Task 1

Subject	Object Oriented Programming
Lecturer	Vipkas Al Hadid Firdaus S.T. M.T.
Type	Assignment
Semester	Semester 3
Time	@September 11, 2023

Percobaan 1

1. Class diagram

Karyawan
id: String nama: String jenisKelamin: char jabatan: String gaji: double
tampilBiodata(): void tambilGaji(): void

2. class Karyawan
3. id: String
   nama: String
   jenisKelamin: char
   jabatan: String
   gaji: double
4. tampilBiodata(): void
   tambilGaji(): void

Percobaan 2

7. at process

```
public int nim;
public String nama;
```

```
public String alamat;
public String kelas;
```

8. at process

   `public void tampilBiodata(){...}`

9. 1 object, `mhs1`
10. the syntax is initiating the `mhs1.nim` with `101`
11. the syntax is calling the `mhs1.tampilBiodata()` method in class `Mahasiswa`
12. 2 more objects

```
Mahasiswa mhs2 = new Mahasiswa();
mhs2.nim = 102;
mhs2.nama = "Brio";
mhs2.alamat = "Jl. Arjuno No 3";
mhs2.kelas = "1B";
mhs2.tampilBiodata();

Mahasiswa mhs3 = new Mahasiswa();
mhs3.nim = 103;
mhs3.nama = "Gabriel";
mhs3.alamat = "Jl. Saxophone No 7C";
mhs3.kelas = "1C";
mhs3.tampilBiodata();
```

Percobaan 3

7. the usage of argument is to insert new variable that we need to input for
8. `return` is used to give value back to the caller so that we can have new value for it, we need `return` when the method isn't void or the method is needed a new value for it

Task

1. Class

VideoGame
id: String namaMember: String namaGame: String harga: double
printData(): void totalHarga(): double

2. code

```
package task;

public class VideoGame
{
    public String id, namaMember, namaGame;
    public double harga;

    public void printData()
    {
        System.out.println("ID\t\t\t: " + id);
        System.out.println("Nama\t\t: " + namaMember);
        System.out.println("Nama Game\t: " + namaGame);
        System.out.println("Harga\t\t: Rp " + harga);
    }

    public double totalHarga(double sewa)
    {
        harga *= sewa;
        return harga;
    }
}
```

```
package task;

public class VideoGameMain
{
    public static void main(String[] args) {
        VideoGame game = new VideoGame();
        game.id = "69420";
        game.namaMember = "Fuad";
        game.namaGame = "Balorant";
        game.harga = 69_000;
        game.totalHarga(3);
        game.printData();
    }
}
```

3. code

```
package task;

public class Lingkaran
{
    public double phi, r;
```

```
    double hitungLuas(double phi, double r)
    {
        double L = phi * r * r;
        return L;
    }

    double hitungKeliling(double phi, double r)
    {
        double K = phi * r * 2;
        return K;
    }
}
```

4. code

```
package task;

public class Barang
{
    public String kode, namaBarang;
    public int hargaDasar;
    public float diskon;

    public int hitungHargaJual()
    {
        return hargaDasar - ((int)(diskon * hargaDasar));
    }

    public void tampilData()
    {
        System.out.println("Kode\t\t: " + kode);
        System.out.println("Nama Barang\t: " + namaBarang);
        System.out.println("Harga Dasar\t: " + hargaDasar);
        System.out.println("Harga Jual\t: " + hitungHargaJual());
    }
}
```