

ITB_IF2010_2_2425 Pemrograman Berorientasi Objek

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Started on	Tuesday, 22 April 2025, 1:16 AM
State	Finished
Completed on	Thursday, 24 April 2025, 5:58 AM
Time taken	2 days 4 hours
Grade	500.00 out of 500.00 (100%)

Question **1**
Correct
Mark 100.00 out of 100.00
Flag question

Time limit	1 s
Memory limit	64 MB

Diberikan file header [Kompleks.hpp](#) Implementasikan kelas kompleks dengan mengimplementasikan header di atas!
Kumpulkan file dengan nama **Kompleks.cpp**

C++14

[Kompleks.cpp](#)

Quiz navigation

1	2	3	4
✓	✓	✓	✓

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Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	1	Accepted	0.00 sec, 3.04 MB
2	2	Accepted	0.00 sec, 3.01 MB
3	2	Accepted	0.00 sec, 3.04 MB
4	5	Accepted	0.00 sec, 3.05 MB
5	5	Accepted	0.00 sec, 3.13 MB
6	5	Accepted	0.00 sec, 3.05 MB
7	5	Accepted	0.00 sec, 3.10 MB
8	5	Accepted	0.00 sec, 3.04 MB
9	10	Accepted	0.00 sec, 3.03 MB
10	10	Accepted	0.00 sec, 3.05 MB
11	10	Accepted	0.00 sec, 3.10 MB
12	10	Accepted	0.00 sec, 3.10 MB
13	10	Accepted	0.00 sec, 3.09 MB
14	10	Accepted	0.00 sec, 3.01 MB
15	10	Accepted	0.00 sec, 3.05 MB

Question **2**
Correct
Mark 100.00 out of 100.00
Flag question

Time limit	1 s
Memory limit	64 MB

Footballer (1)

Lengkapi header dan realisasikan kelas abstrak [Footballer](#) berikut ini. Spesifikasi sudah diberikan pada komentar. Tambahkan keyword virtual, const, dan/atau static sesuai kaidah OOP yang diajarkan untuk menjamin kode Anda benar.

Upload **Footballer.hpp** dan **Footballer.cpp** dalam **Footballer.zip**

C++14

[Footballer.zip](#)

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

Flag question

Time limit	1 s
Memory limit	64 MB

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 **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

7	10	Accepted	0.00 sec, 2.90 MB
8	10	Accepted	0.00 sec, 2.90 MB
9	10	Accepted	0.00 sec, 3.14 MB
10	10	Accepted	0.00 sec, 3.05 MB

Question **4**
Correct
Mark 200.00 out of 200.00
Flag question

Time limit	1 s
Memory limit	64 MB

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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