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Praktikum 1

VideoGame
+ id: int
+ namaGame: String
+ harga: double
+ tampilGame: void

Member
+ id: int
+ namaMember: String
+ tampilMember: void

Main

Peminjaman
+ id: int
+ namaMember: String
+ namaGame: String
+ lamaSewa: int
+ hargaBayar: double
+ tampilPeminjaman: void
+ hitungTotal(lamaSewa: int, harga: double): double



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Praktikum 2

VideoGame.java

```
public class VideoGame {  
  
    public int id;  
    public String namaGame;  
    public double harga;  
  
    public void tampilGame() {  
        System.out.println("=====");  
        System.out.println("Video Game");  
        System.out.println("=====");  
        System.out.println("Id          : " + this.id);  
        System.out.println("Nama Game   : " + this.namaGame);  
        System.out.println("Harga Game  : " + this.harga);  
        System.out.println("=====");  
    }  
}
```

Member.java

```
public class Member {  
  
    public int id;  
    public String namaMember;  
  
    public void tampilMember() {  
        System.out.println("=====");  
        System.out.println("Member");  
        System.out.println("=====");  
        System.out.println("Id          : " + this.id);  
        System.out.println("Nama Member : " + this.namaMember);  
        System.out.println("=====");  
    }  
}
```



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Peminjaman.java

```
public class Peminjaman {  
  
    public int id;  
    public String namaMember;  
    public String namaGame;  
    public int lamaSewa;  
    public double hargaBayar;  
  
    public void tampilPeminjaman() {  
        System.out.println("=====");  
        System.out.println("Peminjaman");  
        System.out.println("Id : " + this.id);  
        System.out.println("Nama Member : " + this.namaMember);  
        System.out.println("Nama Game : " + this.namaGame);  
        System.out.println("Lama Sewa : " + this.lamaSewa);  
        System.out.println("Harga Bayar : " + this.hargaBayar);  
        System.out.println("=====");  
    }  
  
    public double hitungTotal(int lamaSewa, double harga) {  
        return lamaSewa * harga;  
    }  
}
```

Main.java

```
public class Main {  
  
    Run | Debug  
    public static void main(String[] args) {  
        VideoGame videoGame = new VideoGame();  
        Member member = new Member();  
        Peminjaman peminjaman = new Peminjaman();  
  
        videoGame.id = 1;  
        videoGame.namaGame = "Counter Strike";  
        videoGame.harga = 20000;  
        videoGame.tampilGame();  
        System.out.println();  
  
        member.id = 1;  
        member.namaMember = "Yudas Malabi";  
        member.tampilMember();  
        System.out.println();  
  
        peminjaman.id = 1;  
        peminjaman.namaMember = member.namaMember;  
        peminjaman.namaGame = videoGame.namaGame;  
        peminjaman.lamaSewa = 3;  
        peminjaman.hargaBayar = peminjaman.hitungTotal(peminjaman.lamaSewa, videoGame.harga);  
        peminjaman.tampilPeminjaman();  
    }  
}
```



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Output :

```
=====
Video Game
=====
Id      : 1
Nama Game : Counter Strike
Harga Game : 20000.0
=====

=====
Member
=====
Id      : 1
Nama Member : Yudas Malabi
=====

=====
Peminjaman
Id      : 1
Nama Member : Yudas Malabi
Nama Game : Counter Strike
Lama Sewa : 3
Harga Bayar : 60000.0
=====
```

Praktikum 3

Lingkaran.java

```
/*
|
|  Lingkaran Class
|
|  Create Lingkaran Class.
|  @author Yudas Malabi
|
*/
public class Lingkaran {
    public double phi, r;

    public double hitungLuas(double phi, double r) {
        return phi * r * r;
    }

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



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Main.java

```
/*  
Main Class  
Create Main Class.  
@author Yudas Malabi  
*/  
public class Main {  
    Run | Debug  
    public static void main(String[] args) {  
        Lingkaran obj1 = new Lingkaran();  
        obj1.phi = 3.14;  
        obj1.r = 14;  
        System.out.println("Luas Lingkaran adalah : " + obj1.hitungLuas(obj1.phi, obj1.r));  
        System.out.println("Keliling Lingkaran adalah : " + obj1.hitungKeliling(obj1.phi, obj1.r));  
    }  
}
```

Output

```
Luas Lingkaran adalah : 615.44  
Keliling Lingkaran adalah : 87.92
```

Praktikum 4

Barang.java

```
/*  
Barang Class  
Create Barang Class.  
@author Yudas Malabi  
*/  
public class Barang {  
    public String kode;  
    public String namaBarang;  
    public int hargaDasar;  
    public float diskon;  
    public int hitungHargaJual(float diskon, int hargaDasar) {  
        return (int) (hargaDasar - (diskon / 100 * hargaDasar));  
    }  
    public void tampilData() {  
        System.out.println("Kode : " + this.kode);  
        System.out.println("Nama Barang : " + this.namaBarang);  
        System.out.println("Harga Dasar : " + this.hargaDasar);  
        System.out.println("Diskon : " + this.diskon);  
        System.out.println("Harga Jual : " + this.hitungHargaJual(this.diskon, this.hargaDasar));  
    }  
}
```



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Main.java

```
/*  
Main Class  
Create Main Class.  
@author Yudas Malabi  
*/  
public class Main {  
    Run | Debug  
    public static void main(String[] args) {  
        Barang obj1 = new Barang();  
        obj1.kode = "G531GT";  
        obj1.namaBarang = "ROG Strix";  
        obj1.hargaDasar = 18000000;  
        obj1.diskon = 10f;  
        obj1.tampilData();  
    }  
}
```

Output

```
Kode           : G531GT  
Nama Barang    : ROG Strix  
Harga Dasar    : 18000000  
Diskon         : 10.0  
Harga Jual     : 16200000
```