Nama : Afridho Ikhsan

Kelas : 3A-Informatika

NPM : 2210631170002

Mata Kuliah : Pemrograman Berorientasi Objek (PBO)

1. Buat Class bernama Matematika, yang berisi method dengan dua parameter:

   - pertambahan(int a, int b)

   - pengurangan(int a, int b)

   - perkalian(int a, int b)

   - pembagian(int a, int b)

- Class Matematika

1.	public class Matematika {
2.	public void pertambahan(int a, int b) {
3.	int c = a + b;
4.	System.out.println("Pertambahan : " + a + " + " + b + " = " + c);
5.	}
6.	
7.	public void pengurangan(int a, int b) {
8.	int c = a - b;
9.	System.out.println("Pengurangan : " + a + " - " + b + " = " + c);
10.	}
11.	
12.	public void perkalian(int a, int b) {
13.	int c = a * b;
14.	System.out.println("Perkalian : " + a + " * " + b + " = " + c);
15.	}
16.	
17.	public void pembagian(int a, int b) {
18.	int c = a / b;

19.	System.out.println("Pembagian : " + a + " / " + b + " = " + c);
20.	}
21.	
22.	}

- Class MatematikaBeraksi

1.	public class MatematikaBeraksi {
2.	static public void main(String[] args) {
3.	Matematika mtk1 = new Matematika();
4.	
5.	mtk1.pertambahan(20,10);
6.	mtk1.pengurangan(10, 5);
7.	mtk1.perkalian(10 , 3);
8..	mtk1.pembagian(21, 2);
9.	}
10.	}

Output MatematikaBeraksi :

```
MacBook-Airs-MacBook-Air:Tugas macbookair$ java MatematikaBeraksi
Pertambahan : 20 + 10 = 30
Pengurangan : 10 - 5 = 5
Perkalian : 10 * 3 = 30
Pembagian : 21 / 2 = 10
```

2. Terapkan interface untuk soal no 1 diatas.

   interface InterfaceMatematika:

1.	public interface InterfaceMatematika {
2.	public abstract void pertambahan();
3.	public abstract void pengurangan();
4.	public abstract void perkalian();
5.	public abstract void pembagian();
6.	}

3. Terapkan konstruktor untuk tampilan dibawah ini :

There was a farmer who had a dog,

And Bingo was his name-o.

B-I-N-G-O

B-I-N-G-O

B-I-N-G-O

And Bingo was his name-o.

There was a farmer who had a dog,

And Bingo was his name-o.

(clap)-I-N-G-O

(clap)-I-N-G-O

(clap)-I-N-G-O

And Bingo was his name-o.

There was a farmer who had a dog,

And Bingo was his name-o.

(clap)-(clap)-N-G-O

(clap)-(clap)-N-G-O

(clap)-(clap)-N-G-O

And Bingo was his name-o.

There was a farmer who had a dog,

And Bingo was his name-o.

(clap)-(clap)-(clap)-G-O

(clap)-(clap)-(clap)-G-O

(clap)-(clap)-(clap)-G-O

And Bingo was his name-o.

There was a farmer who had a dog,

And Bingo was his name-o.

(clap)-(clap)-(clap)-(clap)-O

(clap)-(clap)-(clap)-(clap)-O

(clap)-(clap)-(clap)-(clap)-O

And Bingo was his name-o.

There was a farmer who had a dog,

And Bingo was his name-o.

(clap)-(clap)-(clap)-(clap)-(clap)

(clap)-(clap)-(clap)-(clap)-(clap)

(clap)-(clap)-(clap)-(clap)-(clap)

And Bingo was his name-o.

- Class Bingo

1.	class Bingo {
2.	String namaAnjingPeliharaan;
3.	
4.	Bingo(String namaAnjingPeliharaan) {
5.	this.namaAnjingPeliharaan = namaAnjingPeliharaan;
6.	
7.	for (int x = 0; x < this.namaAnjingPeliharaan.length() + 1; x++) {
8.	String namaDitampilkan = "";
9.	
10.	System.out.println("There was a farmer who had a dog,");
11.	System.out.println("And Bingo was his name-o.");
12.	
13.	for (int y = 0; y < 3; y++) {
14.	namaDitampilkan = "";
15.	for (int z = 0; z < this.namaAnjingPeliharaan.length(); z++) {

16.	if (z <= x - 1) {
17.	namaDitampilkan += ("(clap)" + ((z == this.namaAnjingPeliharaan.length() - 1) ? "" : " - "));
18.	} else {
19.	namaDitampilkan += (this.namaAnjingPeliharaan.charAt(z)+ ((z == this.namaAnjingPeliharaan.length() - 1) ? "" : " - "));
20.	}
21.	}
22.	System.out.println(namaDitampilkan);
23.	}
24.	System.out.println("And Bingo was his name-o.\n");
25.	}
26.	}
27.	}

- Class BingoBeraksi

1.	public class BingoBeraksi {
2.	static public void main(String[] args) {
3.	Bingo dog1 = new Bingo("BINGO");
4.	}
5.	}

Output BingoBeraksi :

```
MacBook-Airs-MacBook-Air:Tugas macbookair$ java BingoBeraksi
There was a farmer who had a dog,
And Bingo was his name-o.
B - I - N - G - O
B - I - N - G - O
B - I - N - G - O
And Bingo was his name-o.

There was a farmer who had a dog,
And Bingo was his name-o.
(clap) - I - N - G - O
(clap) - I - N - G - O
(clap) - I - N - G - O
And Bingo was his name-o.

There was a farmer who had a dog,
And Bingo was his name-o.
(clap) - (clap) - N - G - O
(clap) - (clap) - N - G - O
(clap) - (clap) - N - G - O
And Bingo was his name-o.

There was a farmer who had a dog,
And Bingo was his name-o.
(clap) - (clap) - (clap) - G - O
(clap) - (clap) - (clap) - G - O
(clap) - (clap) - (clap) - G - O
And Bingo was his name-o.

There was a farmer who had a dog,
And Bingo was his name-o.
(clap) - (clap) - (clap) - (clap) - O
(clap) - (clap) - (clap) - (clap) - O
(clap) - (clap) - (clap) - (clap) - O
And Bingo was his name-o.

There was a farmer who had a dog,
And Bingo was his name-o.
(clap) - (clap) - (clap) - (clap) - (clap)
(clap) - (clap) - (clap) - (clap) - (clap)
(clap) - (clap) - (clap) - (clap) - (clap)
And Bingo was his name-o.
```