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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)

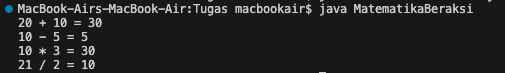
* Class Matematika

|  |  |
| --- | --- |
| 1. | public class Matematika { |
| 2. | public void pertambahan(int a, int b) { |
| 3. | int c = a + b; |
| 4. | System.out.println(a + " + " + b + " = " + c); |
| 5. | } |
| 6. |  |
| 7. | public void pengurangan(int a, int b) { |
| 8. | int c = a - b; |
| 9. | System.out.println(a + " - " + b + " = " + c); |
| 10. | } |
| 11. |  |
| 12. | public void perkalian(int a, int b) { |
| 13. | int c = a \* b; |
| 14. | System.out.println(a + " \* " + b + " = " + c); |
| 15. | } |
| 16. |  |
| 17. | public void pembagian(int a, int b) { |
| 18. | int c = a / b; |
| 19. | System.out.println(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 :



1. 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. | } |

1. 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

|  |  |
| --- | --- |
|  | class Bingo { |
|  | String namaAnjingPeliharaan; |
|  |  |
|  | Bingo(String namaAnjingPeliharaan) { |
|  | this.namaAnjingPeliharaan = namaAnjingPeliharaan; |
|  |  |
|  | for (int x = 0; x < this.namaAnjingPeliharaan.length() + 1; x++) { |
|  | String namaDitampilkan = ""; |
|  |  |
|  | System.out.println("There was a farmer who had a dog,"); |
|  | System.out.println("And Bingo was his name-o."); |
|  |  |
|  | for (int y = 0; y < 3; y++) { |
|  | namaDitampilkan = ""; |
|  | for (int z = 0; z < this.namaAnjingPeliharaan.length(); z++) { |
|  | if (z <= x - 1) { |
|  | namaDitampilkan += ("(clap)" + ((z == this.namaAnjingPeliharaan.length() - 1) ? "" : " - ")); |
|  | } else { |
|  | namaDitampilkan += (this.namaAnjingPeliharaan.charAt(z)+ ((z == this.namaAnjingPeliharaan.length() - 1) ? "" : " - ")); |
|  | } |
|  | } |
|  | System.out.println(namaDitampilkan); |
|  | } |
|  | System.out.println("And Bingo was his name-o.\n"); |
|  | } |
|  | } |
|  | } |

* Class BingoBeraksi

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

Output BingoBeraksi :

