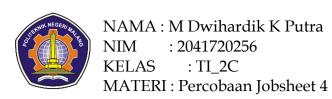
Masinis: Nip: 1234

Nama: Spongebob Squarepants

Asisten: Nip: 4567

Nama: Patrick Star

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

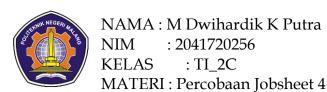


Percobaan 4

Class Penumpang

```
| Penumpang.java | Main.java |
```

Class Kursi



Class Gerbong

```
Source History | 👺 🔯 - 🗐 - | 🥄 👺 🖶 📮 | 🔗 😓 | 😫 🔩 | 🎱 🔛 | 🕮 🚅
        public class Gerbong {
             private String kode;
private Kursi[] arrayKursi;
Gerbong() {
             public Gerbong(String kode, int jumlah) {
   this.kode = kode;
   this.arrayKursi = new Kursi[jumlah];
   this.initKursi();
            public String getKode() {
            public void setKode(String kode) {
             public Kursi[] getArrayKursi() {
             public void setArrayKursi(Kursi[] arrayKursi) {
                  this.arrayKursi = arrayKursi
             private void initKursi() {
                  for (int i = 0; i < arrayKursi.length; i++) {
    this.arrayKursi[i] = new Kursi(String.valueOf(i + 1));
            public String info() {
   String info = """;
   info += "Kode: " + kode + "\n";
   for (Kursi kursi : arrayKursi) {
     info += kursi.info();
}
             public void setPenumpang(Penumpang penumpang, int nomor) {
```

Main

```
Source History | № 💀 - 🔊 - | 🔩 🐶 🖶 🖫 | 🍄 😓 🕾 | 💇 💇 | 🧶 🖃 | 🕮 🚅
       * 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 Percobaan4:
 6
   □ /**
 8
10
      * @author ddiko
11
12
     public class Main {
13
14
        public static void main(String[] args) {
           Penumpang p = new Penumpang("12345", "Mr. Krab");
            Penumpang budi = new Penumpang("67890", "Budi");
16
            Gerbong gerbong = new Gerbong("A", 10);
18
            gerbong.setPenumpang(p, 1);
            System.out.println(gerbong.info());
             gerbong.setPenumpang(budi, 1);
            System.out.println(gerbong.info());
22
23
     }
24
```

