

**PRAKTIKUM PEMROGRAMAN
BERORIENTASI OBJEK
PERTEMUAN 12 (KUIS)**



SEMESTER GANJIL TA. 2020/2021

**DILAPORKAN OLEH :
ANDI MUSHAWWIR RAHMAT**

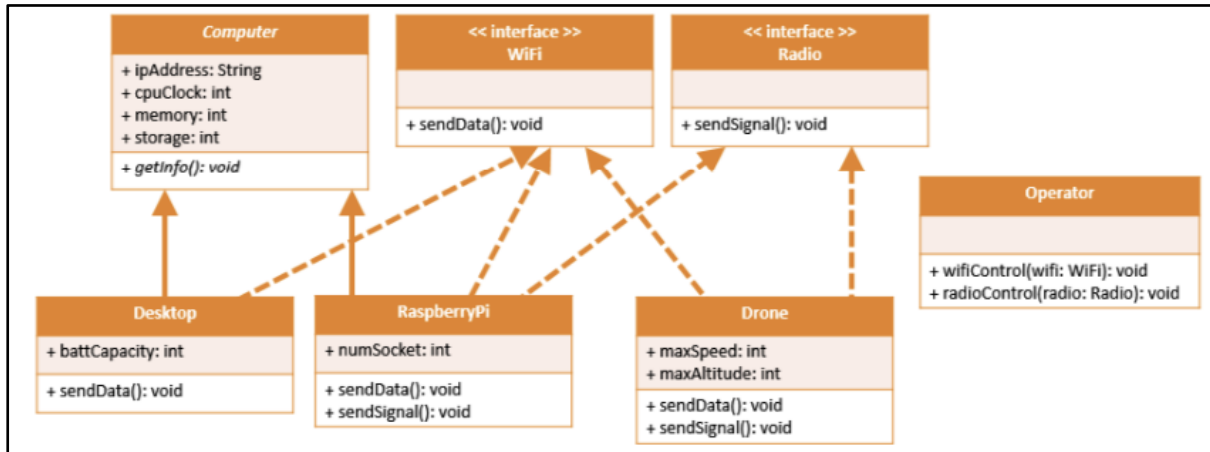
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TI – 2B

**POLITEKNIK NEGERI MALANG
TEKNOLOGI INFORMASI
D4 TEKNIK INFORMATIKA**

Soal

Buatlah kode program dari class diagram di bawah ini. Terdapat class computer yang berupa abstract class, berikut class turunannya dan class lain yang mengimplementasikan interface WiFi dan Radio.



Source Code :

Computer.java

```
abstract class Computer{
    protected String ipAddress;
    protected int cpuClock;
    protected int memory;
    protected int storage;

    public abstract void tampilkanInfo();
}
```

Wifi.java

```
public interface Wifi {
    public void sendData();
}
```

Radio.java

```
public interface Radio{
    public void sendSignal();
}
```

Dekstop.java

```
public class Dekstop extends Computer implements Wifi {
    public int battCapacity;

    public void sendData() {
        System.out.println("=====");
        System.out.println("Controlling Dekstop via Wifi ");
        System.out.println();
    }

    @Override
    public void tampilkanInfo() {
        System.out.println("-----Dekstop-----");
        System.out.println("ipAddress : " + ipAddress);
        System.out.println("cpuClock : " + cpuClock);
        System.out.println("Memory : " + memory);
        System.out.println("Storage : " + storage);
        System.out.println("Battery : " + battCapacity);
    }
}
```

RaspberryPi.java

```
public class RaspberryPi extends Computer implements Wifi, Radio {
    public int numSocket;

    public void sendData(){
        System.out.println("=====");
        System.out.println("Controlling RaspberryPi via Wifi ");
        System.out.println();
    }

    public void sendSignal(){
        System.out.println("=====");
        System.out.println("Controlling RaspberryPi via Radio ");
    }

    @Override
    public void tampilkanInfo() {
        System.out.println("-----RaspberryPi-----");
        System.out.println("ipAddress : " + ipAddress);
        System.out.println("cpuClock : " + cpuClock);
        System.out.println("Memory : " + memory);
        System.out.println("Storage : " + storage);
        System.out.println("Socket : " + numSocket);
    }
}
```

Drone.java

```
public class Drone implements Wifi, Radio{
    public int maxSpeed;
    public int maxAltitude;

    public void sendData(){
        System.out.println("=====");
        System.out.println("Controlling Drone via Wifi ");
    }

    public void sendSignal() {
        System.out.println("=====");
        System.out.println("Controlling Drone via Radio ");
        System.out.println("=====");
    }
}
```

Operator.java

```
public class Operator {
    public void wifiControl(Wifi wifi) {
        wifi.sendData();
    }

    public void radioControl(Radio radio) {
        radio.sendSignal();
    }
}
```

Main.java

```
public class Main {
    public static void main(String[] args) {
        Dekstop dk = new Dekstop();
        RaspberryPi rp = new RaspberryPi();
        Drone dji = new Drone();
        Operator op = new Operator();

        dk.ipAddress = "192.8.121";
        dk.cpuClock = 1231;
        dk.memory = 2056;
        dk.storage = 2343;
        dk.battCapacity = 2076;

        rp.ipAddress = "192.8.130";
        rp.cpuClock = 1231;
        rp.memory = 2056;
    }
}
```

```

        rp.storage = 2343;
        rp.numSocket = 8;

        op.radioControl(rp);
        op.wifiControl(rp);
        rp.tampilkanInfo();

        op.wifiControl(dk);
        dk.tampilkanInfo();

        op.wifiControl(dji);
        op.radioControl(dji);
    }
}

```

Hasil :

```

=====
Controlling RaspberryPi via Radio
=====
Controlling RaspberryPi via Wifi

-----RaspberryPi-----
ipAddress : 192.8.130
cpuClock : 1231
Memory : 2056
Storage : 2343
Socket :8
=====
Controlling Dekstop via Wifi

-----Dekstop-----
ipAddress : 192.8.121
cpuClock : 1231
Memory : 2056
Storage : 2343
Battery : 2076
=====
Controlling Drone via Wifi
=====
Controlling Drone via Radio
=====
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```