

**PEMROGRAMAN BERORIENTASI OBJEK-A
TEORI**



Oleh:

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Dosen :

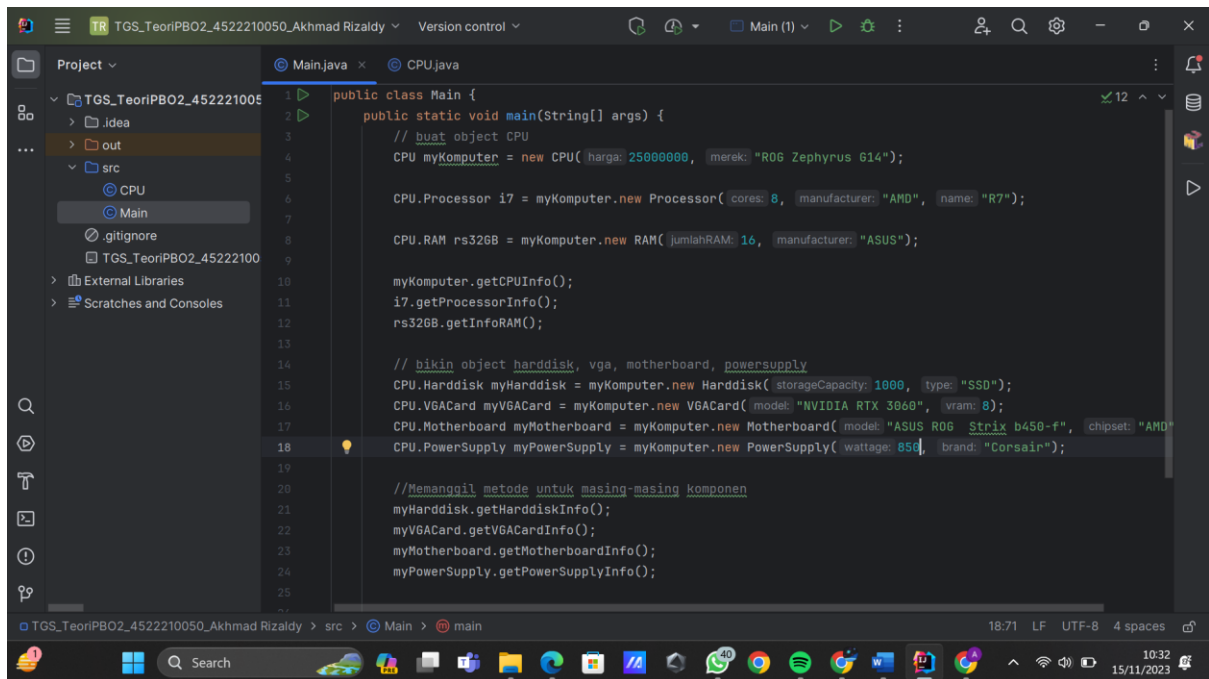
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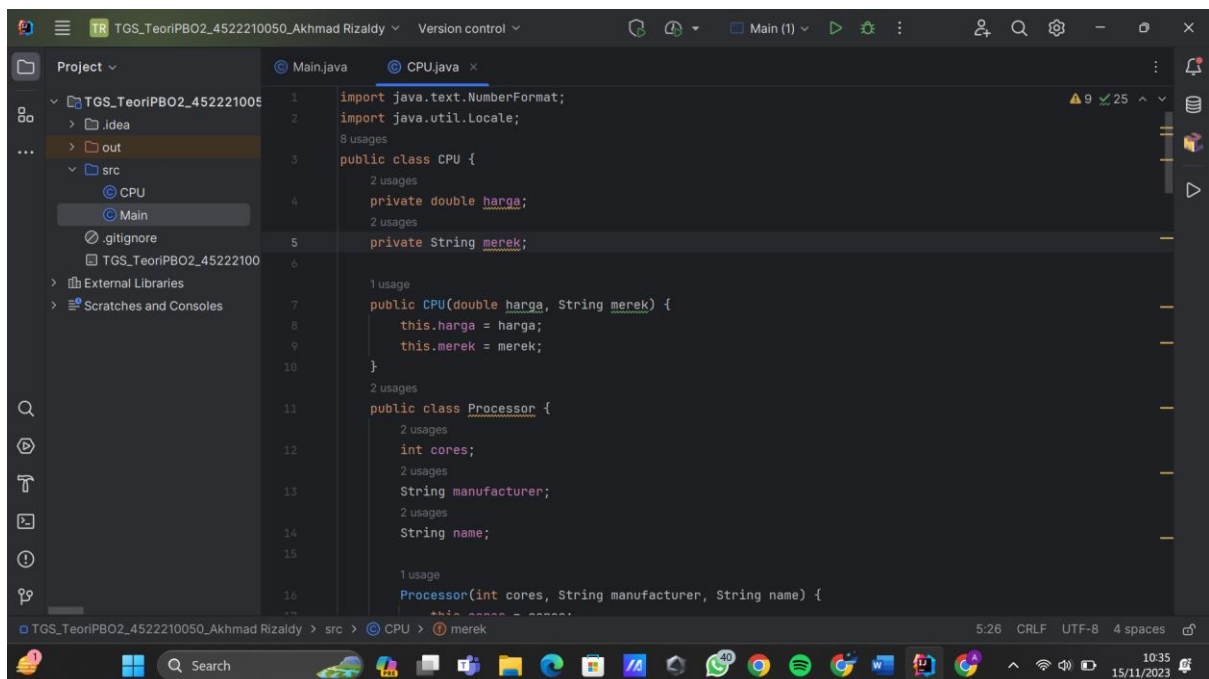
Main.java



```
1 public class Main {
2     public static void main(String[] args) {
3         // buat object CPU
4         CPU myKomputer = new CPU(harga: 25000000, merek: "R06 Zephyrus 614");
5
6         CPU.Processor i7 = myKomputer.new Processor(cores: 8, manufacturer: "AMD", name: "R7");
7
8         CPU.RAM rs32GB = myKomputer.new RAM(jumlahRAM: 16, manufacturer: "ASUS");
9
10        myKomputer.getCPUInfo();
11        i7.getProcessorInfo();
12        rs32GB.getInfoRAM();
13
14        // bikin object harddisk, vga, motherboard, powersupply
15        CPU.Harddisk myHarddisk = myKomputer.new Harddisk(storageCapacity: 1000, type: "SSD");
16        CPU.VGACard myVGACard = myKomputer.new VGACard(model: "NVIDIA RTX 3060", vram: 8);
17        CPU.Motherboard myMotherboard = myKomputer.new Motherboard(model: "ASUS R06 Strix b450-f", chipset: "AMD");
18        CPU.PowerSupply myPowerSupply = myKomputer.new PowerSupply(wattage: 850, brand: "Corsair");
19
20        //Memanggil metode untuk masing-masing komponen
21        myHarddisk.getHarddiskInfo();
22        myVGACard.getVGACardInfo();
23        myMotherboard.getMotherboardInfo();
24        myPowerSupply.getPowerSupplyInfo();
25    }
26 }
```

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

CPU.java



```
1 import java.text.NumberFormat;
2 import java.util.Locale;
3
4 public class CPU {
5     private double harga;
6     private String merek;
7
8     public CPU(double harga, String merek) {
9         this.harga = harga;
10        this.merek = merek;
11    }
12
13    public class Processor {
14        int cores;
15        String manufacturer;
16        String name;
17
18        Processor(int cores, String manufacturer, String name) {
19            this.cores = cores;
20            this.manufacturer = manufacturer;
21            this.name = name;
22        }
23    }
24 }
```

Telah di lengkapi di bagian // inner class Harddisk // inner class Motherboard // inner class PowerSupply // 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 PowerSupply

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

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

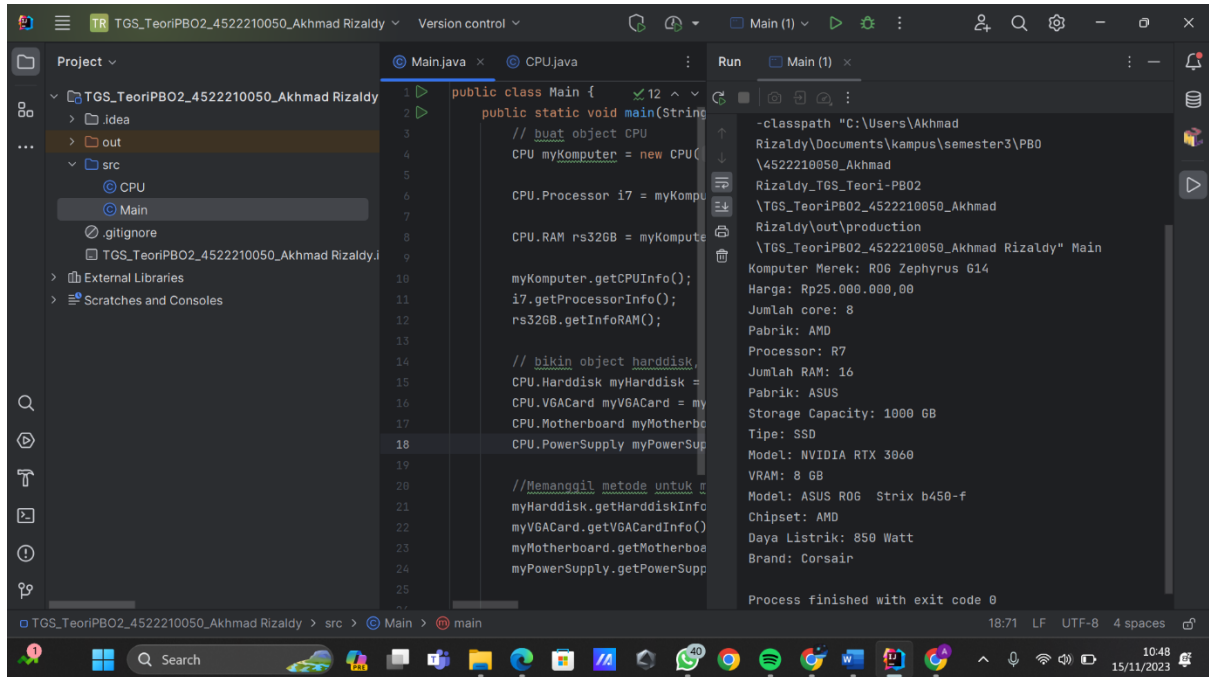
    public void getPowerSupplyInfo() {
        System.out.println("Daya Listrik: " + this.wattage + " Watt");
        System.out.println("Brand: " + this.brand);
    }
}
```

//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



The screenshot displays an IDE interface with the following components:

- Project View:** Shows the project structure with folders like `idea`, `out`, and `src`. The `src` folder contains `CPU`, `Main`, and `.gitignore`.
- Main.java:** The active file, showing a Java class `Main` with a `main` method. The code includes comments and instantiations of `CPU`, `Harddisk`, `VGACard`, `Motherboard`, and `PowerSupply` objects.
- Run Console:** Displays the output of the program execution. The output lists system information for a computer, including the model (`ROG Zephyrus G14`), price (`Rp25.000.000,00`), and various specifications like processor, RAM, storage, and power supply.

```
public class Main {  
    public static void main(String[] args) {  
        // buat object CPU  
        CPU myKomputer = new CPU(  
            "CPU.Processor i7 = myKomputer",  
            "CPU.RAM rs32GB = myKomputer",  
            "myKomputer.getCPUInfo();",  
            "i7.getProcessorInfo();",  
            "rs32GB.getInfoRAM();"  
        );  
        // bikin object harddisk  
        CPU.Harddisk myHarddisk =  
        CPU.VGACard myVGACard = my  
        CPU.Motherboard myMotherbo  
        CPU.PowerSupply myPowerSup  
        //Memanggil metode untuk  
        myHarddisk.getHarddiskInfo  
        myVGACard.getVGACardInfo()  
        myMotherboard.getMotherbo  
        myPowerSupply.getPowerSup  
    }  
}
```

Run Console Output:

```
-classpath "C:\Users\Akhmad  
Rizaldy\Documents\kampus\semester3\PBO  
\4522210050_Akhmad  
Rizaldy_TGS_Teori-PBO2  
\TGS_TeoriPBO2_4522210050_Akhmad  
Rizaldy\out\production  
\TGS_TeoriPBO2_4522210050_Akhmad Rizaldy" Main  
Komputer Merek: ROG Zephyrus G14  
Harga: Rp25.000.000,00  
Jumlah core: 8  
Pabrik: AMD  
Processor: R7  
Jumlah RAM: 16  
Pabrik: ASUS  
Storage Capacity: 1000 GB  
Tipe: SSD  
Model: NVIDIA RTX 3060  
VRAM: 8 GB  
Model: ASUS ROG Strix b450-f  
Chipset: AMD  
Daya Listrik: 850 Watt  
Brand: Corsair  
Process finished with exit code 0
```