Account (Interface)

```
package model;

public interface Account {
   String getUsername();
   String getPassword();
   String getRole(); no u
}
```

User (mengimplementasi Account)

```
🛑 🔵 🌑 User.java
package model;
public abstract class User implements Account { 2 usages 2 inheritor:
     protected String email; 3 usages
     protected String username; 4 usages
     protected String password; 2 usages
     public User(String email, String username, String password) {
         this.email = email;
         this.username = username;
         this.password = password;
     public String getUsername() { 3 usages 1 override
         return username;
     public String getPassword() { 3 usages 1 override
         return password;
     public abstract String getRole(); no usages 2 implementations
}
```

Admin

```
🖊 🔍 🔍 Admin.java
package model;
public class Admin extends User{ 7 usages
    public Admin(String email, String username, String password) {
        super(email, username, password);
    @Override 3 usages
    public String getUsername() {
        return super.getUsername(); }
    @Override 3 usages
    public String getPassword() {
        return super.getPassword(); }
    @Override
    public String toString() {
        return "Admin: " + username + ", email= " + email; }
    @Override no usages
    public String getRole() {
       return "Admin";
```

Pengguna

```
Penggunajava
package model;

public class Pengguna extends User{ 9 usages
    public static final Pengguna DEFAULT_USER = new Pengguna( email: "user@mail.com", username: "user", password: "user123");

public Pengguna (String email, String username, String password){ 2 usages
    super(email, username, password);
}

@Override
public String toString() {
    return "Pengguna: " + username + ", email: " + email;
}

@Override no usages
public String getRole() {
    return "Pengguna";
}
```

Aksesori

```
## Section of the Control of the Con
```

Kategori

```
package model;

public final class Kategori{ 11 usages
    private final int idKategori; 2 usages
    public String nama_kategori; 3 usages

public Kategori(int idKategori, String nama_kategori){ 2 usages
    this.idKategori = idKategori;
    this.nama_kategori = nama_kategori;
}

public String getNamaKategori(){ 1 usage
    return nama_kategori;
}

public String dalam_string(){ 1 usage
    return "ID: " + idKategori + ", Nama Kategori: " + nama_kategori;
}
```

CRUD (Static & Exception Handling)

```
• CRUDjava
package service;
import java.util.Scanner
import model.Aksesori;
public class CRUD { 8 usages

public static final ArrayList-Aksesori> dataAksesori = new ArrayList->(); 8 usages

public static final ArrayList-Kategori> dataKategori = new ArrayList->(); 10 usages

public static final Scanner scanner = new Scanner(System.in); 22 usages

private static intl Id = 1; 1 usage
             System.out.println("=== Tambah Aksesori ===");
System.out.print("Nama: ");
             String nama = scanner.nextLine();
System.out.print("Merek: ");
                           System.out.print("Harga: ");
harga = scanner.nextInt();
scanner.nextLine();
                    } catch (Exception e) {
System.out.println("Input tidak valid. Harap masukkan angka untuk harga.");
             System.out.println("Pilih Kategori: ");
lihat_kategori();
                            pilihan = scanner.nextInt();
if (pilihan < 1 || pilihan > dataKategori.size()) {
    System.out.println("Pilihan tidak valid. Silakan pilih kategori yang tersedia.");
                            System.out.println("Input tidak valid. Harap masukkan angka untuk pilihan kategori."); scanner.nextLine();
             Kategori kategori = dataKategori.get(pilihan - 1);
Aksesori aksesori = new Aksesori(Id++, nama, merek, harga, kategori);
               dataAksesori.add(aksesori):
             System.out.println("\n=== Lihat Aksesori ===");
if (dataAksesori.isEmpty()) {
                     for (Aksesori aksesori : dataAksesori) {
    System.out.println(aksesori.dalam_string());
             System.out.println("=== Ubah Aksesori ===");
lihat_aksesori();
                            System.out.print("Pilih Aksesori: ");
pilihan = scanner.nextInt();
if (pilihan < 1 || pilihan > dataAksesori.size()) {
   System.out.println("Pilihan tidak valid. Silakan pilih aksesori yang tersedia.");
```

```
CRUD.iava
      String nama = scanner.nextLine();
      String merek = scanner.nextLine();
      int harga = 0;
          } catch (Exception e) {
      aksesori.set_merek(merek);
      aksesori.set_harga(harga);
      System.out.print("Pilih Aksesori: ");
      int pilihan = scanner.nextInt();
```

Main (Static & Exception Handling)

```
import java.util.Scanner;
import model.Admin;
public class Main {
   public static final ArrayList<Pengguna> dataPengguna = new ArrayList<>(); Susages public static final ArrayList<Admin> dataAdmin = new ArrayList<>(); 3usages
                     System.out.println("2. Register");
System.out.println("3. Exit");
                     scanner.nextLine();
               } catch (Exception e) {
                    System.out.println("Input harus berupa angka. ");
          String password = scanner.nextLine();
                     menuAdmin():
               if (username.equals(pengguna.getUsername()) && password.equals(pengguna.getPassword())) {
    System.out.println("\nLogin <u>sebagai</u> User <u>berhasil</u>!");
          System.out.println("\n=== Register ===");
System.out.print("Email: ");
          String email = scanner.nextLine();
          System.out.print("Masukkan Kode Registrasi Admin (Isi 0 untuk abaikan): ");
int kodeAdmin = scanner.nextInt();
```

```
if (kodeAdmin == 321123) {
        dataAdmin.add(admin):
       Pengguna pengguna = new Pengguna(email, username, password);
        System.out.println("Registrasi Pengguna berhasil!");
        System.out.println("Kode rahasia tidak valid. Registrasi gagal.");
    int pilihan;
            System.out.println("1. Tambah Aksesori");
System.out.println("2. Lihat Aksesori");
            System.out.println("3. Ubah Aksesori");
            System.out.println("4. Hapus Aksesori");
            System.out.println("5. Tambah Kategori");
            System.out.println("6. Lihat Kategori");
            System.out.println("7. Daftar Pengguna");
            System.out.println("8. Keluar");
    } while (true);
private static void menuUser() { 1usage
        System.out.println("2. Keluar");
        if (pilihan == 1) {
        } else if (pilihan == 2) {
```