**PEMROGRAMAN BERORIENTASI OBJEK**

**LAPORAN HASIL PRAKTIKUM**

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**Praktikum 1**

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| Scripting Java |
| public class Handphone {      public int layar = 5;      public int camera = 20;      public String batre= ""+500;  public static void main(String args[]){      Handphone handphone = new Handphone();      menelpon();      berfoto(handphone.camera);      double hasil;      hasil = berfoto(handphone.camera);      System.out.println("Kualitas foto hp ini adalah "+hasil+" megapixel");      hasil=(engine(handphone.camera,Integer.parseInt(handphone.batre)));      System.out.println("Kekuatan engine nya sebesar "+hasil+" megavolt");  }      public static void menelpon(){ // tipe data ini hanya bisa menampilkan keseliruhan statement dan argumen          Handphone handphone = new Handphone();          System.out.println("Sedang menelpon dengan layar hp ke "+ handphone.layar );      }      public static int berfoto(int x){ // seting fungsi tipe data int          Handphone handphone = new Handphone();          handphone.camera = x \* 6;          return handphone.camera;      }      public static double engine(int x, int y){          Handphone handphone = new Handphone();          handphone.camera = x;          handphone.batre = ""+y;          return Integer.parseInt(handphone.batre)  / handphone.camera ;      }  } |
| Hasil Program Java |
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