

LAPORAN PRAK 5
PEMORAGRAMAN BERORIENTASI WEB (PBO)



Disusun oleh :
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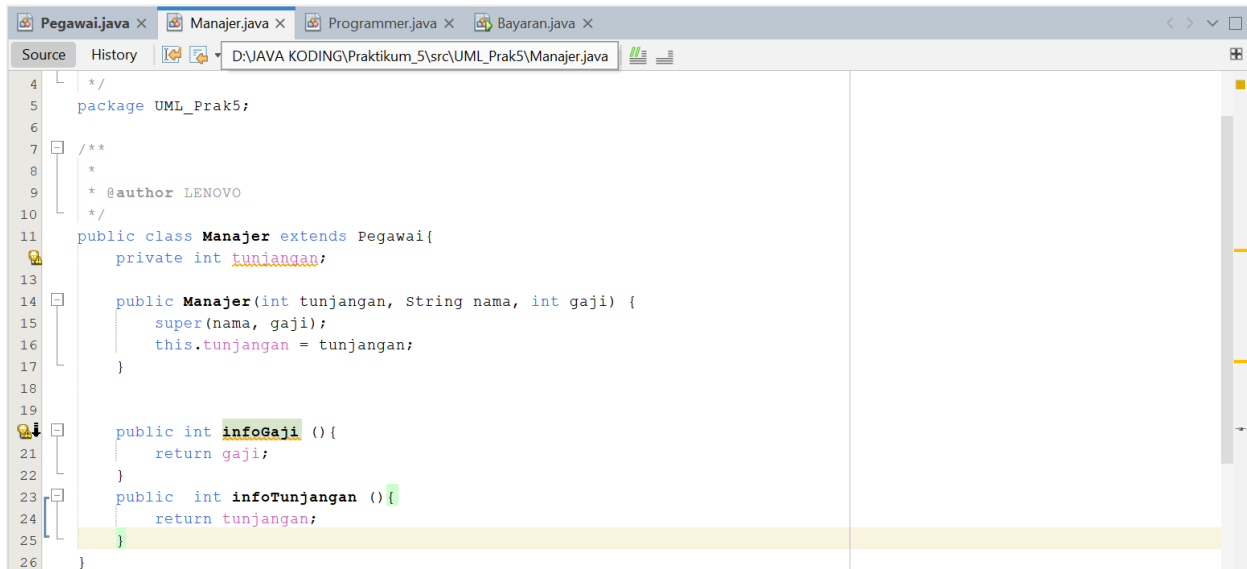
PROGRAM STUDI D4 MANAJEMEN INFORMATIKA
FAKULTAS VOKASI
UNIVERSITAS NEGERI SURABAYA
2022

Pegawai.java



```
1  /*
2  * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3  * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
4  */
5  package UML_Prak5;
6
7  /**
8   *
9   * @author LENOVO
10  */
11  public class Pegawai {
12      protected String nama;
13      protected int gaji;
14
15      public Pegawai(String nama, int gaji) {
16          this.nama = nama;
17          this.gaji = gaji;
18      }
19
20      public int infoGaji() {
21          return gaji;
22      }
23  }
```

Manajer.java



```
4  /*
5  package UML_Prak5;
6
7  /**
8   *
9   * @author LENOVO
10  */
11  public class Manajer extends Pegawai{
12      private int tunjangan;
13
14      public Manajer(int tunjangan, String nama, int gaji) {
15          super(nama, gaji);
16          this.tunjangan = tunjangan;
17      }
18
19
20      public int infoGaji () {
21          return gaji;
22      }
23
24      public int infoTunjangan () {
25          return tunjangan;
26      }
27  }
```

Programmer.java

```
Pegawai.java x Manajer.java x Programmer.java x Bayaran.java x
Source History
1  /*
2  * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3  * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
4  */
5  package UML_Prak5;
6
7  /**
8   *
9   * @author LENOVO
10  */
11  public class Programmer extends Pegawai{
12      private int bonus;
13      public Programmer(int bonus, String nama, int gaji) {
14          super(nama, gaji);
15          this.bonus = bonus;
16      }
17      public int infoGaji () {
18          return gaji;
19      }
20      public int infoBonus () {
21          return bonus;
22      }
23  }
```

Bayaran.java

```
Pegawai.java x Manajer.java x Programmer.java x Bayaran.java x
Source History
D:\JAVA KODING\Praktikum_5\src\UML_Prak5\Bayaran.java
13  int uang = peg.infoGaji();
14  if (peg instanceof Manajer)
15      uang += ((Manajer) peg).infoTunjangan();
16  else if (peg instanceof Programmer)
17      uang += ((Programmer) peg).infoBonus();
18  return uang;
19  }
20  public static void main(String args[]){
21      Manajer man = new Manajer( tunjangan: 7000000, nama: "Agus", gaji: 5000000);
22      Programmer prog = new Programmer( bonus: 6000000, nama: "Budi", gaji: 3500000);
23      Bayaran hr = new Bayaran();
24      System.out.println("Bayaran untuk Manajer : " +
25      hr.hitungbayaran( peg:man));
26      System.out.println("Bayaran untuk Programmer : " +
27      hr.hitungbayaran( peg:prog));
28  }
29  }
```

Output

```
UML_Prak5.Bayaran > main > prog >
Output - Praktikum_5 (run) x
run:
Bayaran untuk Manajer : 7500000
Bayaran untuk Programmer : 6350000
BUILD SUCCESSFUL (total time: 0 seconds)
```