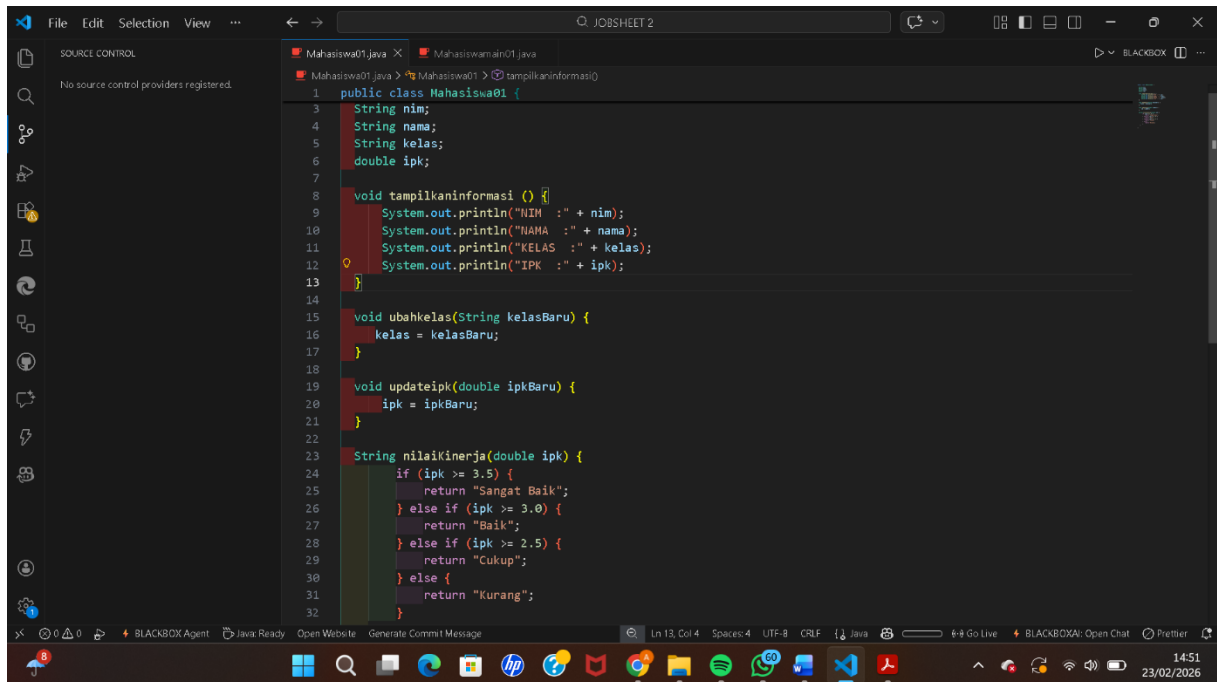
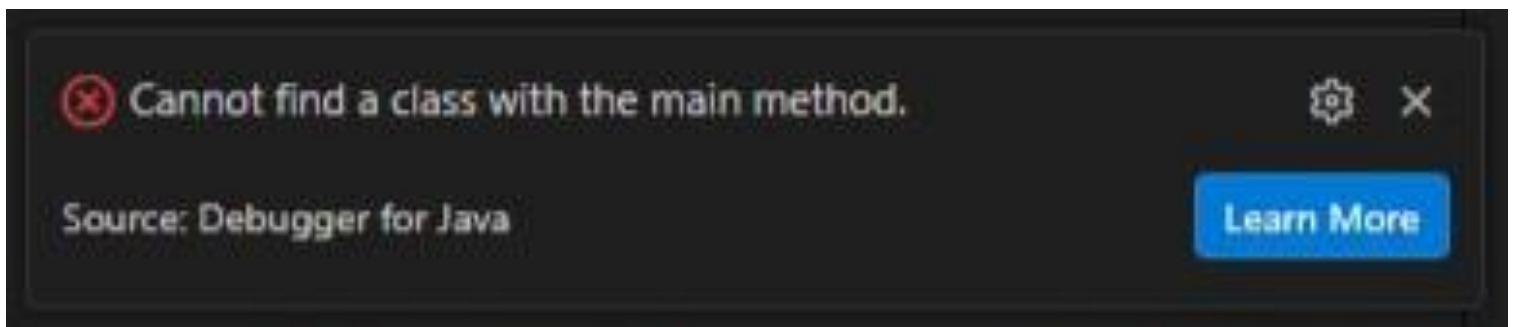


## JOBSHEET 2

### PERCOBAAN !



```
1 public class Mahasiswa01 {
2     String nim;
3     String nama;
4     String kelas;
5     double ipk;
6
7
8     void tampilkanInformasi () {
9         System.out.println("NIM : " + nim);
10        System.out.println("NAMA : " + nama);
11        System.out.println("KELAS : " + kelas);
12        System.out.println("IPK : " + ipk);
13    }
14
15    void ubahkelas(String kelasBaru) {
16        kelas = kelasBaru;
17    }
18
19    void updateipk(double ipkBaru) {
20        ipk = ipkBaru;
21    }
22
23    String nilaiKinerja(double ipk) {
24        if (ipk >= 3.5) {
25            return "Sangat Baik";
26        } else if (ipk >= 3.0) {
27            return "Baik";
28        } else if (ipk >= 2.5) {
29            return "Cukup";
30        } else {
31            return "Kurang";
32        }
33    }
34 }
```



### JAWABAN PERTANYAAN

1. Sebutkan dua karakteristik class atau object!

Atribut (data)

Method (perilaku / fungsi)

2. Ada berapa atribut pada class Mahasiswa? Sebutkan!

Ada 4 atribut, yaitu:

Nim,nama.kelas,ipk

3. Ada berapa method pada class Mahasiswa? Sebutkan!

Ada 4 method, yaitu:

- tampilkanInformasi()
- ubahKelas()
- updateIpk()
- nilaiKinerja()

4. done

5. Jelaskan cara kerja method nilaiKinerja(): ?

Method ini memberitahu kinerja mahasiswa berdasarkan nilai IPK.

Dengan kriteria:

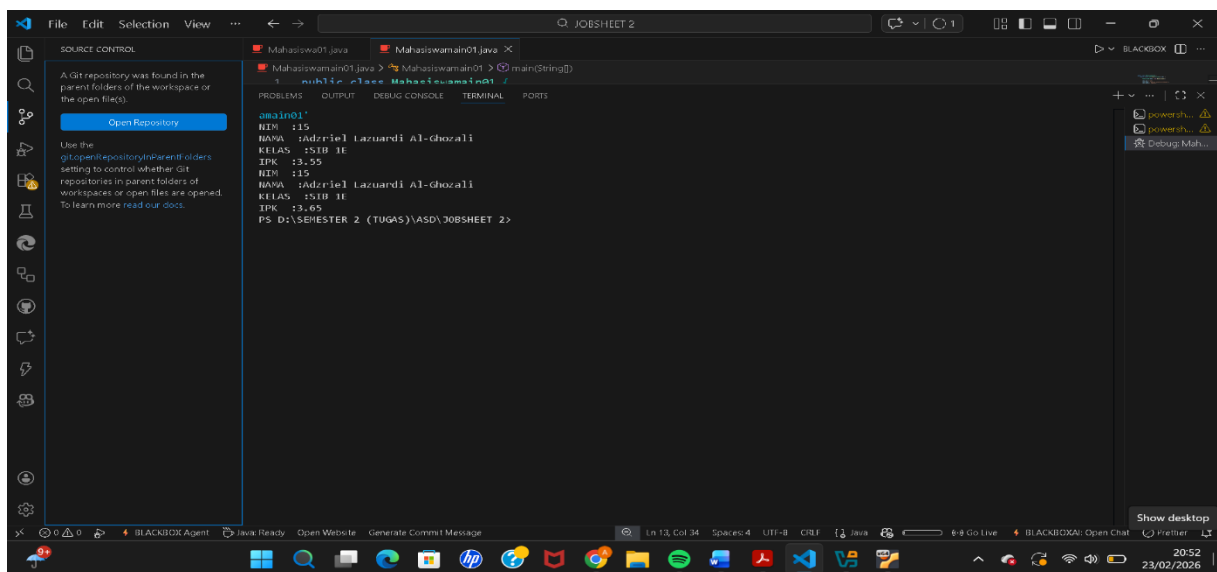
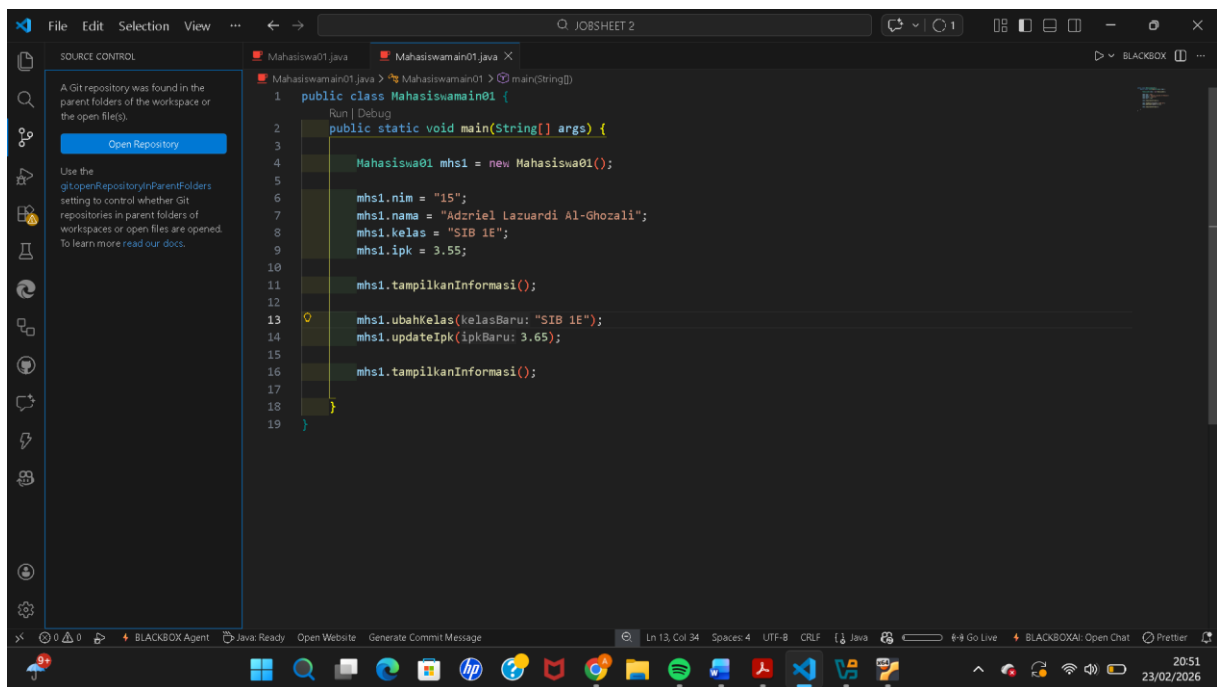
$IPK \geq 3.5 \rightarrow$  Sangat Baik

$IPK \geq 3.0 \rightarrow$  Baik

$IPK \geq 2.5 \rightarrow$  Cukup

$IPK < 2.5 \rightarrow$  Kurang

## PERCOBAAN 2



## JAWABAN PERTANYAAN

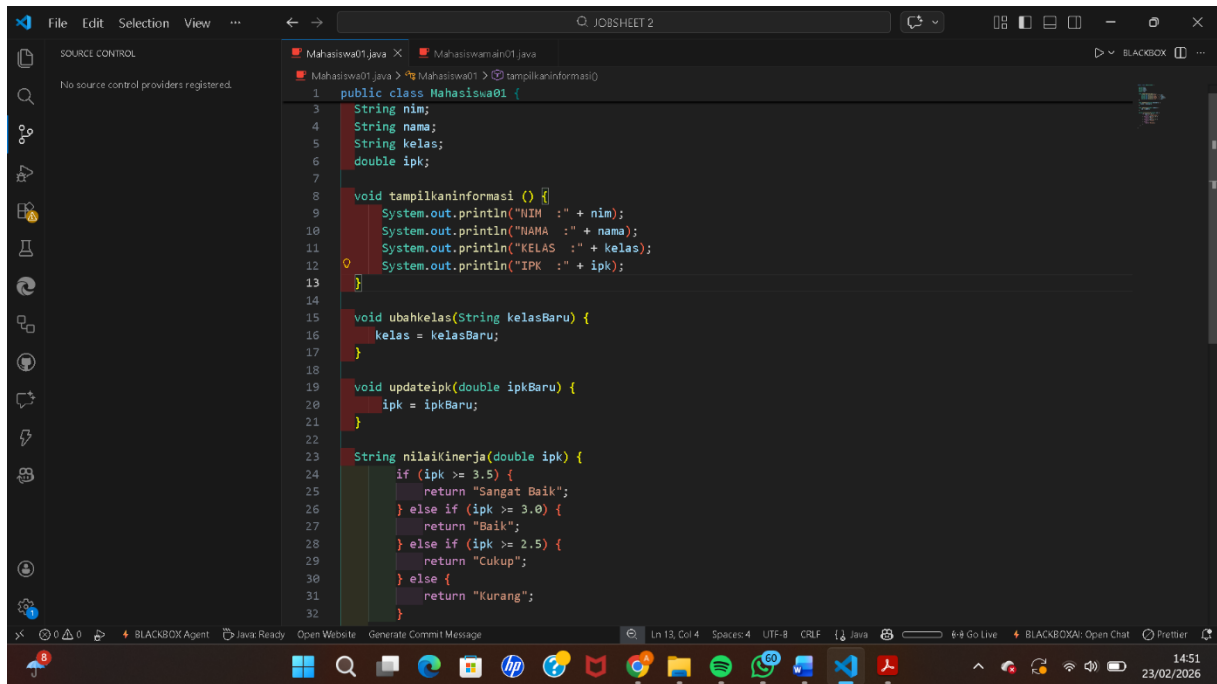
1. Pada class MahasiswaMain, tunjukkan baris kode instansiasi! Apa nama object yang dihasilkan?

Baris kode instansiasi:

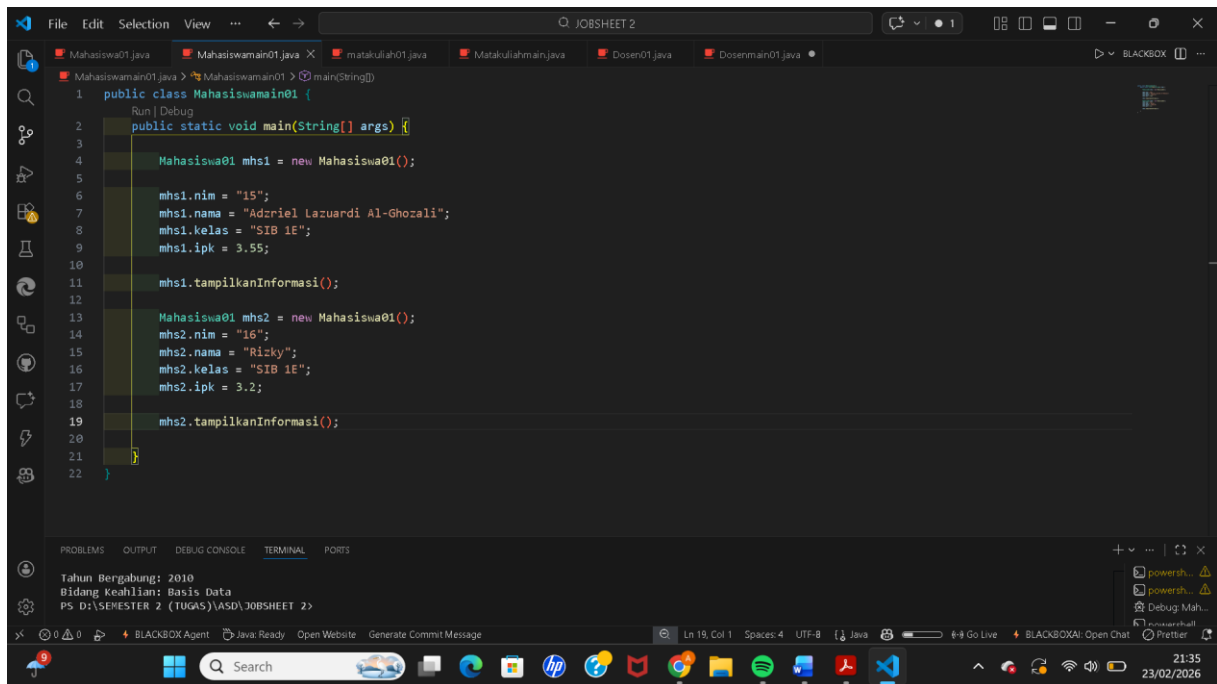
Mahasiswa01 mhs1 = new Mahasiswa01 ();

Nama object yang dihasilkan: mhs1

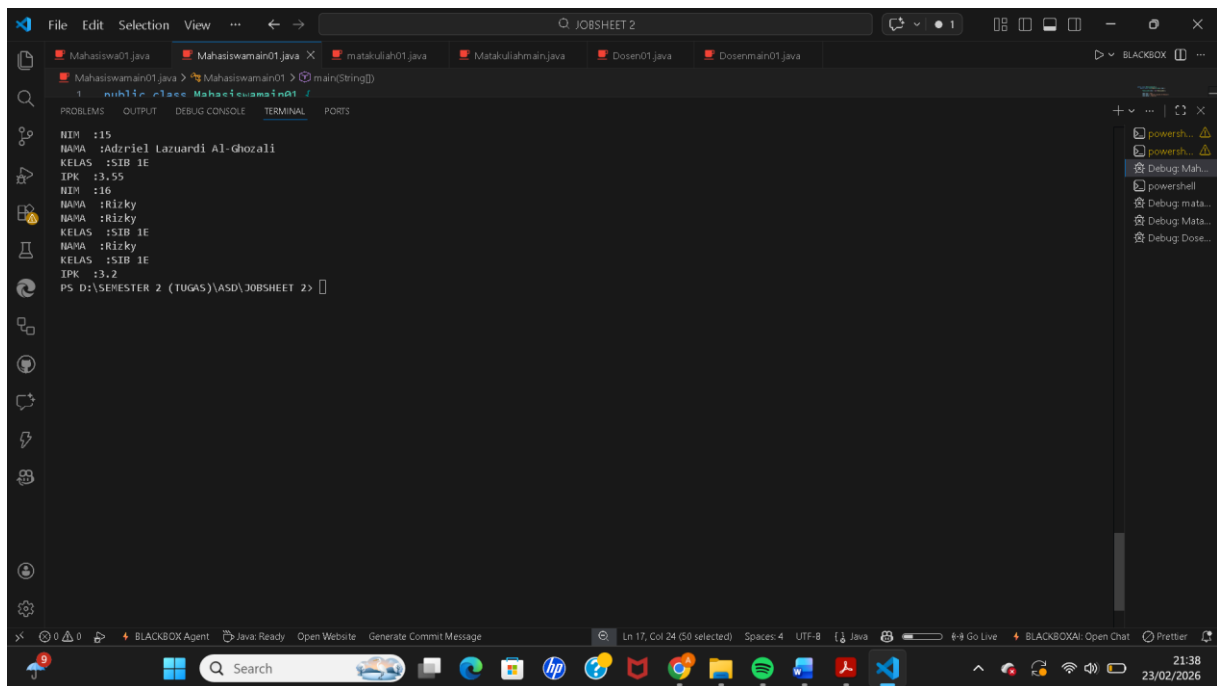
## PERCOBAAN 3



```
1 public class Mahasiswa01 {
2     String nim;
3     String nama;
4     String kelas;
5     double ipk;
6
7
8     void tampilkanInformasi () {
9         System.out.println("NIM : " + nim);
10        System.out.println("NAMA : " + nama);
11        System.out.println("KELAS : " + kelas);
12        System.out.println("IPK : " + ipk);
13    }
14
15    void ubahkelas(String kelasBaru) {
16        kelas = kelasBaru;
17    }
18
19    void updateipk(double ipkBaru) {
20        ipk = ipkBaru;
21    }
22
23    String nilaiKinerja(double ipk) {
24        if (ipk >= 3.5) {
25            return "Sangat Baik";
26        } else if (ipk >= 3.0) {
27            return "Baik";
28        } else if (ipk >= 2.5) {
29            return "Cukup";
30        } else {
31            return "Kurang";
32        }
33    }
34 }
```



```
1 public class Mahaswamain01 {
2     public static void main(String[] args) {
3
4         Mahasiswa01 mhs1 = new Mahasiswa01();
5
6         mhs1.nim = "15";
7         mhs1.nama = "Adzriel Lazuardi Al-Ghozali";
8         mhs1.kelas = "SIB 1E";
9         mhs1.ipk = 3.55;
10
11        mhs1.tampilkanInformasi();
12
13        Mahasiswa01 mhs2 = new Mahasiswa01();
14        mhs2.nim = "16";
15        mhs2.nama = "Riky";
16        mhs2.kelas = "SIB 1E";
17        mhs2.ipk = 3.2;
18
19        mhs2.tampilkanInformasi();
20
21    }
22 }
```



## JAWABAN PERTANYAAN

1. Pada class Mahasiswa, tunjukkan baris kode konstruktor berparameter!

```
Mahasiswa01(String nim, String nama, String kelas, double ipk) {
    this.nim = nim;
    this.nama = nama;
    this.kelas = kelas;
    this.ipk = ipk;
}
```

2. Perhatikan baris program berikut pada MahasiswaMain. Apa yang dilakukan?

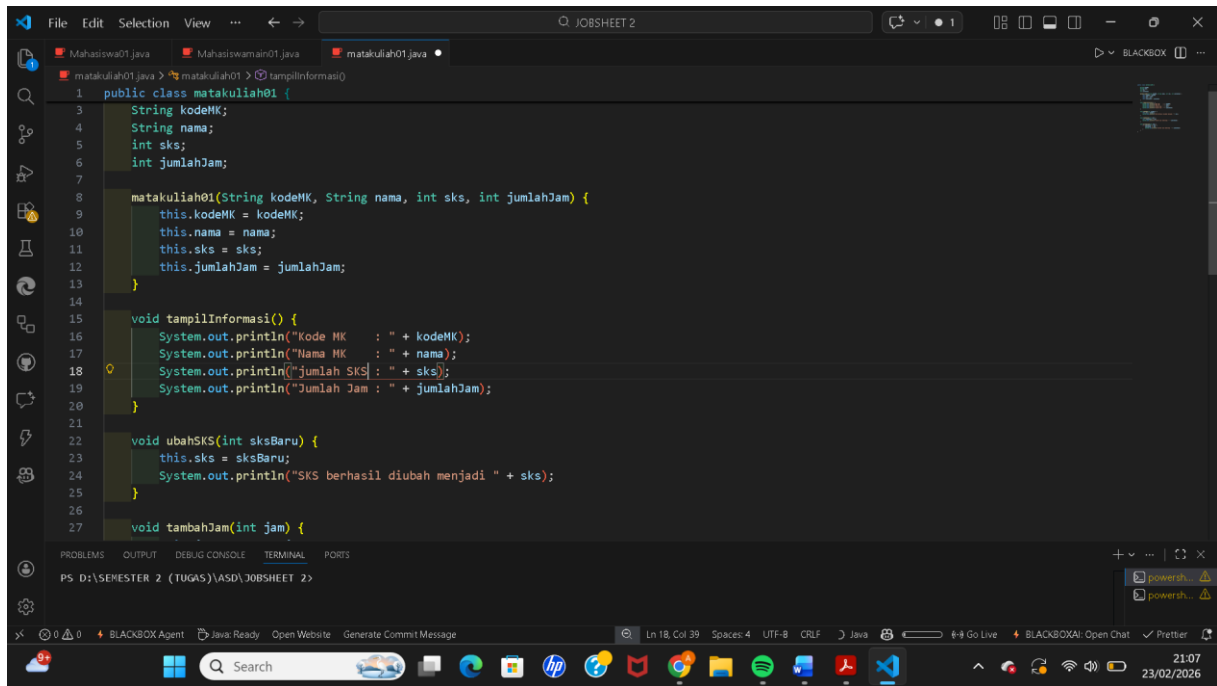
Mahasiswa01 mhs2 = new Mahasiswa01("01", "Adzriel Lazuardi Al-Ghozali", "SIB 1E", 3.65);  
Baris tersebut digunakan untuk membuat object baru bernama mhs2

3. Hapus konstruktor default, lalu compile dan run. Bagaimana hasilnya? Jelaskan!

Program masih error karena kode:

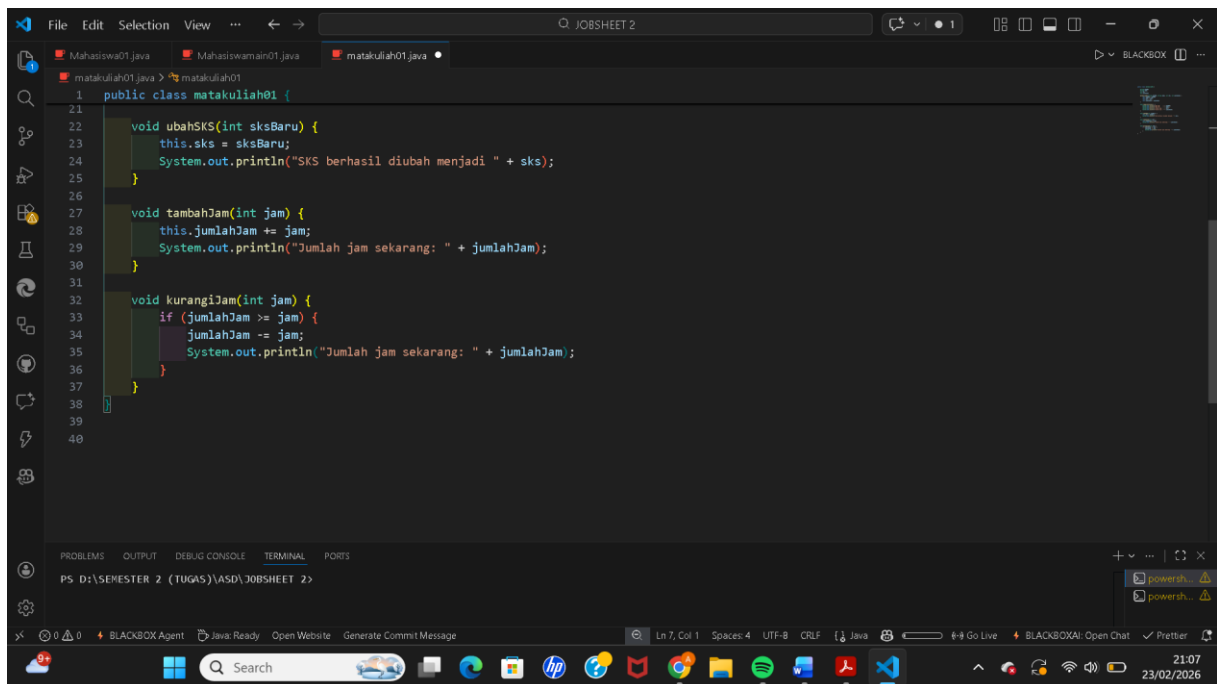
Mahasiswa01 mhs1 = new Mahasiswa01(); dan object tidak bisa dibuat tanpa parameter.

## PRAKTIKUM 1



This screenshot shows the first part of a Java program in an IDE. The code defines a class `matakuliah01` with attributes `kodeMK`, `nama`, `sks`, and `jumlahJam`. It includes a constructor `matakuliah01` and methods `tampilInformasi()`, `ubahSKS()`, and `tambahJam()`. The `tampilInformasi()` method prints the student's information, while `ubahSKS()` updates the `sks` value and `tambahJam()` increments the `jumlahJam`.

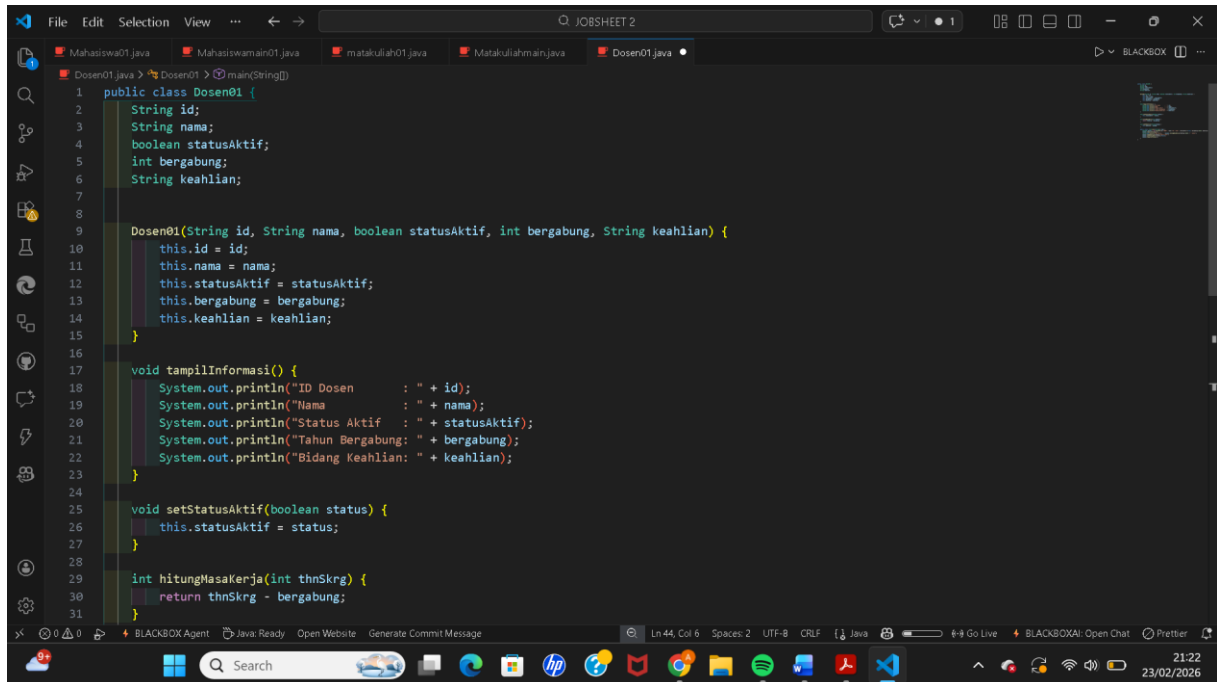
```
1 public class matakuliah01 {
2     String kodeMK;
3     String nama;
4     int sks;
5     int jumlahJam;
6
7
8     matakuliah01(String kodeMK, String nama, int sks, int jumlahJam) {
9         this.kodeMK = kodeMK;
10        this.nama = nama;
11        this.sks = sks;
12        this.jumlahJam = jumlahJam;
13    }
14
15    void tampilInformasi() {
16        System.out.println("Kode MK : " + kodeMK);
17        System.out.println("Nama MK : " + nama);
18        System.out.println("Jumlah SKS : " + sks);
19        System.out.println("Jumlah Jam : " + jumlahJam);
20    }
21
22    void ubahSKS(int sksBaru) {
23        this.sks = sksBaru;
24        System.out.println("SKS berhasil diubah menjadi " + sks);
25    }
26
27    void tambahJam(int jam) {
```



This screenshot shows the second part of the Java program, continuing from the previous one. It adds a `kurangiJam()` method that decreases the `jumlahJam` attribute by the specified amount, provided it is greater than or equal to the input. The `tambahJam()` method is also updated to include a print statement showing the current total hours.

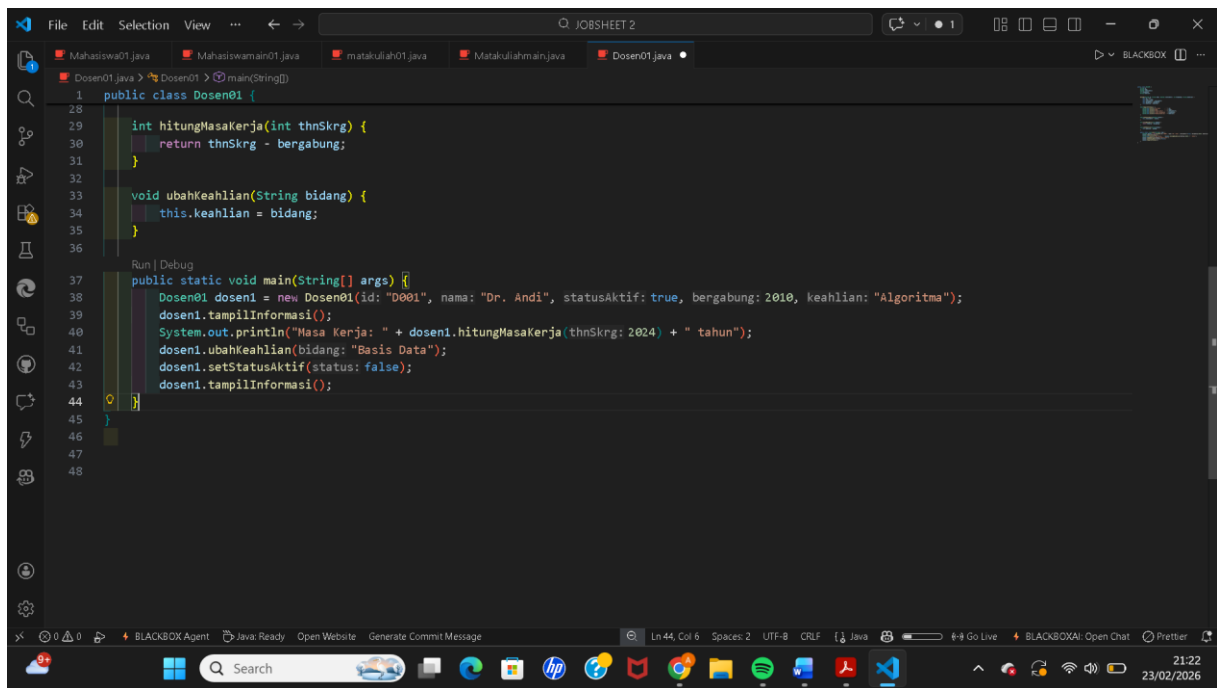
```
28        this.jumlahJam += jam;
29        System.out.println("Jumlah jam sekarang: " + jumlahJam);
30    }
31
32    void kurangiJam(int jam) {
33        if (jumlahJam >= jam) {
34            jumlahJam -= jam;
35            System.out.println("Jumlah jam sekarang: " + jumlahJam);
36        }
37    }
38
39
40
```

## PRAKTIKUM 2

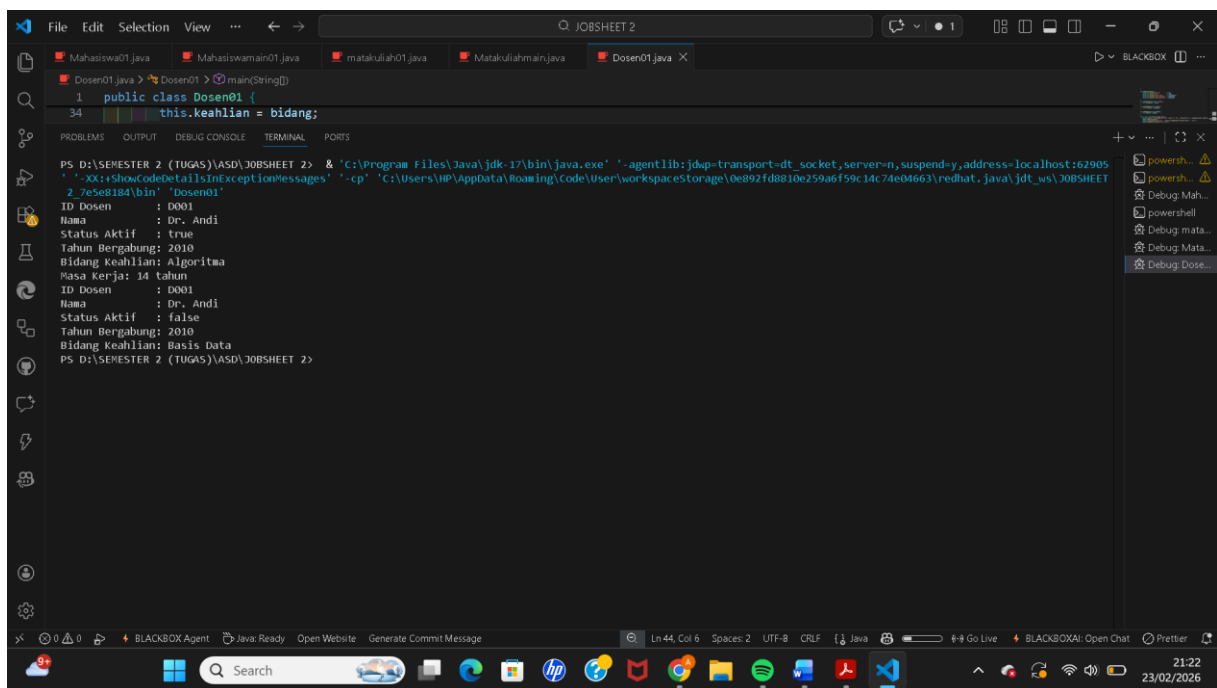


```
1 public class Dosen01 {
2     String id;
3     String nama;
4     boolean statusAktif;
5     int bergabung;
6     String keahlian;
7
8
9
10    Dosen01(String id, String nama, boolean statusAktif, int bergabung, String keahlian) {
11        this.id = id;
12        this.nama = nama;
13        this.statusAktif = statusAktif;
14        this.bergabung = bergabung;
15        this.keahlian = keahlian;
16    }
17
18    void tampilInformasi() {
19        System.out.println("ID Dosen      : " + id);
20        System.out.println("Nama        : " + nama);
21        System.out.println("Status Aktif : " + statusAktif);
22        System.out.println("Tahun Bergabung: " + bergabung);
23        System.out.println("Bidang Keahlian: " + keahlian);
24    }
25
26    void setStatusAktif(boolean status) {
27        this.statusAktif = status;
28    }
29
30    int hitungMasaKerja(int thnSkrg) {
31        return thnSkrg - bergabung;
32    }
33 }
```

Ln 44, Col 6 Spaces: 2 UTF-8 CRLF Java BLACKBOX AI: Open Chat Prettier 21:22 23/02/2026



```
1 public class Dosen01 {
28
29     int hitungMasaKerja(int thnSkrg) {
30         return thnSkrg - bergabung;
31     }
32
33     void ubahKeahlian(String bidang) {
34         this.keahlian = bidang;
35     }
36
37     Run | Debug
38     public static void main(String[] args) {
39         Dosen01 dosen1 = new Dosen01(id: "D001", nama: "Dr. Andi", statusAktif: true, bergabung: 2010, keahlian: "Algoritma");
40         dosen1.tampilInformasi();
41         System.out.println("Masa Kerja: " + dosen1.hitungMasaKerja(thnSkrg: 2024) + " tahun");
42         dosen1.ubahKeahlian(bidang: "Basis Data");
43         dosen1.setStatusAktif(status: false);
44         dosen1.tampilInformasi();
45     }
46
47
48 }
```



```
PS D:\SEMESTER 2 (TUGAS)\ASD\JOBSHEET 2> & 'C:\Program Files\Java\jdk-17\bin\java.exe' '-agentlib:jdwp=transport=dt_socket,server=n,suspend=y,address=localhost:61905'
'-xx:ShowCodeDetailsInExceptionMessages' '-cp' 'C:\Users\HP\AppData\Roaming\Code\User\workspaceStorage\0e892fd8810e259a6f59c14c74e04663\redhat.\java\jdt_ws\JOBSHEET
2_7e5e8184\bin' 'Dosen01'
ID Dosen      : D001
Nama          : Dr. Andi
Status Aktif  : true
Tahun Bergabung: 2010
Bidang Keahlian: Algoritma
Masa Kerja   : 14 tahun
ID Dosen      : D001
Nama          : Dr. Andi
Status Aktif  : false
Tahun Bergabung: 2010
Bidang Keahlian: Basis Data
PS D:\SEMESTER 2 (TUGAS)\ASD\JOBSHEET 2>
```

LINK GITHUB: <https://github.com/adzriellag-rgb/SEMESTER-2--TUGAS-/tree/main/JOBSHEET2>