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MATERI : Percobaan Jobsheet 4

## Perobaan 1

### Class Processor

```
Start Page x Output - Pertemuan4 (run) x Processor.java x MainP1.java x Laptop.java x
Source History
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 pertemuan4;
7
8   /**
9    *
10   * @author ddiko
11   */
12   public class Processor {
13
14       private String merk;
15       private double cache;
16
17       Processor() {
18
19       }
20
21       Processor(String merk, double cache) {
22           this.merk = merk;
23           this.cache = cache;
24       }
25
26       public String getMerk() {
27           return merk;
28       }
29
30       public double getCache() {
31           return cache;
32       }
33
34       public void setMerk(String merk) {
35           this.merk = merk;
36       }
37
38       public void setCache(double cache) {
39           this.cache = cache;
40       }
41
42       public void info() {
43           System.out.printf("Merk Processor : %s\n", merk);
44           System.out.printf("Cache Memory : %.2f\n", cache);
45       }
46   }
47
```

### Class Laptop

```
Start Page x Output - Pertemuan4 (run) x Processor.java x MainP1.java x Laptop.java x
Source History
13
14   private String merk;
15   private Processor proc;
16
17   Laptop() {
18
19   }
20
21   Laptop(String merk, Processor proc) {
22       this.merk = merk;
23       this.proc = proc;
24   }
25
26   public String getMerk() {
27       return merk;
28   }
29
30   public void setMerk(String merk) {
31       this.merk = merk;
32   }
33
34   public Processor getProc() {
35       return proc;
36   }
37
38   public void setProc(Processor proc) {
39       this.proc = proc;
40   }
41
42   public void info() {
43       System.out.println("Merk laptop : " + merk);
44       proc.info();
45   }
46
47
```



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## Main

```
1  /*  
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3   * To change this template file, choose Tools | Templates  
4   * and open the template in the editor.  
5   */  
6  package pertemuan4;  
7  
8  /**  
9   *  
10   * @author ddiko  
11   */  
12  public class MainP1 {  
13  
14      public static void main(String[] args) {  
15          Processor p = new Processor("Intel i5", 3);  
16          Laptop L = new Laptop("Thinkpad", p);  
17  
18          L.info();  
19  
20          Processor pl = new Processor();  
21          pl.setMerk("Intel i5");  
22          pl.setCache(4);  
23          Laptop Ll = new Laptop();  
24          Ll.setMerk("Thinkpad");  
25          Ll.setProc(pl);  
26          Ll.info();  
27      }  
28  }
```

## Output

```
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)
```



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## Percobaan 2

### Class Mobil

```
Output - Pertemuan4 (run) x Mobil.java x Sopir.java x Pelanggan.java x Main2.java x
Source History
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 Percobaan2;
7
8  /**
9   *
10   * @author ddiko
11   */
12  public class Mobil {
13
14      private String merk;
15      private int biaya;
16
17      Mobil() {
18      }
19
20
21      public String getMerk() {
22          return merk;
23      }
24
25      public void setMerk(String merk) {
26          this.merk = merk;
27      }
28
29      public int getBiaya() {
30          return biaya;
31      }
32
33      public void setBiaya(int biaya) {
34          this.biaya = biaya;
35      }
36
37      public int hitungBiayaMobil(int hari) {
38          return biaya * hari;
39      }
40
41  }
42
```

### Class sopir

```
Output - Pertemuan4 (run) x Mobil.java x Sopir.java x Pelanggan.java x Main2.java x
Source History
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 Percobaan2;
7
8  /**
9   *
10   * @author ddiko
11   */
12  public class Sopir {
13
14      private String nama;
15      private int biaya;
16
17      Sopir() {
18      }
19
20
21      public String getNama() {
22          return nama;
23      }
24
25      public void setNama(String nama) {
26          this.nama = nama;
27      }
28
29      public int getBiaya() {
30          return biaya;
31      }
32
33      public void setBiaya(int biaya) {
34          this.biaya = biaya;
35      }
36
37      public int hitungBiayaSopir(int hari) {
38          return biaya * hari;
39      }
40
41  }
42
```



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## Class Pelanggan

```
Output - Pertemuan4 (run) x Mobil.java x Sopir.java x Pelanggan.java x Main2.java x
Source History
13 private String nama;
14 private Mobil mobil;
15 private Sopir sopir;
16 private int hari;
17
18 Pelanggan() {
19 }
20
21
22
23 public String getNama() {
24     return nama;
25 }
26
27 public void setNama(String nama) {
28     this.nama = nama;
29 }
30
31 public Mobil getMobil() {
32     return mobil;
33 }
34
35 public void setMobil(Mobil mobil) {
36     this.mobil = mobil;
37 }
38
39 public Sopir getSopir() {
40     return sopir;
41 }
42
43 public void setSopir(Sopir sopir) {
44     this.sopir = sopir;
45 }
46
47 public int getHari() {
48     return hari;
49 }
50
51 public void setHari(int hari) {
52     this.hari = hari;
53 }
54
55 public int hitungBiayaTotal() {
56     return mobil.hitungBiayaMobil(hari)
57         + sopir.hitungBiayaSopir(hari);
58 }
59
60 }
```

## Main

```
Output - Pertemuan4 (run) x Mobil.java x Sopir.java x Pelanggan.java x Main2.java x
Source History
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 Percobaan2;
7
8 /**
9  *
10  * @author ddiko
11  */
12 public class Main2 {
13
14     public static void main(String[] args) {
15         Mobil m = new Mobil();
16         m.setMerk("Avanza");
17         m.setBiaya(350000);
18         Sopir s = new Sopir();
19         s.setNama("John Doe");
20         s.setBiaya(200000);
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 }
```



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## Output

A screenshot of an IDE's output window. The window has a title bar with five tabs: 'Output - Pertemuan4 (run)', 'Mobil.java', 'Sopir.java', 'Pelanggan.java', and 'Main2.java'. The 'Output - Pertemuan4 (run)' tab is active. On the left side of the output area, there are four icons: a green play button, a yellow play button, a red stop button, and a blue bug icon. The output text is as follows:

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



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### Percobaan 3

#### Class Pegawai

```
Pegawai.java x KeretaApi.java x Main3.java x MainPertanyaan.java x
Source History
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 Percobaan3;
7
8   /**
9    *
10   * @author ddiko
11   */
12   public class MainPertanyaan {
13
14   public static void main(String[] args) {
15
16       Pegawai masinis = new Pegawai("1234", "Spongebob Squarepants");
17       KeretaApi keretaApi = new KeretaApi("Baya Baru", "Bisnis", masinis);
18
19       System.out.println(keretaApi.info());
20
21   }
22
23   }
```

#### Class Kereta Api

```
Output - Pertemuan4 (run) x Pegawai.java x KeretaApi.java x Main3.java x MainPertanyaan.java x
Source History
41   return kelas;
42   }
43
44   public void setKelas(String kelas) {
45       this.kelas = kelas;
46   }
47
48   public Pegawai getMasinis() {
49       return masinis;
50   }
51
52   public void setMasinis(Pegawai masinis) {
53       this.masinis = masinis;
54   }
55
56   public Pegawai getAsisten() {
57       return asisten;
58   }
59
60   public void setAsisten(Pegawai asisten) {
61       this.asisten = asisten;
62   }
63
64   public String info() {
65       String info = "";
66       info += "Nama: " + this.nama + "\n";
67       info += "Kelas: " + this.kelas + "\n";
68       info += "Masinis: " + this.masinis.info() + "\n";
69       info += "Asisten: " + this.asisten.info() + "\n";
70       return info;
71   }
72   }
73   }
```



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## Main

```
Output - Pertemuan4 (run) x Pegawai.java x KeretaApi.java x Main3.java x MainPertanyaan.java x
Source History
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 Percobaan3;
7
8   /**
9    *
10   * @author ddiko
11   */
12   public class Main3 {
13
14       public static void main(String[] args) {
15           Pegawai masinis = new Pegawai("1234", "Spongebob Squarepants");
16           Pegawai asisten = new Pegawai("4567", "Patrick Star");
17           KeretaApi keretaApi = new KeretaApi("Gaya Baru", "Bisnis", masinis, asisten);
18           System.out.println(keretaApi.info());
19       }
20   }
21
```

## Output

```
Output - Pertemuan4 (run) x Pegawai.java x KeretaApi.java x Main3.java x MainPertanyaan.java x
run:
Nama: Gaya Baru
Kelas: Bisnis
Masinis: Nip: 1234
Nama: Spongebob Squarepants

Asisten: Nip: 4567
Nama: Patrick Star

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



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## Percobaan 4

### Class Penumpang

```
Penumpang.java x Kursi.java x Gerbong.java x Main.java x
Source History
4  * and open the template in the editor.
5  */
6  package Percobaan4;
7
8  /**
9   *
10  * @author ddiko
11  */
12  public class Penumpang {
13
14      private String ktp;
15      private String nama;
16
17      Penumpang() {
18      }
19
20      Penumpang(String ktp, String nama) {
21          this.ktp = ktp;
22          this.nama = nama;
23      }
24
25      public String getKtp() {
26          return ktp;
27      }
28
29      public void setKtp(String ktp) {
30          this.ktp = ktp;
31      }
32
33      public String getNama() {
34          return nama;
35      }
36
37      public void setNama(String nama) {
38          this.nama = nama;
39      }
40
41      public String info() {
42          String info = "";
43          info += "Ktp: " + ktp + "\n";
44          info += "Nama: " + nama + "\n";
45          return info;
46      }
47
48  }
```

### Class Kursi

```
Penumpang.java x Kursi.java x Gerbong.java x Main.java x
Source History
7
8  /**
9   *
10  * @author ddiko
11  */
12  public class Kursi {
13
14      private String nomor;
15      private Penumpang penumpang;
16
17      Kursi() {
18      }
19
20      Kursi(String nomor) {
21          this.nomor = nomor;
22      }
23
24      public String getNomor() {
25          return nomor;
26      }
27
28      public void setNomor(String nomor) {
29          this.nomor = nomor;
30      }
31
32      public Penumpang getPenumpang() {
33          return penumpang;
34      }
35
36      public void setPenumpang(Penumpang penumpang) {
37          this.penumpang = penumpang;
38      }
39
40      public String info() {
41          String info = "";
42          info += "Nomor: " + nomor + "\n";
43          if (this.penumpang != null) {
44              info += "Penumpang:\n" + penumpang.info() + "\n";
45          }
46          return info;
47      }
48
49  }
50
```





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## Class Gerbong

```
Penumpang.java x Kursi.java x Gerbong.java x Main.java x
Source History
12 public class Gerbong {
13
14     private String kode;
15     private Kursi[] arrayKursi;
16
17     Gerbong() {
18     }
19
20
21     public Gerbong(String kode, int jumlah) {
22         this.kode = kode;
23         this.arrayKursi = new Kursi[jumlah];
24         this.initKursi();
25     }
26
27     public String getKode() {
28         return kode;
29     }
30
31     public void setKode(String kode) {
32         this.kode = kode;
33     }
34
35     public Kursi[] getArrayKursi() {
36         return arrayKursi;
37     }
38
39     public void setArrayKursi(Kursi[] arrayKursi) {
40         this.arrayKursi = arrayKursi;
41     }
42
43     private void initKursi() {
44         for (int i = 0; i < arrayKursi.length; i++) {
45             this.arrayKursi[i] = new Kursi(String.valueOf(i + 1));
46         }
47     }
48
49     public String info() {
50         String info = "";
51         info += "Kode: " + kode + "\n";
52         for (Kursi kursi : arrayKursi) {
53             info += kursi.info();
54         }
55         return info;
56     }
57
58     public void setPenumpang(Penumpang penumpang, int nomor) {
59
60     }
```

## Main

```
Penumpang.java x Kursi.java x Gerbong.java x Main.java x
Source History
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 Percobaan4;
7
8   /**
9    *
10   * @author ddiko
11   */
12   public class Main {
13
14       public static void main(String[] args) {
15           Penumpang p = new Penumpang("12345", "Mr. Krab");
16           Penumpang budi = new Penumpang("67890", "Budi");
17           Gerbong gerbong = new Gerbong("A", 10);
18           gerbong.setPenumpang(p, 1);
19           System.out.println(gerbong.info());
20           gerbong.setPenumpang(budi, 1);
21           System.out.println(gerbong.info());
22       }
23   }
24 }
```



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## Output

```
Output - Pertemuan4 (run) x
run:
Kode: A
Nomor: 1
Penumpang:
Ktp: 12345
Nama: Mr. Krab

Nomor: 2
Nomor: 3
Nomor: 4
Nomor: 5
Nomor: 6
Nomor: 7
Nomor: 8
Nomor: 9
Nomor: 10

Kode: A
Nomor: 1
Penumpang:
Ktp: 67890
Nama: Budi

Nomor: 2
Nomor: 3
Nomor: 4
Nomor: 5
Nomor: 6
Nomor: 7
Nomor: 8
Nomor: 9
Nomor: 10

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