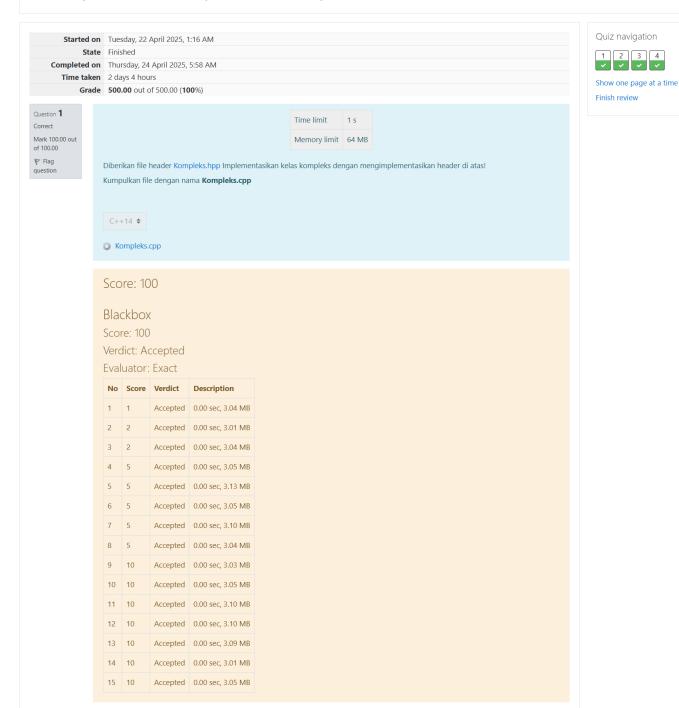
# ITB\_IF2010\_2\_2425 Pemrograman Berorientasi Objek

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Question 2 Correct Mark 100.00 out of 100.00 ₽ Flag



Score: 100

Blackbox
Score: 100

Verdict: Accepted
Evaluator: Exact

No	Score	Verdict	Description
1	5	Accepted	0.00 sec, 2.99 MB
2	5	Accepted	0.00 sec, 2.94 MB
3	5	Accepted	0.00 sec, 2.98 MB
4	5	Accepted	0.00 sec, 2.96 MB
5	5	Accepted	0.00 sec, 2.98 MB
6	5	Accepted	0.00 sec, 2.95 MB
7	5	Accepted	0.00 sec, 2.94 MB
8	5	Accepted	0.00 sec, 2.96 MB
9	6	Accepted	0.00 sec, 2.90 MB
10	6	Accepted	0.00 sec, 2.97 MB
11	6	Accepted	0.00 sec, 2.88 MB
12	6	Accepted	0.00 sec, 3.06 MB
13	6	Accepted	0.00 sec, 2.94 MB
14	6	Accepted	0.00 sec, 2.95 MB
15	6	Accepted	0.00 sec, 2.98 MB
16	6	Accepted	0.00 sec, 3.03 MB
17	6	Accepted	0.00 sec, 2.99 MB
18	6	Accepted	0.00 sec, 3.07 MB

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

P Flag question



#### Footballer (2)

Buatlah *subclass* dengan mewariskan kelas **Footballer** yang sudah Anda buat di soal sebelumnya, pada **Striker**, **Midfielder**, **Defender**, dan **Goalkeeper**.

File header template beserta penjelasan kelas dan setiap metode nya dapat dilihat dalam Footballer2.zip

 $Kumpulkan Striker.hpp, Striker.cpp, Midfielder.hpp, Midfielder.cpp, Defender.hpp, Defender.cpp, Goalkeeper.hpp, Goalkeeper.cpp dalam \\ \textbf{Footballer2.zip}$ 

Catatan: Jawaban Anda akan dites dengan Footballer.hpp dan Footballer.cpp milik asisten, yang artinya:

- (1) Anda tidak harus selesai mengerjakan soal 1 untuk mengerjakan soal ini, dan;
- (2) Anda dapat mengasumsikan kelas Footballer diimplementasikan dengan benar

C++14 \$

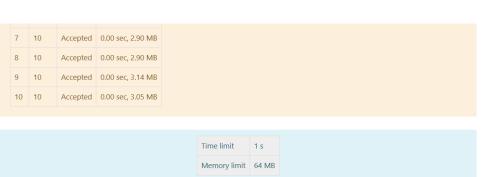
#### Footballer2.zip

Score: 100

Blackbox Score: 100

Verdict: Accepted Evaluator: Exact

No	Score	Verdict	Description
1	10	Accepted	0.00 sec, 3.00 MB
2	10	Accepted	0.00 sec, 3.06 MB
3	10	Accepted	0.00 sec, 3.00 MB
4	10	Accepted	0.00 sec, 3.14 MB
5	10	Accepted	0.00 sec, 2.95 MB
6	10	Accepted	0.00 sec, 3.06 MB



Question 4 Mark 200.00 out of 200.00 ▼ Flag



## Pet Shelter Manager

Buatlah sebuah sistem shelter management yang mengelola binatang-binatang di dalamnya.

Ada dua tipe binatang yang merupakan sebuah turunan dari hewan, yakni Dog dan Cat.

- File yang Disediakan (ShelterManagerToolkit.zip)
- Pet.hpp, Cat.hpp, Dog.hpp
- Pet.cpp, Cat.cpp, Dog.cpp
- PetShelter.hpp (implementasi fungsi yang dideskripsikan di sini)
- Tugas Anda
- Implementasikan PetShelter.cpp sesuai spesifikasi pada PetShelter.hpp
- Seluruh output harus diakhiri dengan endl
- Submit **PetShelter.cpp**

C++14 \$

PetShelter.cpp

Score: 100

### Blackbox

Score: 100

Verdict: Accepted Evaluator: Exact

No	Score	Verdict	Description
1	10	Accepted	0.00 sec, 3.05 MB
2	10	Accepted	0.00 sec, 3.01 MB
3	10	Accepted	0.00 sec, 2.95 MB
4	10	Accepted	0.01 sec, 3.05 MB
5	10	Accepted	0.00 sec, 3.00 MB
6	10	Accepted	0.00 sec, 3.01 MB
7	10	Accepted	0.00 sec, 2.90 MB
8	10	Accepted	0.00 sec, 3.01 MB
9	10	Accepted	0.00 sec, 3.01 MB
10	10	Accepted	0.00 sec, 3.12 MB

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