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 Class : 1G – Business Information System
 Lesson : Algorithm and Data Structure
 Material : Practice 2
 Github Link : <https://github.com/azariacindy/algorithm-ds>

1. Define an object around you, and specify the attributes (at least 4) and methods (at least 3) that the object has!

➔ Object: Mouse

a. Attributes:

- Brand(String): Logitech
- Battery(String): 1X AA
- Color(String): Merah Jambu
- Button(Int): 4

b. Methods:

- Turn On/Off: turns the mouse on or off.
- Click: Pressing and releasing the primary mouse button (usually the left button).
- Scroll: Rotating the scroll wheel up or down.

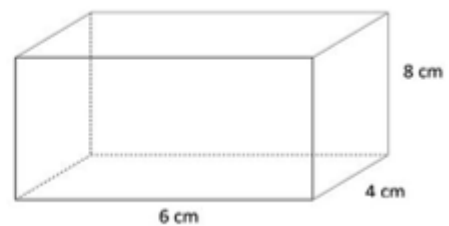
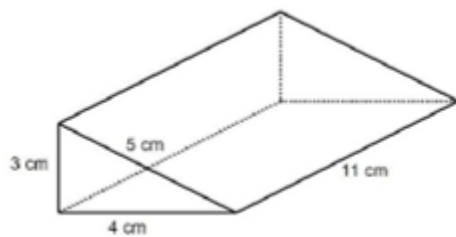
2. In the JTI Classroom Loan Management Information System, determine what the objects are!

➔ Object: Classroom

➔ Object: Borrower

➔ Object: Admin

3. There is a class called BangunRuang, with two objects PrismaSegitiga and Balok as shown below. Draw a class diagram of BangunRuang!



a=4 t=3

Bangun
Bangun: String Long(t): Int Width(a): Int Height: Int
Jenis Bangun(c: boolean): void hitungVolume(): void hitungLuas(): void
Jenis Bangun(c: boolean): void hitungVolume(): void hitungLuas(): void