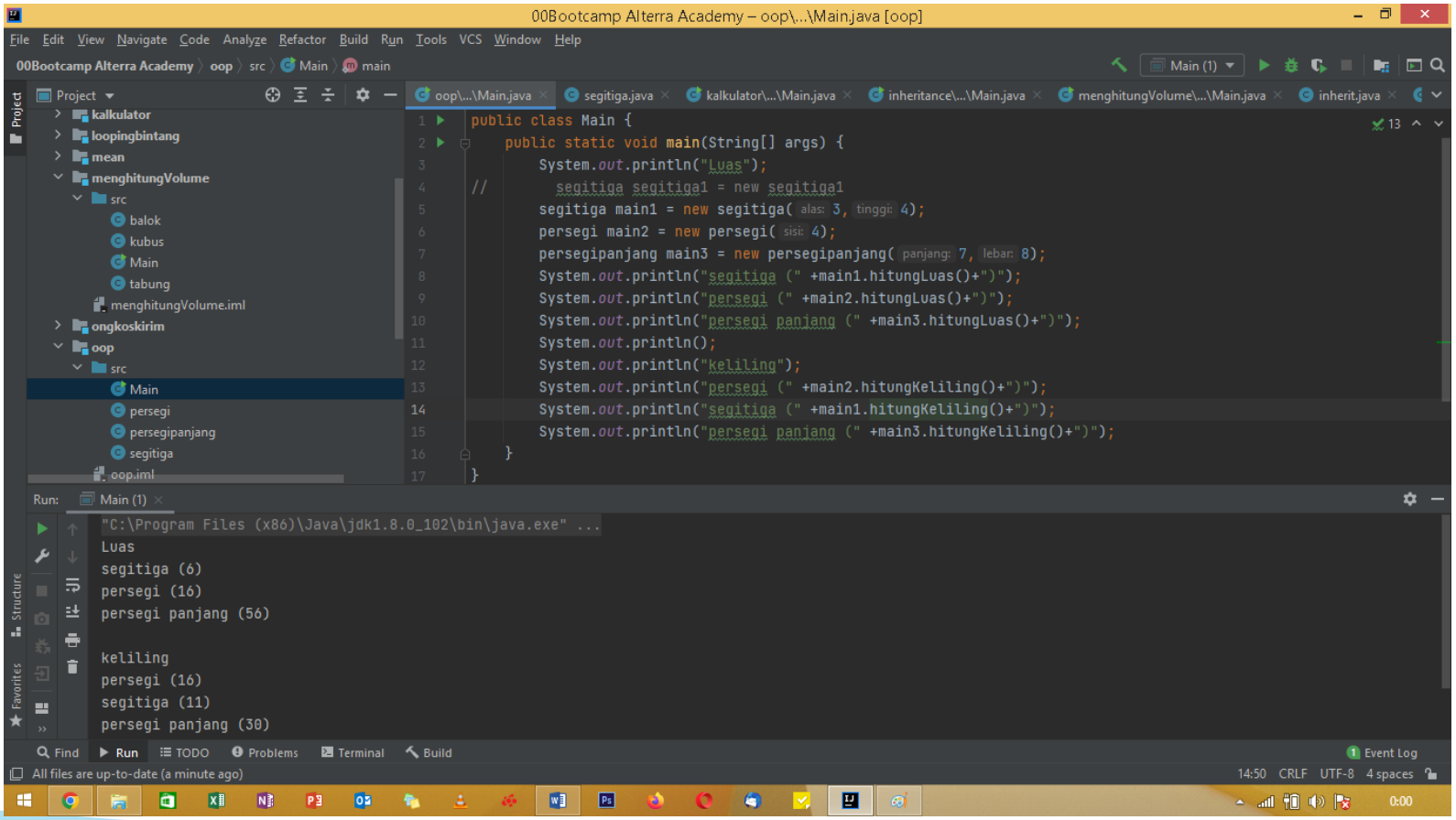
OBJECT ORIENTED PROGRAMMING

Nama : Abdul Rohman Shidiq

Alamat : Depok

Soal Part 1 - No 1 : Menghitung Luas dan Keliling

```
public class Main {
    public static void main(String[] args) {
        System.out.println("Luas");
//        segitiga segitiga1 = new segitiga1
        segitiga main1 = new segitiga(3,4);
        persegi main2 = new persegi(4);
        persegipanjang main3 = new persegipanjang(7,8);
        System.out.println("segitiga (" +main1.hitungLuas()+")");
        System.out.println("persegi (" +main2.hitungLuas()+")");
        System.out.println("persegi panjang (" +main3.hitungLuas()+")");
        System.out.println();
        System.out.println("keliling");
        System.out.println("persegi (" +main2.hitungKeliling()+")");
        System.out.println("segitiga (" +main1.hitungKeliling()+")");
        System.out.println("persegi panjang (" +main3.hitungKeliling()+")");
    }
}
```



```java
public class persegi {
    int sisi;

    public persegi(int sisi) {
        this.sisi = sisi;
    }

    public int hitungLuas(){
        return this.sisi*4;
    }
    public int hitungKeliling(){
        return this.sisi*4;
    }
}
```

```java
public class persegipanjang {
    int panjang;
    int lebar;

    public persegipanjang(int panjang, int lebar) {
        this.panjang = panjang;
        this.lebar = lebar;
    }

    public int hitungLuas(){ return this.panjang*this.lebar;
    }
    public int hitungKeliling(){ return (this.panjang*2)+(this.lebar*2);
    }
}
```

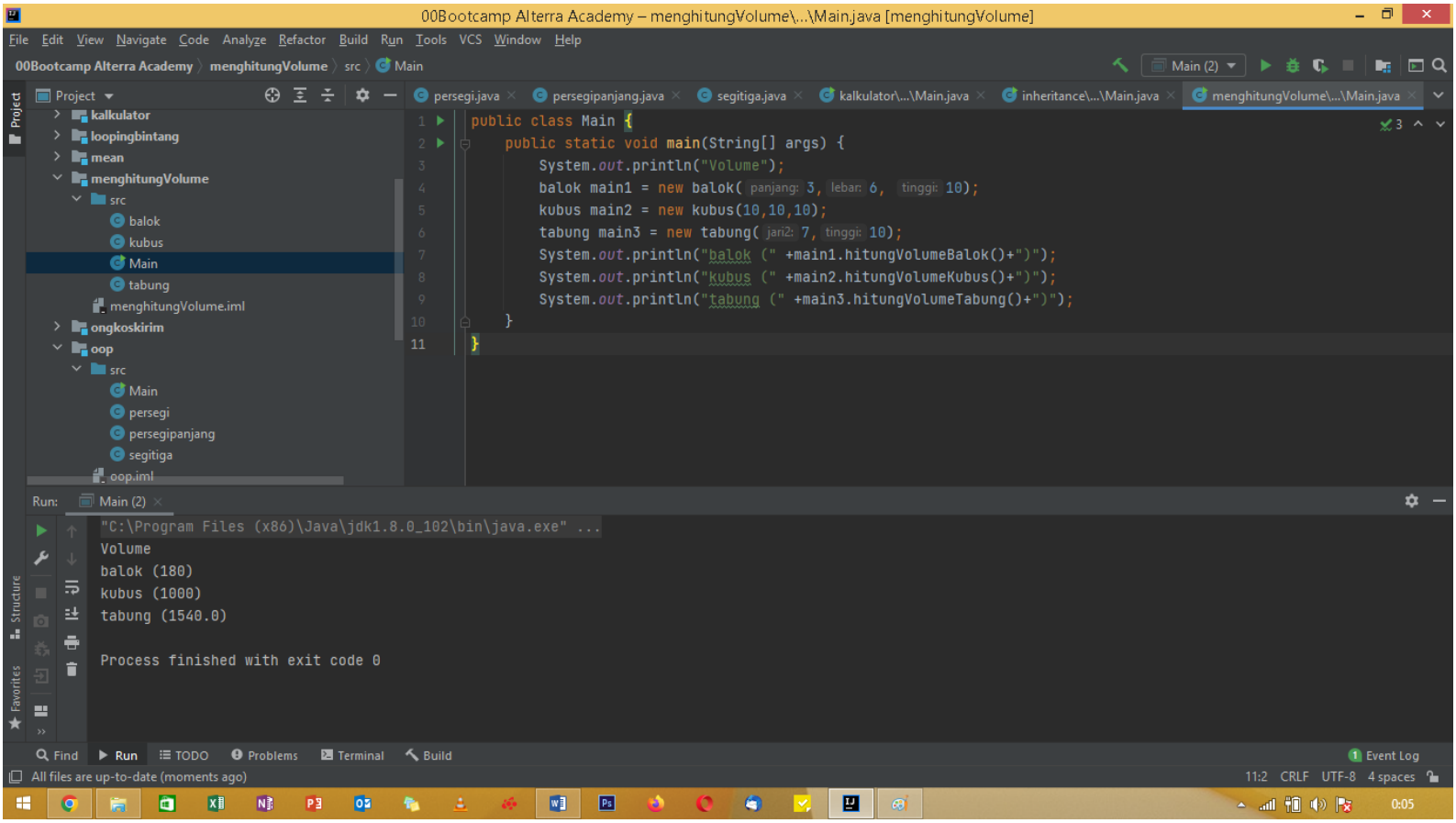
```java
public class segitiga {
    int alas;
    int tinggi;

    public segitiga(int alas, int tinggi) {
        this.alas = alas;
        this.tinggi = tinggi;
    }

    public int hitungLuas(){
        return this.alas*this.tinggi /2;
    }
    public int hitungKeliling(){
        return this.tinggi*2 + this.alas;
    }
}
```

Soal Part 1 - No 2: Menghitung Volume

```
public class Main {
    public static void main(String[] args) {
        System.out.println("Volume");
        balok main1 = new balok(3,6, 10);
        kubus main2 = new kubus(10,10,10);
        tabung main3 = new tabung(7,10);
        System.out.println("balok (" +main1.hitungVolumeBalok()+")");
        System.out.println("kubus (" +main2.hitungVolumeKubus()+")");
        System.out.println("tabung (" +main3.hitungVolumeTabung()+")");
    }
}
```



```java
public class balok {
    int panjang;
    int lebar;
    int tinggi;

    public balok(int panjang, int lebar, int tinggi) {
        this.panjang = panjang;
        this.lebar = lebar;
        this.tinggi = tinggi;
    }
    public int hitungVolumeBalok(){
        return this.panjang*this.lebar*this.tinggi;
    }
}
```

```java
public class kubus {
    int sisi1;
    int sisi2;
    int sisi3;

    public kubus(int sisi1, int sisi2, int sisi3) {
        this.sisi1 = sisi1;
        this.sisi2 = sisi2;
        this.sisi3 = sisi3;
    }
    public int hitungVolumeKubus(){
        return this.sisi1*this.sisi2*this.sisi3;
    }

}
```

```java
public class tabung {
    double jari2;
    double tinggi;

    public tabung(double jari2, double tinggi) {
        this.jari2 = jari2;
        this.tinggi = tinggi;
    }

    public double hitungVolumeTabung(){
        double volume = Math.PI * Math.pow(jari2, 2) * tinggi;
        return Math.ceil(volume);
    }
}
```