Nama: Agung Sihab Malawi

Kelas: R1

NIM: 210511047

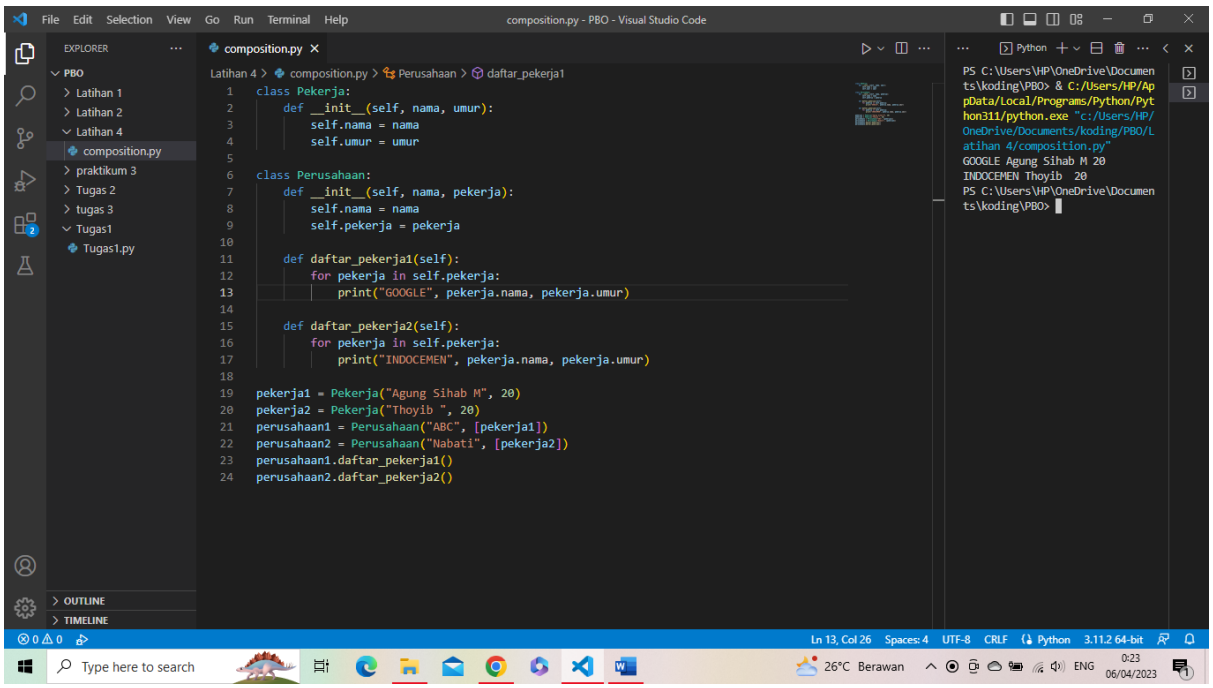
PBO2 Latihan 4

Contoh 1

Script:

```
class Pekerja:
    def __init__(self, nama, umur):
        self.nama = nama
        self.umur = umur

class Perusahaan:
    def __init__(self, nama, pekerja):
        self.nama = nama
        self.pekerja = pekerja

    def daftar_pekerja1(self):
        for pekerja in self.pekerja:
            print("GOOGLE", pekerja.nama, pekerja.umur)

    def daftar_pekerja2(self):
        for pekerja in self.pekerja:
            print("INDOCEMEN", pekerja.nama, pekerja.umur)

pekerja1 = Pekerja("Agung Sihab M", 20)
pekerja2 = Pekerja("Thoyib ", 20)
perusahaan1 = Perusahaan("ABC", [pekerja1])
perusahaan2 = Perusahaan("Nabati", [pekerja2])
perusahaan1.daftar_pekerja1()
perusahaan2.daftar_pekerja2()
```

Hasil Running Program :



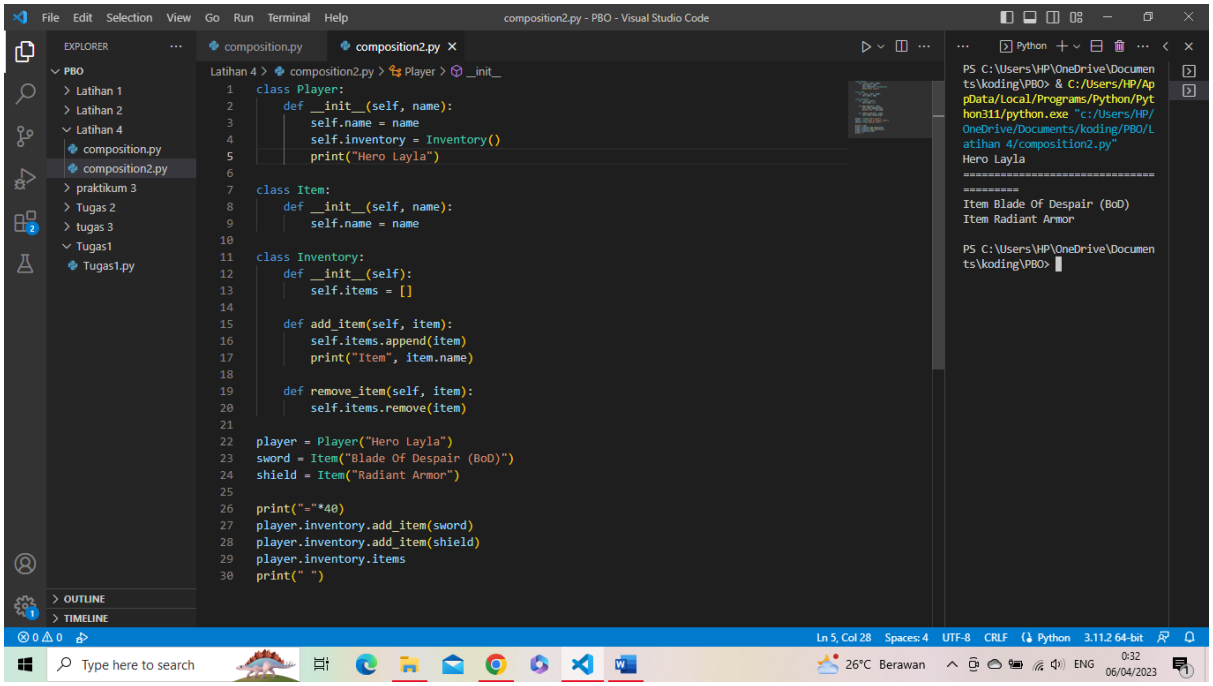
Contoh 2

Script:

```
class Player:
    def __init__(self, name):
        self.name = name
        self.inventory = Inventory()
        print("Hero Layla")

class Item:
    def __init__(self, name):
        self.name = name

class Inventory:
    def __init__(self):
        self.items = []

    def add_item(self, item):
        self.items.append(item)
        print("Item", item.name)

    def remove_item(self, item):
        self.items.remove(item)
```

```
player = Player("Hero Layla")
sword = Item("Blade Of Despair (BoD)")
shield = Item("Radiant Armor")

print("="*40)
player.inventory.add_item(sword)
player.inventory.add_item(shield)
player.inventory.items
print(" ")
```

Hasil Running Program:



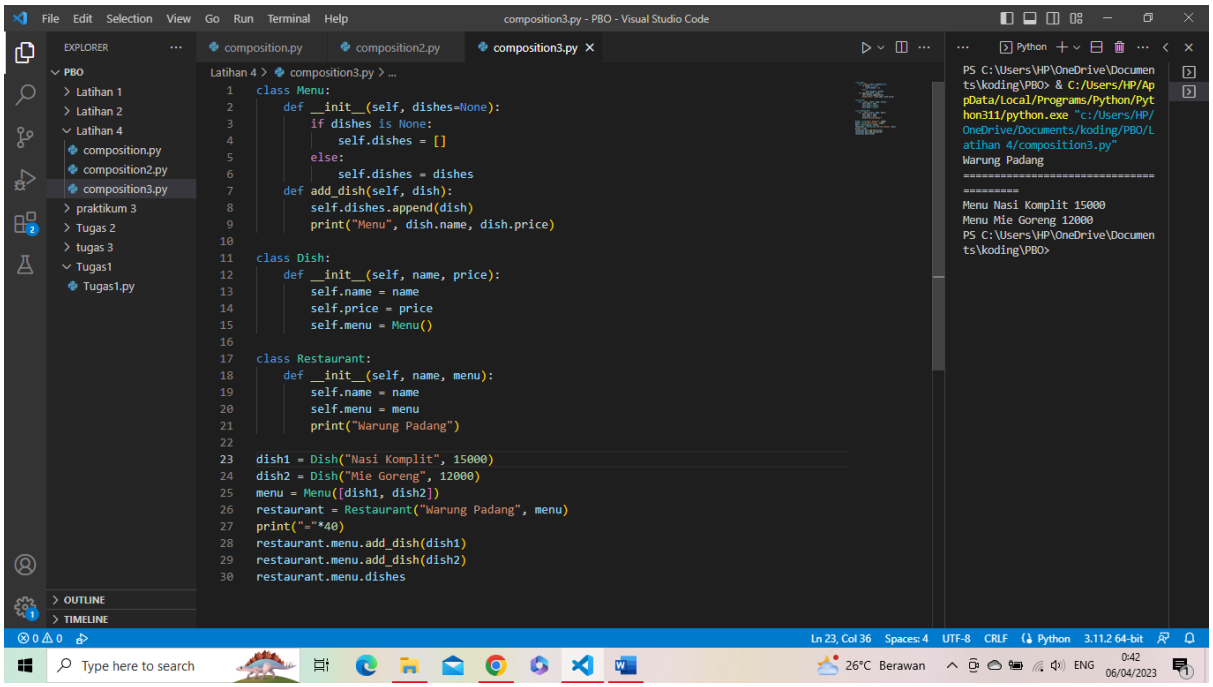
Contoh 3

Script:

```
class Menu:
    def __init__(self, dishes=None):
        if dishes is None:
            self.dishes = []
        else:
            self.dishes = dishes
    def add_dish(self, dish):
        self.dishes.append(dish)
        print("Menu", dish.name, dish.price)

class Dish:
    def __init__(self, name, price):
```

```
        self.name = name
        self.price = price
        self.menu = Menu()

class Restaurant:
    def __init__(self, name, menu):
        self.name = name
        self.menu = menu
        print("Warung Padang")

dish1 = Dish("Nasi Komplit", 15000)
dish2 = Dish("Mie Goreng", 12000)
menu = Menu([dish1, dish2])
restaurant = Restaurant("Warung Padang", menu)
print("="*40)
restaurant.menu.add_dish(dish1)
restaurant.menu.add_dish(dish2)
restaurant.menu.dishes
```

Hasil Running Program:

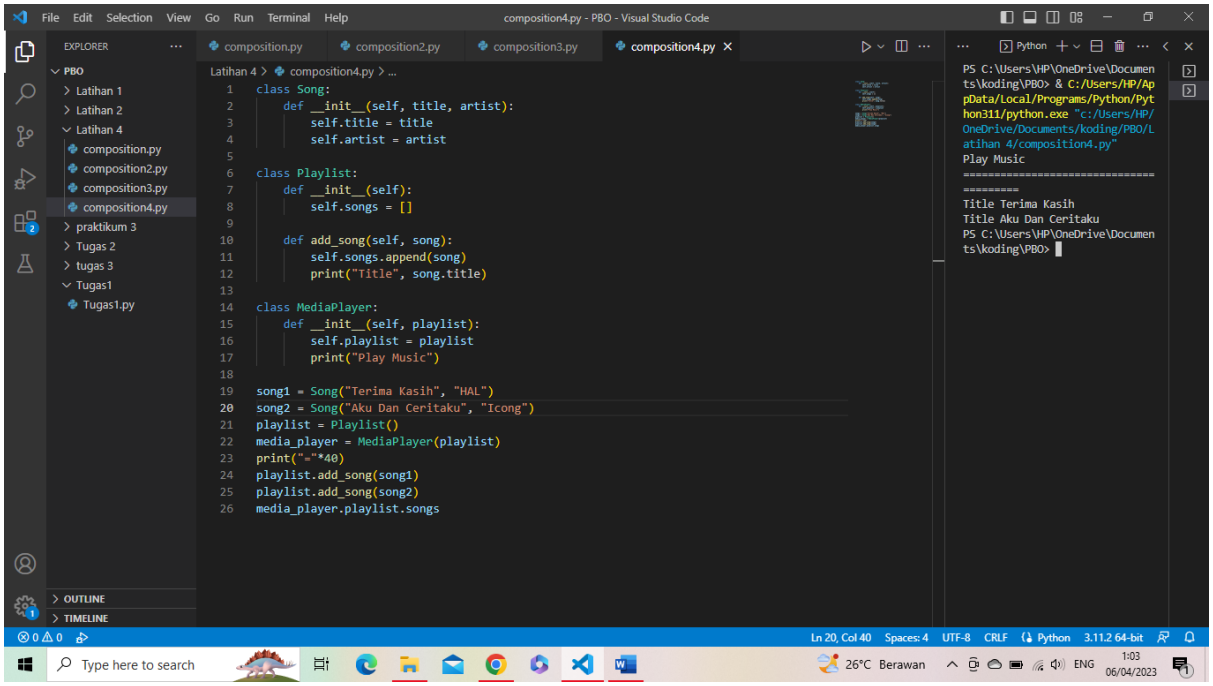


Contoh 4

```
class Song:
    def __init__(self, title, artist):
        self.title = title
        self.artist = artist
```

```python
class Playlist:
    def __init__(self):
        self.songs = []

    def add_song(self, song):
        self.songs.append(song)
        print("Title", song.title)

class MediaPlayer:
    def __init__(self, playlist):
        self.playlist = playlist
        print("Play Music")

song1 = Song("Terima Kasih", "HAL")
song2 = Song("Aku Dan Ceritaku", "Icong")
playlist = Playlist()
media_player = MediaPlayer(playlist)
print("="*40)
playlist.add_song(song1)
playlist.add_song(song2)
media_player.playlist.songs
```

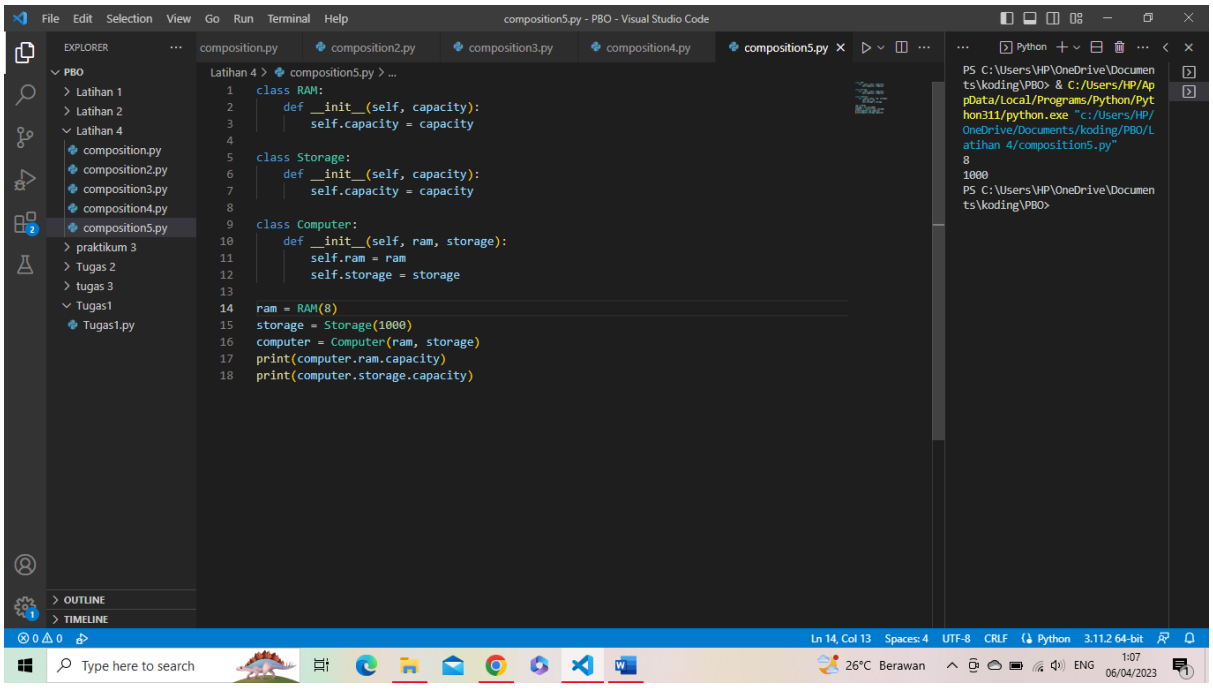
Hasil Running Program:



Contoh 5

```python
class RAM:
    def __init__(self, capacity):
        self.capacity = capacity

class Storage:
    def __init__(self, capacity):
        self.capacity = capacity

class Computer:
    def __init__(self, ram, storage):
        self.ram = ram
        self.storage = storage

ram = RAM(8)
storage = Storage(1000)
computer = Computer(ram, storage)
print(computer.ram.capacity)
print(computer.storage.capacity)
```

Hasil Running Program:



Contoh 6

```python
class Wheel:
    def __init__(self, size):
        self.size = size

class Engine:
    def __init__(self, power):
        self.power = power

class Car:
    def __init__(self, wheels, engine):
        self.wheels = wheels
        self.engine = engine

wheel1 = Wheel(17)
wheel2 = Wheel(17)
wheel3 = Wheel(17)
wheel4 = Wheel(17)
engine = Engine(150)
car = Car([wheel1, wheel2, wheel3, wheel4], engine)
print(car.wheels[0].size)
```

Hasil Running Program: