

JAWABAN RESPONSI

PRAKTIKUM PBO SHIFT A

A. Servant.java

```
package responsipbo;
```

```
public class Servant {
```

```
    private String name;
```

```
    private int rarity;
```

```
    private String type;
```

```
    private String allignments;
```

```
    public Servant(String name, int rarity, String type, String allignments) {
```

```
        this.name = name;
```

```
        this.rarity = rarity;
```

```
        this.type = type;
```

```
        this.allignments = allignments;
```

```
    }
```

```
    public String getName() {
```

```
        return name;
```

```
    }
```

```
    public void setName(String name) {
```

```
        this.name = name;
```

```
    }
```

```
    public int getRarity() {
```

```
        return rarity;
```

```

    }

    public void setRarity(int rarity) {
        this.rarity = rarity;
    }

    public String getType() {
        return type;
    }

    public void setType(String type) {
        this.type = type;
    }

    public String getAllignments() {
        return alignments;
    }

    public void setAllignments(String alignments) {
        this.alignments = alignments;
    }

    public void cetakAtribut(){
        System.out.println("=====Servant=====");
        System.out.println("Name      : "+ name);
        System.out.println("Rarity    : "+ rarity +"-star");
        System.out.println("Type      : "+ type);
        System.out.println("Alignments : "+ alignments);
    }

}

```

B. Avenger.Java

```
/*
 * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change
this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
 */
package responsipbo;

/**
 *
 * @author ASUS TUF
 */
public class Avenger extends Servant {
    private String NoblePhantasm;
    private String DamageType;
    private String NP_rate;

    public Avenger(String name, int rarity, String type, String alignments, String
NoblePhantasm, String DamageType, String NP_rate) {
        super(name, rarity, type, alignments);
        this.NoblePhantasm = NoblePhantasm;
        this.DamageType = DamageType;
        this.NP_rate = NP_rate;
    }

    public String getNoblePhantasm() {
        return NoblePhantasm;
    }

    public void setNoblePhantasm(String NoblePhantasm) {
        this.NoblePhantasm = NoblePhantasm;
    }

    public String getDamageType() {
```

```

        return DamageType;
    }

    public void setDamageType(String DamageType) {
        this.DamageType = DamageType;
    }

    public String getNP_rate() {
        return NP_rate;
    }

    public void setNP_rate(String NP_rate) {
        this.NP_rate = NP_rate;
    }

    @Override
    public void cetakAtribut(){
        System.out.println("=====Avenger=====");
        System.out.println("Name          : "+ super.getName());
        System.out.println("Rarity          : "+ super.getRarity() + "-star");
        System.out.println("Type            : "+ super.getType());
        System.out.println("Alignments      : "+ super.getAlignments());
        System.out.println("Noble Phantasm : "+ NoblePhantasm);
        System.out.println("Damage Type     : "+ DamageType);
        System.out.println("NP Rate         : "+ NP_rate);
    }
}

```

C. Caster.java

```
/*
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this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
 */
package responsipbo;

/**
 *
 * @author ASUS TUF
 */
public class Caster extends Servant {
    private String NoblePhantasm;
    private String SupportType;
    private String NP_rate;

    public Caster(String name, int rarity, String type, String alignments, String
NoblePhantasm, String SupportType, String NP_rate) {
        super(name, rarity, type, alignments);
        this.NoblePhantasm = NoblePhantasm;
        this.SupportType = SupportType;
        this.NP_rate = NP_rate;
    }

    public String getNoblePhantasm() {
        return NoblePhantasm;
    }

    public void setNoblePhantasm(String NoblePhantasm) {
        this.NoblePhantasm = NoblePhantasm;
    }

    public String getSupportType() {
```

```

        return SupportType;
    }

    public void setSupportType(String SupportType) {
        this.SupportType = SupportType;
    }

    public String getNP_rate() {
        return NP_rate;
    }

    public void setNP_rate(String NP_rate) {
        this.NP_rate = NP_rate;
    }

    @Override
    public void cetakAtribut(){
        System.out.println("=====Caster=====");
        System.out.println("Name          : "+ super.getName());
        System.out.println("Rarity        : "+ super.getRarity() + "-star");
        System.out.println("Type          : "+ super.getType());
        System.out.println("Alignments    : "+ super.getAllignments());
        System.out.println("Noble Phantasm : "+ NoblePhantasm);
        System.out.println("Support Type   : "+ SupportType);
        System.out.println("NP Rate       : "+ NP_rate);
    }
}

```

D. MainResponsiPBO.java

```

/*
 * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change
this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Main.java to edit this template
 */

```

```

package responsipbo;

/**
 *
 * @author ASUS TUF
 */
public class MainResponsiPBO {

    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {

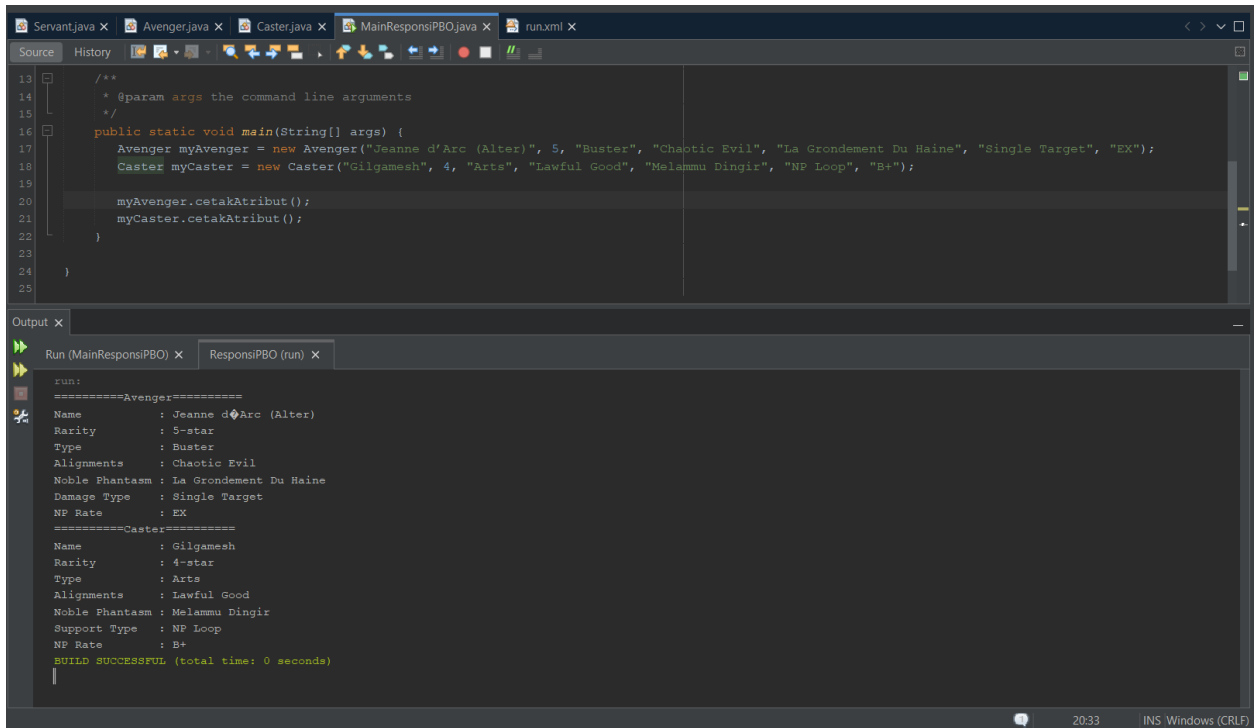
        Avenger myAvenger = new Avenger("Jeanne d'Arc (Alter)", 5, "Buster", "Chaotic
Evil", "La Grondement Du Haine", "Single Target", "EX");

        Caster myCaster = new Caster("Gilgamesh", 4, "Arts", "Lawful Good", "Melammu
Dingir", "NP Loop", "B+");

        myAvenger.cetakAtribut();
        myCaster.cetakAtribut();
    }
}

```

E. Output



The screenshot displays an IDE with two main panels. The top panel shows the source code of `MainResponsiPBO.java`. The code defines two classes, `Avenger` and `Caster`, and a `main` method that creates instances of these classes and calls their `cetakAtribut` methods. The bottom panel shows the output of the program, which prints the attributes of the created objects in a structured format.

```
13  /**
14   * @param args the command line arguments
15   */
16  public static void main(String[] args) {
17      Avenger myAvenger = new Avenger("Jeanne d'Arc (Alter)", 5, "Buster", "Chaotic Evil", "La Grondement Du Haine", "Single Target", "EX");
18      Caster myCaster = new Caster("Gilgamesh", 4, "Arts", "Lawful Good", "Melammu Dingir", "NP Loop", "B+");
19
20      myAvenger.cetakAtribut();
21      myCaster.cetakAtribut();
22  }
23
24  }
25  }
```

Output:

```
run:
=====Avenger=====
Name       : Jeanne d♠Arc (Alter)
Rarity     : 5-star
Type       : Buster
Alignments : Chaotic Evil
Noble Phantasm : La Grondement Du Haine
Damage Type : Single Target
NP Rate    : EX
=====Caster=====
Name       : Gilgamesh
Rarity     : 4-star
Type       : Arts
Alignments : Lawful Good
Noble Phantasm : Melammu Dingir
Support Type : NP Loop
NP Rate    : B+
BUILD SUCCESSFUL (total time: 0 seconds)
```