

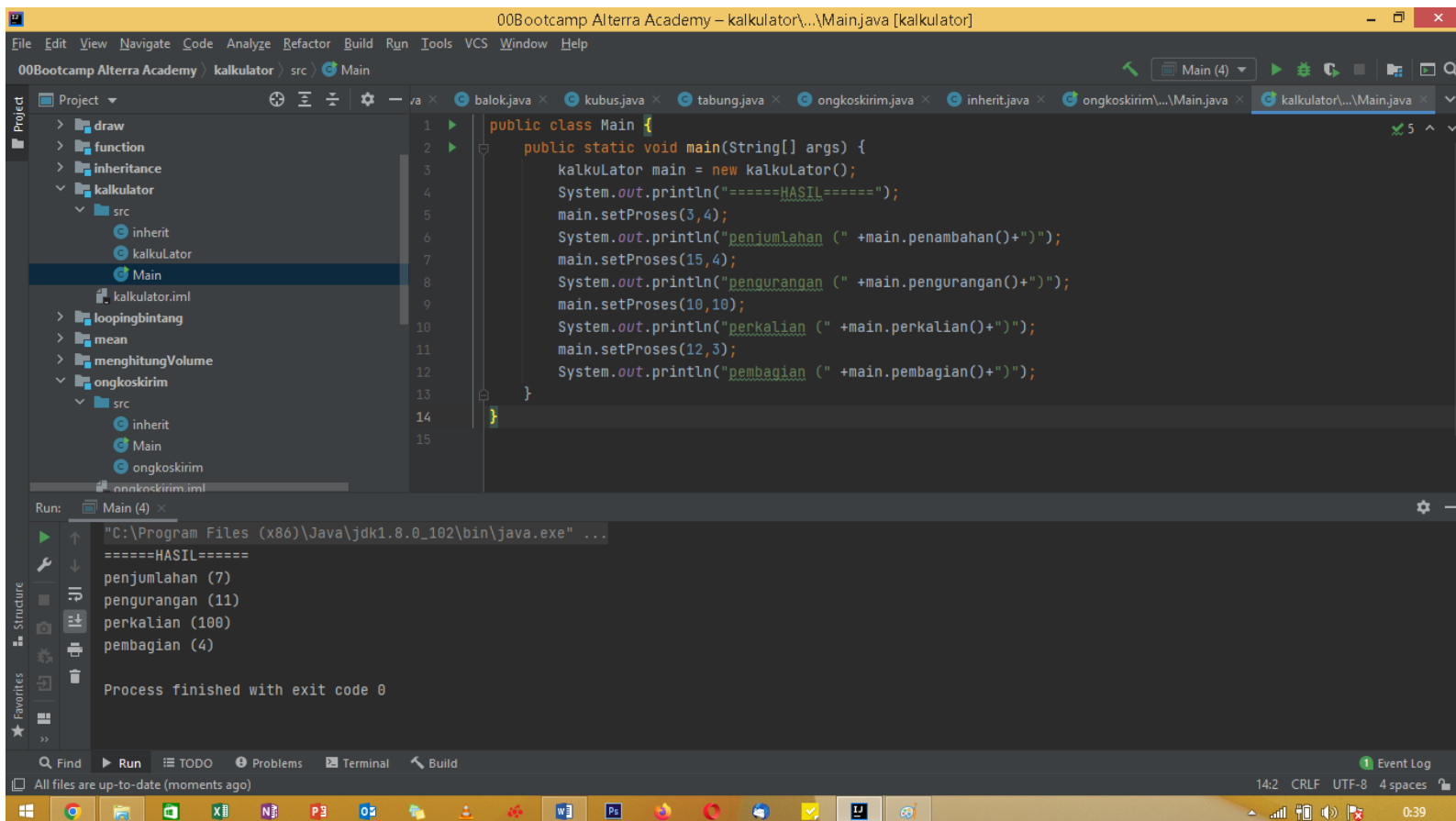
# OBJECT ORIENTED PROGRAMMING

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## Soal Part 2 - No 3 : Kalkulator

```
public class Main {  
    public static void main(String[] args) {  
        kalkuLator main = new kalkuLator();  
        System.out.println("=====HASIL=====");  
        main.setProses(3,4);  
        System.out.println("penjumlahan (" +main.penambahan()+")");  
        main.setProses(15,4);  
        System.out.println("pengurangan (" +main.pengurangan()+")");  
        main.setProses(10,10);  
        System.out.println("perkalian (" +main.perkalian()+")");  
        main.setProses(12,3);  
        System.out.println("pembagian (" +main.pembagian()+")");  
    }  
}
```



```
public class inherit {  
    protected int kalku1;  
    protected int kalku2;  
    public void setProses(int kalku1, int kalku2) {  
        this.kalku1 = kalku1;  
        this.kalku2 = kalku2;  
    }  
}
```

```
public class kalkuLator extends inherit {  
    public int penambahan(){  
        return kalku1+kalku2;  
    }  
    public int pengurangan(){  
        return kalku1 - kalku2;  
    }  
    public int perkalian(){  
        return kalku1*kalku2;  
    }  
    public int pembagian(){  
        return kalku1/kalku2;  
    }  
}
```

## Soal Part 1 - No 2: Ongkos Kirim

```
import java.util.Scanner;

public class Main {
    public static void main(String[] args) {
        double panjang, lebar, tinggi, berat;
        Scanner input = new Scanner(System.in);
        System.out.print("Panjang : ");
        panjang = input.nextDouble();
        System.out.print("Lebar : ");
        lebar = input.nextDouble();
        System.out.print("Tinggi : ");
        tinggi = input.nextDouble();
        System.out.print("Berat : ");
        berat = input.nextDouble();
        System.out.println();

        ongkoskirim pengirimanBarang = new ongkoskirim();
        pengirimanBarang.setPanjang(panjang);
        pengirimanBarang.setLebar(lebar);
        pengirimanBarang.setTinggi(tinggi);
        pengirimanBarang.berat = berat;
        System.out.println("Ongkos Kirim : " +
            pengirimanBarang.hargaOngkosKirim());
    }
}
```

The screenshot shows an IDE window titled "00Bootcamp Alterra Academy - Main.java [ongkoskirim]". The editor displays the same Java code as shown in the previous block. The left sidebar shows a project structure with folders like "array", "contoh while", "draw", "function", "inheritance", "kalkulator", "looping bintang", "mean", "menghitungVolume", and "ongkoskirim". The "ongkoskirim" folder is expanded, showing "src" with files "inherit", "Main", "ongkoskirim", and "ongkoskirim.iml". The bottom panel shows the output of the program:

```
Run: Main (5) x
"C:\Program Files (x86)\Java\jdk1.8.0_102\bin\java.exe" ...
Panjang : 5
Lebar : 2
Tinggi : 4
Berat : 100
Ongkos Kirim : 5000
Process finished with exit code 0
```

The status bar at the bottom indicates "Build completed successfully in 3 sec, 289 ms (a minute ago)" and the time is 11:39.

```
public class inherit {
    double panjang;
    double lebar;
    double tinggi;

    double volume() {
        return panjang * lebar * tinggi;
    }
}
```

```
public class ongkos kirim extends inherit {
    final double hargaDefault = 5000;
    double berat;

    void setPanjang(double number) {
        panjang = number;
    }

    void setLebar(double number) {
        lebar = number;
    }

    void setTinggi(double number) {
        tinggi = number;
    }

    public int hargaOngkosKirim() {
        double volumeDimensi = volume();
        if (volumeDimensi <= 50) {
            return (int) hargaDefault;
        } else {
            return (int) berat * 5000;
        }
    }
}
```