**LAPORAN TEORI TEKPRO 1**



**Penyusun:**

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**1A – D4 Teknik Informatika**

# Class Game(Main)

public class Game{  
 public static void main(String[] args) {  
 GameInfo game1 = new GameInfo("Library of Ruina", "ProjectMoon",29.99);  
 //GameInfo game2 = new GameInfo("Lobotomy Corporation", "ProjectMoon", 24.99);  
 GameInfo game3 = new GameInfo("Noita","Nolla Games",19.99);  
  
 Steam steam = new Steam();  
 steam.AddtoCart(game1, "Voynpbu");  
 //steam.AddtoCart(game2, "NoSalt");  
 steam.AddtoCart(game3, "Jojo");  
  
 game3.setHarga(7.99);  
 System.*out*.println("\nSetelah diskon: ");  
 steam.AddtoCart(game3, "Jojo");  
 }  
}

# Class GameInfo

class GameInfo {  
 private String judul;  
 private String developer;  
 private double harga;  
  
 public GameInfo (String judul, String developer, double harga){  
 this.judul = judul;  
 this.developer = developer;  
 this.harga = harga;  
 }  
  
 public String getJudul(){  
 return judul;  
 }  
  
 public void setJudul() {  
 this.judul = judul;  
 }  
  
 public String getDeveloper(){  
 return developer;  
 }  
  
 public void setDeveloper(){  
 this.developer = developer;  
 }  
  
 public double getHarga(){  
 return harga;  
 }  
  
 public void setHarga(double harga){  
 this.harga = harga;  
 }  
  
 public void TampilInformasi() {  
 System.*out*.println("Judul :" + judul);  
 System.*out*.println("Developer :" + developer);  
 System.*out*.println("Harga : $" + harga);  
 }  
}

# Class Steam

class Steam{  
 public void AddtoCart(GameInfo game, String Username){  
 System.*out*.println("\nGame telah dimasukkan ke dalam Cart: ");  
 game.TampilInformasi();  
 System.*out*.println("Pembeli :" + Username);  
 System.*out*.println("Terimakasih telah menggunakan Steam");  
 }  
}

# Hasil Program:

