


Started on	Saturday, 19 April 2025, 10:15 AM
State	Finished
Completed on	Wednesday, 23 April 2025, 8:31 PM
Time taken	4 days 10 hours
Grade	500.00 out of 500.00 (100%)

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](#)

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

No	Score	Verdict	Description
1	1	Accepted	0.00 sec, 3.01 MB
2	2	Accepted	0.00 sec, 3.06 MB
3	2	Accepted	0.00 sec, 3.09 MB
4	5	Accepted	0.00 sec, 3.03 MB
5	5	Accepted	0.00 sec, 3.07 MB
6	5	Accepted	0.00 sec, 3.05 MB
7	5	Accepted	0.00 sec, 3.02 MB
8	5	Accepted	0.00 sec, 3.13 MB
9	10	Accepted	0.01 sec, 3.13 MB
10	10	Accepted	0.00 sec, 3.04 MB
11	10	Accepted	0.00 sec, 3.10 MB
12	10	Accepted	0.00 sec, 3.13 MB
13	10	Accepted	0.00 sec, 2.98 MB
14	10	Accepted	0.00 sec, 3.02 MB
15	10	Accepted	0.00 sec, 3.06 MB


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, 3.02 MB
2	5	Accepted	0.00 sec, 3.00 MB
3	5	Accepted	0.00 sec, 2.94 MB
4	5	Accepted	0.00 sec, 3.06 MB
5	5	Accepted	0.00 sec, 2.94 MB
6	5	Accepted	0.00 sec, 2.98 MB
7	5	Accepted	0.00 sec, 2.94 MB
8	5	Accepted	0.00 sec, 3.06 MB
9	6	Accepted	0.00 sec, 3.06 MB
10	6	Accepted	0.00 sec, 2.92 MB
11	6	Accepted	0.00 sec, 2.88 MB
12	6	Accepted	0.00 sec, 2.94 MB
13	6	Accepted	0.00 sec, 2.92 MB
14	6	Accepted	0.00 sec, 2.97 MB
15	6	Accepted	0.00 sec, 2.99 MB
16	6	Accepted	0.00 sec, 3.05 MB
17	6	Accepted	0.00 sec, 2.90 MB
18	6	Accepted	0.00 sec, 3.06 MB

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, 3.06 MB
2	10	Accepted	0.00 sec, 3.06 MB
3	10	Accepted	0.00 sec, 3.14 MB
4	10	Accepted	0.00 sec, 3.11 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, 3.02 MB
8	10	Accepted	0.00 sec, 2.92 MB
9	10	Accepted	0.00 sec, 3.14 MB
10	10	Accepted	0.00 sec, 3.06 MB


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, 3.00 MB
2	10	Accepted	0.00 sec, 3.03 MB
3	10	Accepted	0.00 sec, 3.06 MB
4	10	Accepted	0.00 sec, 3.06 MB
5	10	Accepted	0.00 sec, 3.04 MB
6	10	Accepted	0.00 sec, 3.04 MB
7	10	Accepted	0.00 sec, 2.97 MB
8	10	Accepted	0.00 sec, 3.02 MB
9	10	Accepted	0.00 sec, 3.01 MB
10	10	Accepted	0.00 sec, 3.12 MB

