PEMROGRAMAN BERORIENTASI OBJEK-A

TEORI

Oleh:

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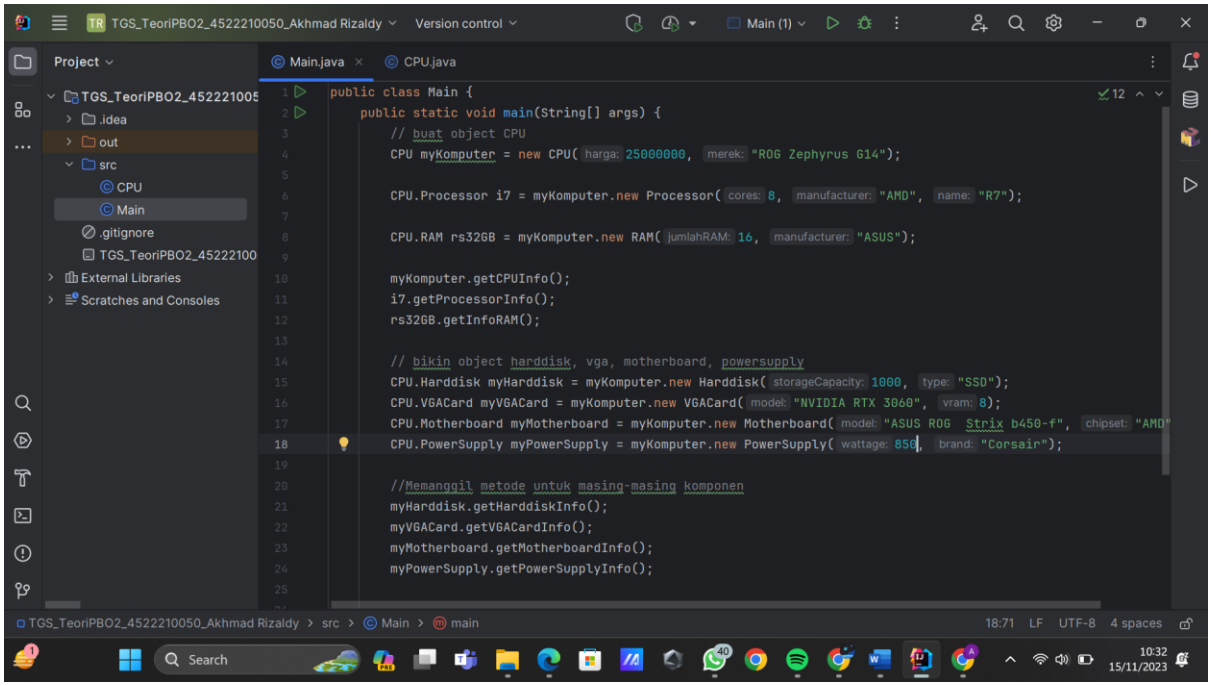
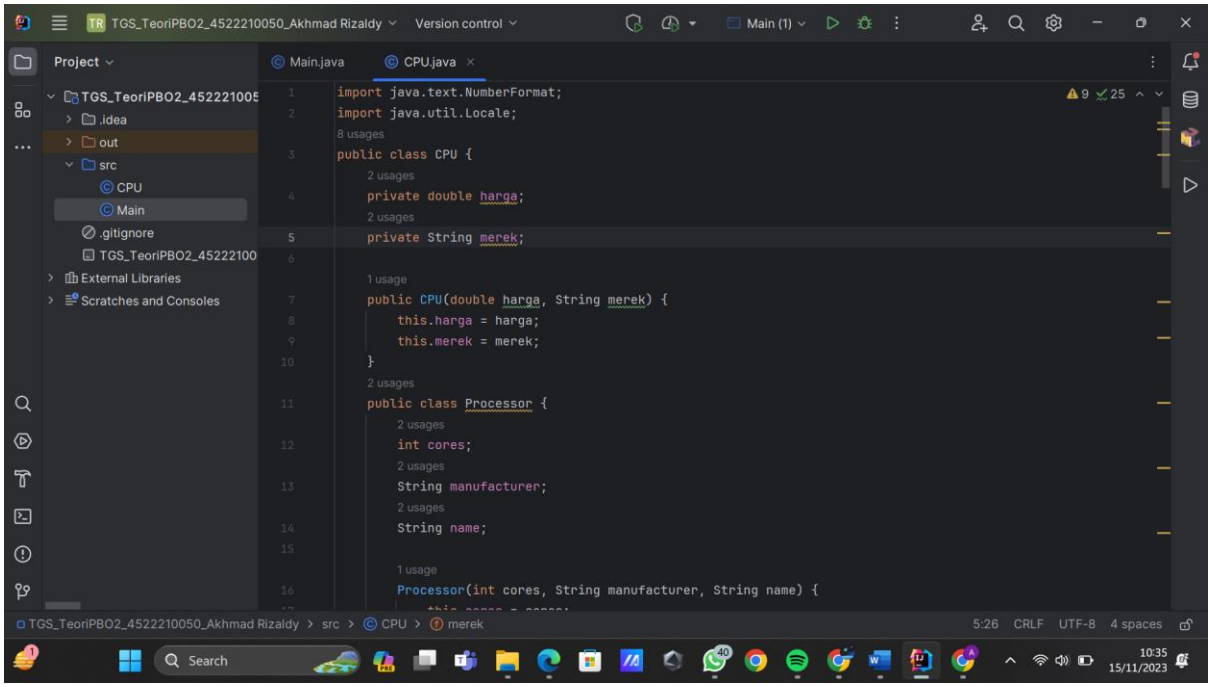
Main.java



```
public class Main {
    public static void main(String[] args) {
        // buat object CPU
        CPU myKomputer = new CPU( harga: 25000000, merek: "ROG Zephyrus G14");

        CPU.Processor i7 = myKomputer.new Processor( cores: 8, manufacturer: "AMD", name: "R7");

        CPU.RAM rs32GB = myKomputer.new RAM( jumlahRAM: 16, manufacturer: "ASUS");

        myKomputer.getCPUInfo();
        i7.getProcessorInfo();
        rs32GB.getInfoRAM();

        // bikin object harddisk, vga, motherboard, powersupply
        CPU.Harddisk myHarddisk = myKomputer.new Harddisk( storageCapacity: 1000, type: "SSD");
        CPU.VGACard myVGACard = myKomputer.new VGACard( model: "NVIDIA RTX 3060", vram: 8);
        CPU.Motherboard myMotherboard = myKomputer.new Motherboard( model: "ASUS ROG  Strix b450-f", chipset: "AMD"
        CPU.PowerSupply myPowerSupply = myKomputer.new PowerSupply( wattage: 850, brand: "Corsair");

        //Memanggil metode untuk masing-masing komponen
        myHarddisk.getHarddiskInfo();
        myVGACard.getVGACardInfo();
        myMotherboard.getMotherboardInfo();
        myPowerSupply.getPowerSupplyInfo();
```

telah di lengkapi di bagian // bikin object harddisk, vga, motherboard, powersupply

CPU.java



```
import java.text.NumberFormat;
import java.util.Locale;
8 usages
public class CPU {
    2 usages
    private double harga;
    2 usages
    private String merek;

    1 usage
    public CPU(double harga, String merek) {
        this.harga = harga;
        this.merek = merek;
    }
    2 usages
    public class Processor {
        2 usages
        int cores;
        2 usages
        String manufacturer;
        2 usages
        String name;

        1 usage
        Processor(int cores, String manufacturer, String name) {
```

Telah di lengkapi di bagian // inner class Harddisk // inner class Motherboard // inner class PowerSuply // inner class VGACard

//Inner class Harddisk

```
public class Harddisk {
    int storageCapacity;
    String type;

    Harddisk(int storageCapacity, String type) {
        this.storageCapacity = storageCapacity;
        this.type = type;
    }
```

//inner class Motherboard

```
public class Motherboard {
    String model;
    String chipset;

    Motherboard(String model, String chipset) {
        this.model = model;
        this.chipset = chipset;
    }
public void getMotherboardInfo() {
        System.out.println("Model: " + this.model);
        System.out.println("Chipset: " + this.chipset);
    }
}
```

//inner class PowerSuply

```
public class PowerSupply {
    int wattage;
    String brand;

    PowerSupply(int wattage, String brand) {
        this.wattage = wattage;
        this.brand = brand;
    }

    public void getPowerSupplyInfo() {
        System.out.println("Daya Listrik: " + this.wattage + " Watt");
        System.out.println("Brand: " + this.brand);
    }
}
```

//inner class VGACard

```
public class VGACard {
    String model;
    int vram;

    VGACard(String model, int vram) {
        this.model = model;
        this.vram = vram;
    }
public void getVGACardInfo() {
            System.out.println("Model: " + this.model);
            System.out.println("VRAM: " + this.vram + " GB");
        }
    }
```

Hasil Running