

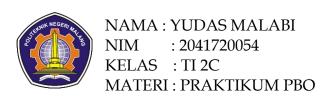
# Praktikum 1

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

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

□ Main

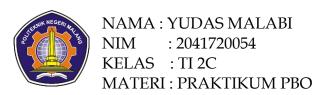




# Praktikum 2

# VideoGame.java

### Member.java



### Peminjaman.java

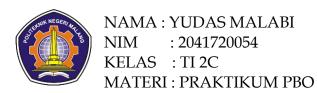
### Main.java

```
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.harga = 20000;
        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.lamaSewa = 3;
        peminjaman.lamaSewa = 3;
        peminjaman.hargaBayar = peminjaman.hitungTotal(peminjaman.lamaSewa, videoGame.harga);
        peminjaman.tampilPeminjaman();
}
```



### Output:

### Praktikum 3

### Lingkaran.java

```
Lingkaran Class

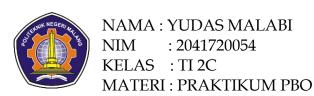
Create Lingkaran Class.
@author Yudas Malabi

*/
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;
   }
}
```



#### 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.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

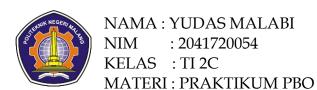
Create Barang Class.
@author Yudas Malabi

*/

public 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
    System.out.println("Nama Barang : " + this.namaBarang);
    System.out.println("Harga Dasar : " + this.diskon);
    System.out.println("Diskon : " + this.diskon);
    System.out.println("Harga Jual : " + this.hitungHargaJual(this.diskon, this.hargaDasar));
}
```



# 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
```