**PEMROGRAMAN BERORIENTASI OBJEK**

**LAPORAN HASIL PRAKTIKUM**

**HASIL PRAKTIKUM**

**Praktikum 4**

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| Scripting Java (Main.java) |
| class Character {      //attribute      public String Name = "Michahide";      public String Guild = "RedBlood";      public int Zeny = 1000000;      public int INT = 45;      public int STR = 32;      public int DEX = 40;      public int HP = 20000;      public int SP = 15000;      //method      public void char\_info() {          System.out.println("=== CHARACTER INFO ===");          System.out.println("Name: " + Name);          System.out.println("Guild: " + Guild);          System.out.println("Zeny: "+ Zeny);      }      public int stat\_INT() {          return this.INT;      }      public int stat\_STR() {          return this.STR;      }      public int stat\_DEX() {          return this.DEX;      }      public int stat\_HP() {          return this.HP;      }      public int stat\_SP() {          return this.SP;      }  }  class Mage extends Character {      public int INT\_boost = 12;      public int SP\_boost = 5000;      public void MageSkill(){          System.out.println("=== Skill ===");          System.out.println("Fireball");          System.out.println("Frost Nova");          System.out.println("Heaven's Drive");      }      public void MageRune(){          System.out.println("=== Rune ===");          System.out.println("Fire Pillar Attack");          System.out.println("Meteor Storm");          System.out.println("Spell Crit");      }  }  class Swordsman extends Character {      public int STR\_boost = 12;      public int HP\_boost = 5000;      public void SwordsmanSkill(){          System.out.println("=== Skill ===");          System.out.println("Lord's Aura");          System.out.println("Aura Blade");          System.out.println("Bash");      }      public void SwordsmanRune(){          System.out.println("=== Rune ===");          System.out.println("Sword Mastery - Empower");          System.out.println("Ignore Def");          System.out.println("Bash - Empower");      }  }  public class Ragnarok {      public static void main(String[] args) {          Character c = new Character();          System.out.println("=== Character in Ragnarok ===");          c.char\_info();          System.out.println("=== Stats ===");          int stat\_INT = c.stat\_INT();          int stat\_STR = c.stat\_STR();          int stat\_DEX = c.stat\_DEX();          int stat\_HP = c.stat\_HP();          int stat\_SP = c.stat\_SP();          System.out.println("INT: " + stat\_INT);          System.out.println("STR: " + stat\_STR);          System.out.println("DEX: " + stat\_DEX);          System.out.println("HP: " + stat\_HP);          System.out.println("SP: " + stat\_SP);          System.out.println();          System.out.println("=========================");          System.out.println();          Mage m = new Mage();          System.out.println("======= Job: Mage =======");          m.char\_info();          System.out.println("=== Stats ===");          System.out.println("INT: " + stat\_INT + " (+" + m.INT\_boost + "from INT Boost)");          System.out.println("STR: " + stat\_STR);          System.out.println("DEX: " + stat\_DEX);          System.out.println("HP: " + stat\_HP);          System.out.println("SP: " + stat\_SP + " (+" + m.SP\_boost + "from SP Boost)");          m.MageSkill();          m.MageRune();          System.out.println();          System.out.println("========================");          System.out.println();          Swordsman s = new Swordsman();          System.out.println("=== Job: Swordsman ===");          s.char\_info();          System.out.println("=== Stats ===");          System.out.println("INT: " + stat\_INT);          System.out.println("STR: " + stat\_STR + " (+" + s.STR\_boost + "from STR Boost)");          System.out.println("DEX: " + stat\_DEX);          System.out.println("HP: " + stat\_HP + " (+" + s.HP\_boost + "from HP Boost)");          System.out.println("SP: " + stat\_SP);          s.SwordsmanSkill();          s.SwordsmanRune();      }  } |
| Scripting Java (Character.java) |
| package module;  public class Character {      //attribute      public String Name = "Michahide";      public String Guild = "RedBlood";      public int Zeny = 1000000;      public int INT;      public int STR;      public int DEX;      public int HP;      public int SP;      //method      public void char\_info() {          System.out.println("=== CHARACTER INFO ===");          System.out.println("Name: " + Name);          System.out.println("Guild: " + Guild);          System.out.println("Zeny: "+ Zeny);      }      public void setStat\_INT(int statINT2) {          this.INT = statINT2;      }      public void setStat\_STR(int statSTR2) {          this.STR = statSTR2;      }      public void setStat\_DEX(int statDEX2) {          this.DEX = statDEX2;      }      public void setStat\_HP(int statHP2) {          this.HP = statHP2;      }      public void setStat\_SP(int statSP2) {          this.SP = statSP2;      }      public int getStat\_INT() {          return this.INT;      }      public int getStat\_STR() {          return this.STR;      }      public int getStat\_DEX() {          return this.DEX;      }      public int getStat\_HP() {          return this.HP;      }      public int getStat\_SP() {          return this.SP;      }  } |
| Scripting Java (Mage.java) |
| package module;  public class Mage extends Character {      public int INT\_boost;      public int SP\_boost;      public String MageSkill;      public String MageRune;      public void setMageSkill(String MageSkillparam){          this.MageSkill = MageSkillparam;      }      public void setMageRune(String MageRuneparam){          this.MageRune = MageRuneparam;      }      public void setINT\_boost(int INT\_boostparam){          this.INT\_boost = INT\_boostparam;      }      public void setSP\_boost(int SP\_boostparam){          this.SP\_boost = SP\_boostparam;      }      public String getMageSkill(){          return this.MageSkill;      }      public String getMageRune(){          return this.MageRune;      }      public int getINT\_boost(){          return this.INT\_boost;      }      public int getSP\_boost(){          return this.SP\_boost;      }    } |
| Scripting Java (Swordsman.java) |
| package module;  public class Swordsman extends Character {      public int STR\_boost;      public int HP\_boost;      public String SwordsmanSkill;      public String SwordsmanRune;      public void setSwordsmanSkill(String SwordsmanSkillparam){          this.SwordsmanSkill = SwordsmanSkillparam;      }      public void setSwordsmanRune(String SwordsmanRuneparam){          this.SwordsmanRune = SwordsmanRuneparam;      }      public void setSTR\_boost(int STR\_boostparam){          this.STR\_boost = STR\_boostparam;      }      public void setHP\_boost(int HP\_boostparam){          this.HP\_boost = HP\_boostparam;      }      public String getSwordsmanSkill(){          return this.SwordsmanSkill;      }      public String getSwordsmanRune(){          return this.SwordsmanRune;      }      public int getSTR\_boost(){          return this.STR\_boost;      }      public int getHP\_boost(){          return this.HP\_boost;      }  } |
| Output Java |
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