**CODING OOP WEEK 4**

public class Circle{

//field or attribute

private double jejari, x;

public static int bilObjekWujud=0; //static nilai akan tetap sama di mana2

//default constructor

public Circle(){

jejari=1;

x=5;

bilObjekWujud++;

}

//overloading constructor -parameter

public Circle(double jejari){

// this(); //panggil default constructor & must be first statement

// this.jejari =jejari;

//this(jejari, 59); //contructor 2 parameter

this.jejari=jejari;

this.x=x;

bilObjekWujud++;

}

//overloading constructor -2 parameter

public Circle(double jejari, double x){

this.jejari =jejari;

this.x=x;

bilObjekWujud++;

}

//overload method toString()

public String toString(){

String tentangCircle;

tentangCircle= "Bil Objek ialah "+bilObjekWujud;

// tentangCircle = "Jejari = " + jejari

// + "\n x= " +x

// +" \nLuas adalah "+ Kiraluas();

return tentangCircle;

}

//setter atau mutator

public void setJejari(double jejari)

{

this.jejari=jejari;

}

//getter atau acessor

public double getJejari()

{

return this.jejari;

}

//method

public double Kiraluas() {

return jejari\*jejari\*Math.PI;

}

public static double UkurLilit(double j) {

return 2\*Math.PI\*j;

}

}

public class Main

{

public static void main(String[] args)

{

//object or reference

Circle bulat =new Circle();

System.out.println("Print apa? " + bulat); //call method toString

Circle bulat1=new Circle(76); //overloading contructor 1 parameter

System.out.println("Print apa? " + bulat1); //call method toString

Circle bulat2=new Circle(8, 3); //overloading contructor 2 parameter

System.out.println("Print apa? " + bulat2); //call method toString

Circle bulat3=new Circle(8, 3); //overloading contructor 2 parameter

System.out.println("Print apa? " + bulat3); //call method toString

System.out.println("Ukurlilit = " + UkurLilit(bulat3.getJejari()));

System.out.println("Ukurlilit = " + Circle.UkurLilit(bulat3.getJejari()));

System.out.println("Luas ialah " + KiraLuas(bulat2));

}

//static method that can return a reference

public static Circle Papar()

{

int j = 5;

return new Circle(j); //objek

}

//static method that accept object as its parameter

public static double KiraLuas(Circle b)

{

return b.getJejari() \*b.getJejari() \*Math.PI;

}

public static double UkurLilit(double jejari)

{

return 2 \* Math.PI \* jejari;

}

}

Output :

