Mata Kuliah : PBO – TI – S1

Pertemuan : 6

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1. Latihan 1

Code Budi.java:

```
package kelasku;

public class Budi {
    public void info(){
        System.out.println("Kelas Budi");
    }
}
```

# Code Joko.java:

```
package kelasku;

public class Joko{
    public void info(){
        System.out.println("Kelas Joko");
    }
}
```

### Code TesPaket.java:

```
import kelasku.Budi;
import kelasku.Joko;

public class TesPaket {
    public static void main(String[] args) {
        Budi ObjectBudi = new Budi();
        ObjectBudi.info();
        Joko objectJoko = new Joko();
        objectJoko.info();
}
```

#### Hasil:

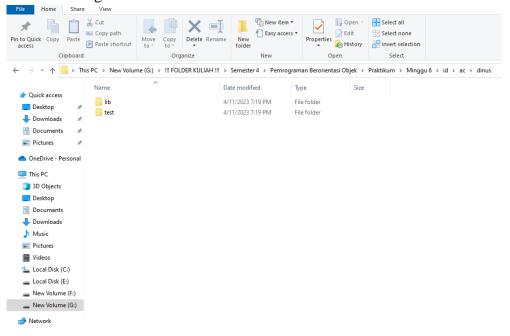
```
Windows PowerShell
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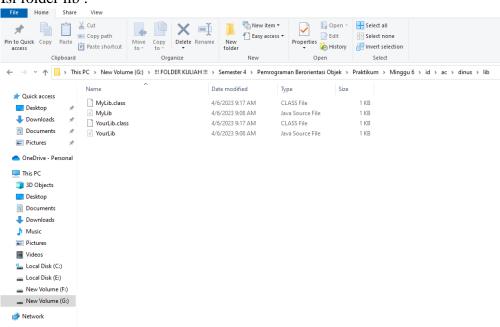
PS D:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\Minggu 6> javac TesPaket.java
PS D:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\Minggu 6> java TesPaket
Kelas Budi
Kelas Joko
PS D:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\Minggu 6> |
```

#### 2. Latihan 2

Membuat Program dalam folder id.ac.dinus:



#### Isi folder lib:



### Code MyLib.java:

```
package id.ac.dinus.lib;

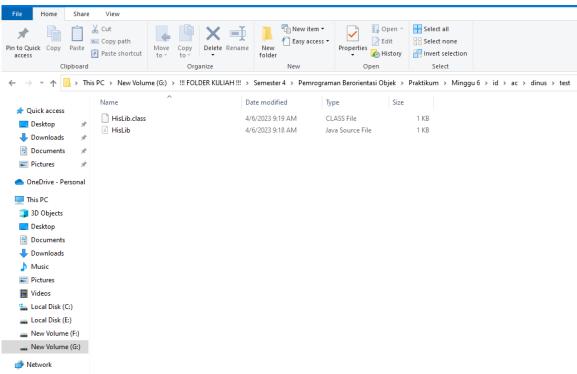
public class MyLib{
    public void cetak(){
        System.out.println("MyLib.Cetak.....");
    }
}
```

# Code YourLib.java:

```
package id.ac.dinus.lib;

public class YourLib{
    public void cetak2(){
        System.out.println("cetak your lib.....");
    }
}
```

### Isi folder test:

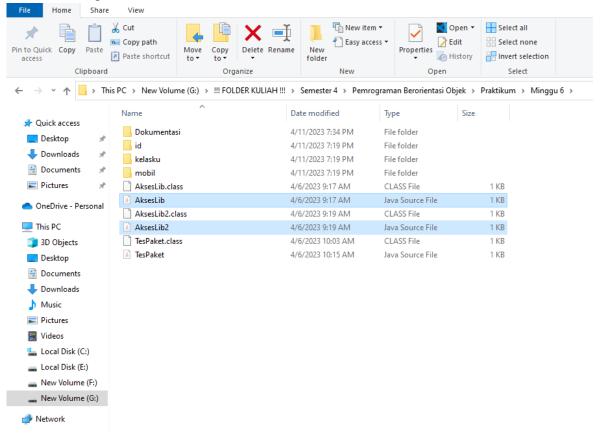


### Code HisLib.java:

```
package id.ac.dinus.test;
import id.ac.dinus.lib.*;

public class HisLib{
    public void cetak3(){
        MyLib m = new MyLib();
        m.cetak();
        System.out.println("his lib cetak().....");
    }
}
```

## Membuat Program AksesLib dan AksesLib2 di Main folder :



### Code AksesLib:

```
import id.ac.dinus.lib.*;
import id.ac.dinus.test.*;

public class AksesLib{
    public static void main(String[] a){
        MyLib m = new MyLib();
        m.cetak();
        YourLib y = new YourLib();
        y.cetak2();
        HisLib h = new HisLib();
        h.cetak3();
    }
}
```

### Code AksesLib2:

```
import id.ac.dinus.lib.MyLib; //langsung ke class
import id.ac.dinus.lib.YourLib;
import id.ac.dinus.test.*;

public class AksesLib2{
    public static void main(String[] a){
        MyLib m = new MyLib();
        m.cetak();
        YourLib y = new YourLib();
        y.cetak2();
        HisLib h = new HisLib();
        h.cetak3();
    }
}
```

### Hasil:

```
PS G:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\Minggu 6> & 'C:\ProkomPUTER\AppData\Roaming\Code\User\workspaceStorage\7bd2de4155902ea87c5b3b28dcb90b78\redhat.java\jd'MyLib.Cetak......

cetak your lib......
MyLib.Cetak......
his lib cetak()......

PS G:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\Minggu 6>
```

### 3. Latihan 3

Code Bicycle.java:

```
package transportasi;

public class Bicycle {
    int speed = 0;
    int gear = 0;

    //method
    public void changeGear(int newValue) {
        gear = gear + newValue;
        System.out.println(" \nGear : "+gear);
    }

    public void speedUp(int increment) {
        speed = speed + increment;
        System.out.println(" \nSpeed : "+speed);
    }
}
```

### Code Mobil2.java:

```
package transportasi;
public class Mobil2{
    private int roda = 4;
private int body = 1;
    static int mesin = 1;
public void maju(){
    public void mundur(){
    public void belok(){
    public void hidup(String nama){
        System.out.println("Hidupkan Mobil : "+nama);
    public void mati(String nama){
        System.out.println("Matikan Mobil : "+nama);
    public void ubahGigi(String nama){
         System.out.println("Ubah Gigi Mobil : "+nama);
    public void setRoda(int roda){
         this.roda = roda;
    public int getRoda(){
        return roda;
    public void setMesin(int mesin){
    this.mesin = mesin;
    public int getMesin(){
    return mesin;
```

## Code TransportasiDemo.java:

```
import transportasi.Bicycle;
import transportasi.Mobil2;
public class TransportasiDemo {
    public static void main(String[] args) {
        Mobil2 avanza = new Mobil2();
        Bicycle sepeda = new Bicycle();
        avanza.setRoda(4);
        avanza.setMesin(1);
       avanza.hidup("Avanza Silver");
        avanza.ubahGigi("Xenia");
        avanza.maju();
        avanza.mundur();
        avanza.belok();
        sepeda.changeGear(5);
        sepeda.speedUp(4);
```

#### Hasil:

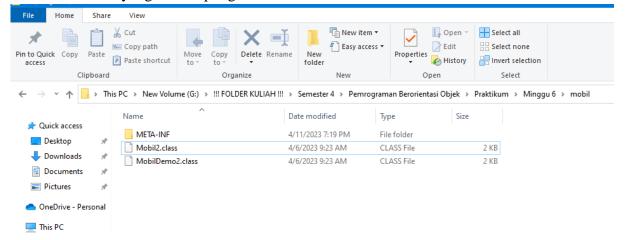
```
PS G:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\kendaraan> cd "g java } ; if ($?) { java TransportasiDemo } Hidupkan Mobil : Avanza Silver Ubah Gigi Mobil : Xenia Maju ..... Mundur ..... Belok.....

Gear : 5

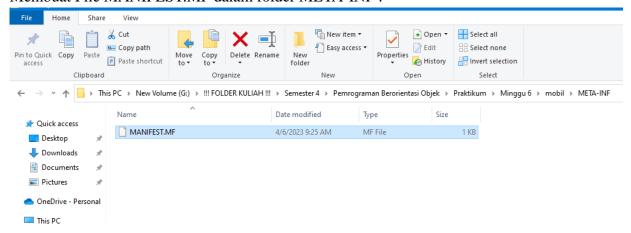
Speed : 4
PS G:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\kendaraan>
```

#### 4. Latihan 3

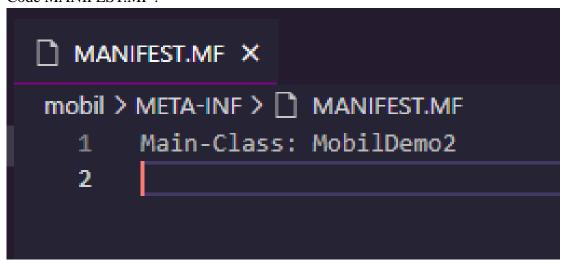
Membuat Folder yang menampung file class dan folder META-INF:



## Membuat File MANIFEST.MF dalam folder META-INF:

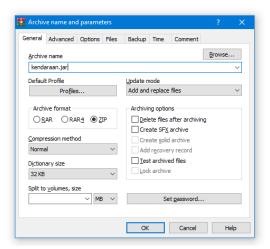


## Code MANIFEST.MF:

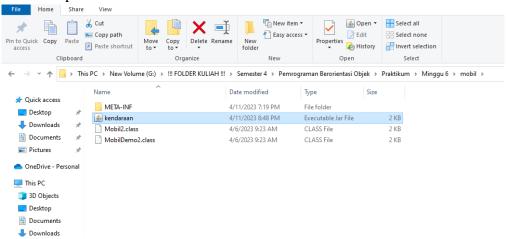


### Memaketkan file class:





## Setelah dipaketkan:



### Hasil:

```
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PS D:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\Minggu 6\mobil> java -jar kendaraan.jar Hidupkan Mobil : Avanza Silver
Ubah Gigi Mobil : Avanza Silver
Waju ....
Mundur ....
Belok ....
Roda Avanza : 4
Roda Xenia : 4
Mesin Avanza : 1
Roda Avanza : 1
Roda Avanza : 5
Roda Xenia : 1
Roda Avanza : 9
Mesin Xenia : 9
Mesin Xenia : 9
Mesin Xenia : 9
Mesin Xenia : 9
Mesin Avanza : 9
Mesin Xenia : 9
Matikan Mobil : Avanza Silver
PS D:\!!! FOLDER KULIAH !!!\Semester 4\Pemrograman Berorientasi Objek\Praktikum\Minggu 6\mobil>
```