Quiz navigation

Show one page at a time

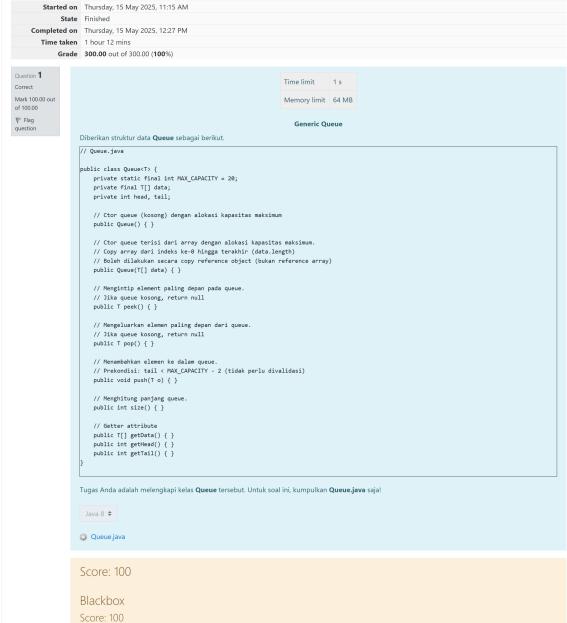
1 2 3

Finish review

▲ 13523014 Nicholas Andhika Lucas

ITB_IF2010_2_2425 Pemrograman Berorientasi Objek

Dashboard / My courses / ITB_IF2010_2_2425 / [Java] Tutorial 5 / Tutorial 5



Verdict: Accepted Evaluator: Exact No Score Verdict Description Accepted 0.07 sec, 27.93 MB Accepted 0.06 sec, 30.06 MB Accepted 0.10 sec, 27.89 MB Accepted 0.34 sec, 28.20 MB 10 Accepted 0.44 sec, 27.93 MB 10 10 Accepted 0.62 sec, 29.16 MB Accepted 0.64 sec, 29.89 MB

Question 2 Correct Mark 100.00 out ▼ Flag question

Time limit 1 s Memory limit 64 MB

Diceritakan Putri dari Kerajaan Permen mengoleksi sejumlah hewan eksotis seperti singa dan panda. Sebagai bentuk kemurahan hatinya, sang Putri ingin membuat sebuah kebun binatang supava penduduk Keraiaan Permen dapat melihat koleksi hewan vang dimilikinva. Wuiudkanlah keinginan sang Putri

dengan membuat kelas Enclosure, yaitu kandang yang dapat menyimpan hewan-hewan milik sang Putri.

Diberikan Animal.java, Lion.java, dan Panda.java

Lengkapilah Enclosure.java

Contoh output untuk method describe:

Kode program	Output
Panda panda2 = new Panda("po2", 5); enc1.addAnimal(panda1):	Kandang berisi 2 ekor hewan: 1. po, spesies Pandamus Maximus, umur 5 tahun 2. po2, spesies Pandamus Maximus, umur 5 tahun
Enclosure enc1 = new Enclosure(); enc1.describe();	Kandang ini kosong

Java 8 ♦

Enclosure.java

Score: 100

Blackbox Score: 100 Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	8	Accepted	0.06 sec, 26.25 MB
2	8	Accepted	0.07 sec, 30.97 MB
3	8	Accepted	0.07 sec, 28.58 MB
4	8	Accepted	0.07 sec, 26.43 MB
5	8	Accepted	0.06 sec, 28.79 MB
6	8	Accepted	0.06 sec, 28.30 MB
7	8	Accepted	0.09 sec, 28.82 MB
8	8	Accepted	0.13 sec, 30.66 MB
9	8	Accepted	0.08 sec, 29.14 MB
10	8	Accepted	0.09 sec, 30.60 MB
11	8	Accepted	0.11 sec, 28.39 MB
12	12	Accepted	0.20 sec, 27.89 MB

Question **3**Correct
Mark 100.00 out of 100.00

Figure Flag question

Time limit 1 s

Memory limit 64 MB

Enrollment System

Deskripsi

Pada soal ini, Anda akan menggunakan Java collection API seperti Set (HashSet) dan Map (HashMap) untuk membentuk sebuah enrollment system sederhana.

Spesifikasi

Anda diminta memenuhi kode program pada file Student. java, Course. java, dan EnrollmentSystem. java. Kumpulkan ketiga file tersebut dalam satu buah zip bernama EnrollmentSystem. zip

Java 8 ♦

EnrollmentSystem.zip

Score: 100

Blackbox Score: 100 Verdict: Accepted Evaluator: Exact

No	Score	Verdict	Description
1	15	Accontact	0.20 coc 20.01 ME

2 15 Accepted 0.38 sec, 28.09 MB 3 15 Accepted 0.25 sec, 27.96 MB 4 15 Accepted 0.13 sec, 26.25 MB 5 40 Accepted 0.23 sec, 28.30 MB					
4 15 Accepted 0.13 sec, 26.25 MB 5 40 Accepted 0.23 sec, 28.30 MB		2	15	Accepted	0.38 sec, 28.09 MB
5 40 Accepted 0.23 sec, 28.30 MB		3	15	Accepted	0.25 sec, 27.96 ME
		4	15	Accepted	0.13 sec, 26.25 ME
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