**PEMROGRAMAN BERORIENTASI OBJEK**

**Praktikum 4**



MATA KULIAH PEMROGRAMAN BERORIENTASI OBJEK

**DISUSUN OLEH :**

**NAMA : BAGAS SYAFIQ AERO PRADANA**

**NIM : (21091397064)**

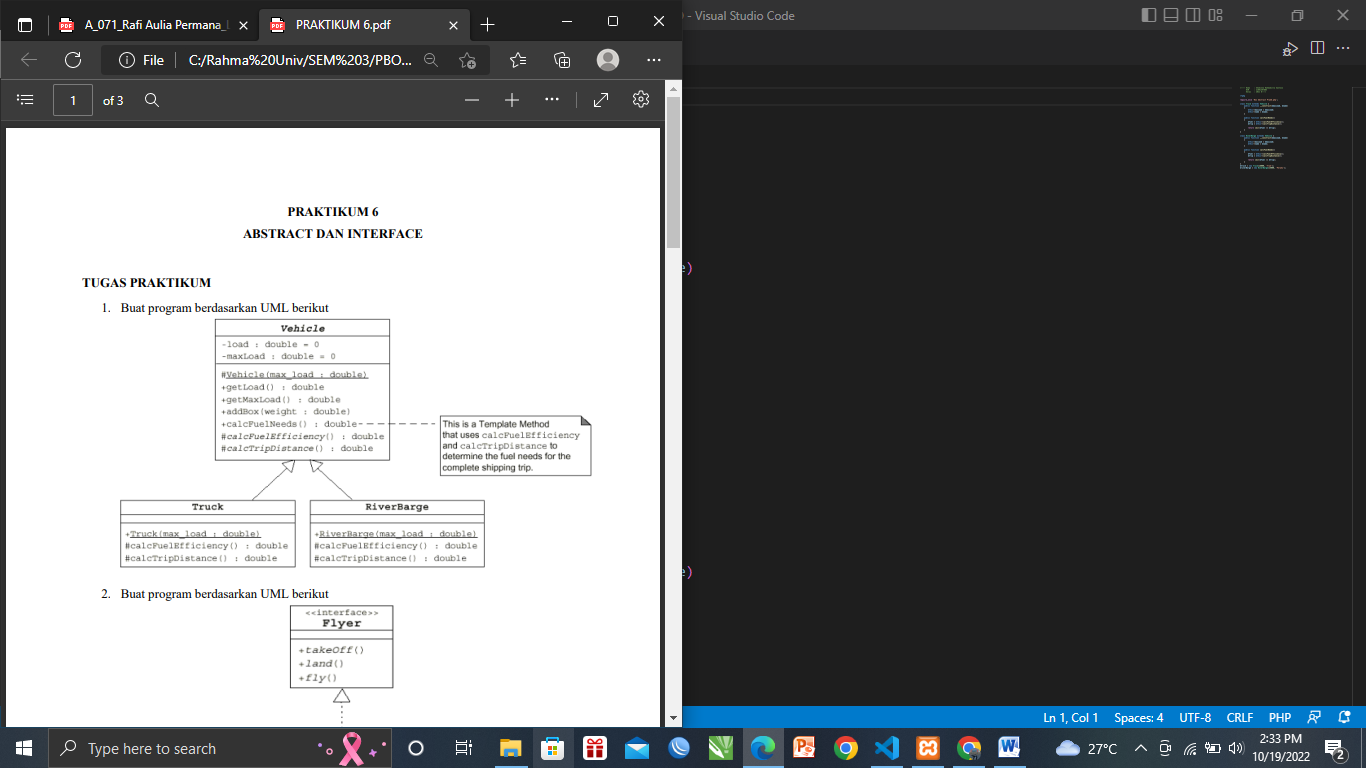
**KELAS : 2021 B**

**PROGRAM STUDI D IV MANAJEMEN INFORMATIKA FAKULTAS VOKASI**

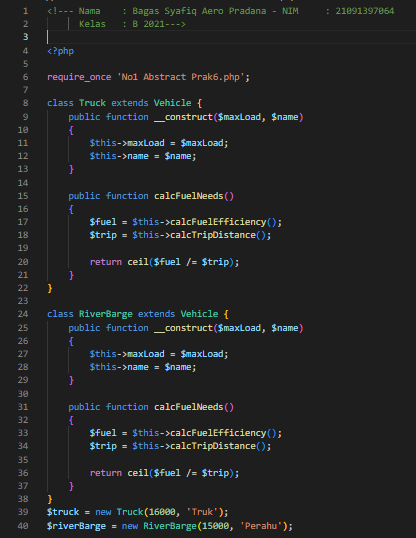
**UNIVERSITASNEGRI SURABAYA TAHUN 2022**

1. Membuat sebuah program yang berdasarkan UML seperti dibawah ini

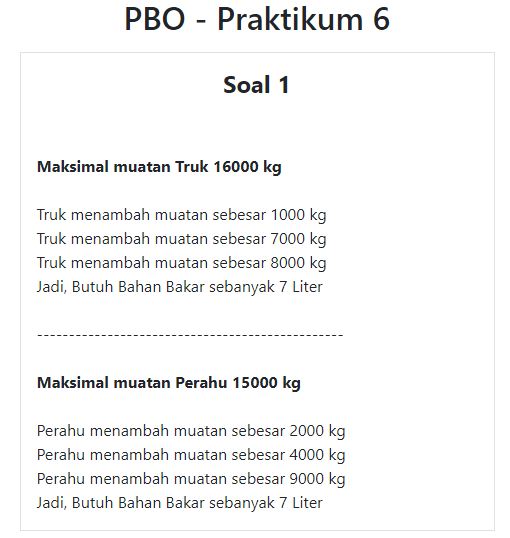
* Soal



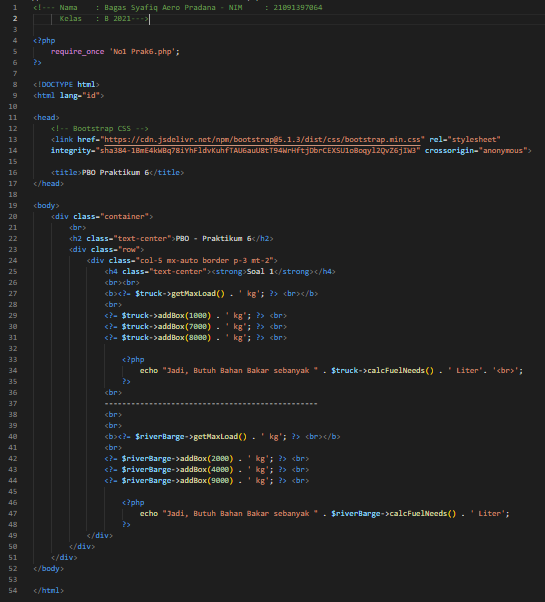
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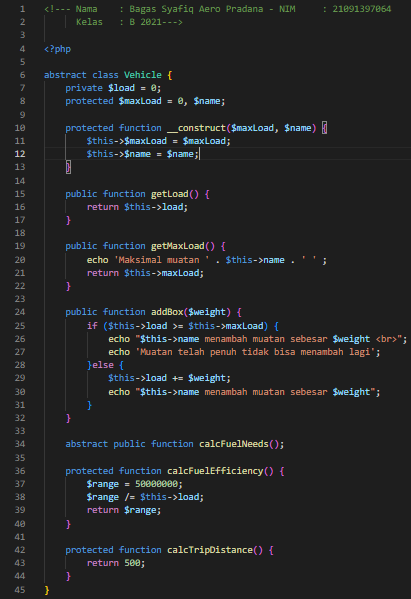
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* INDEX

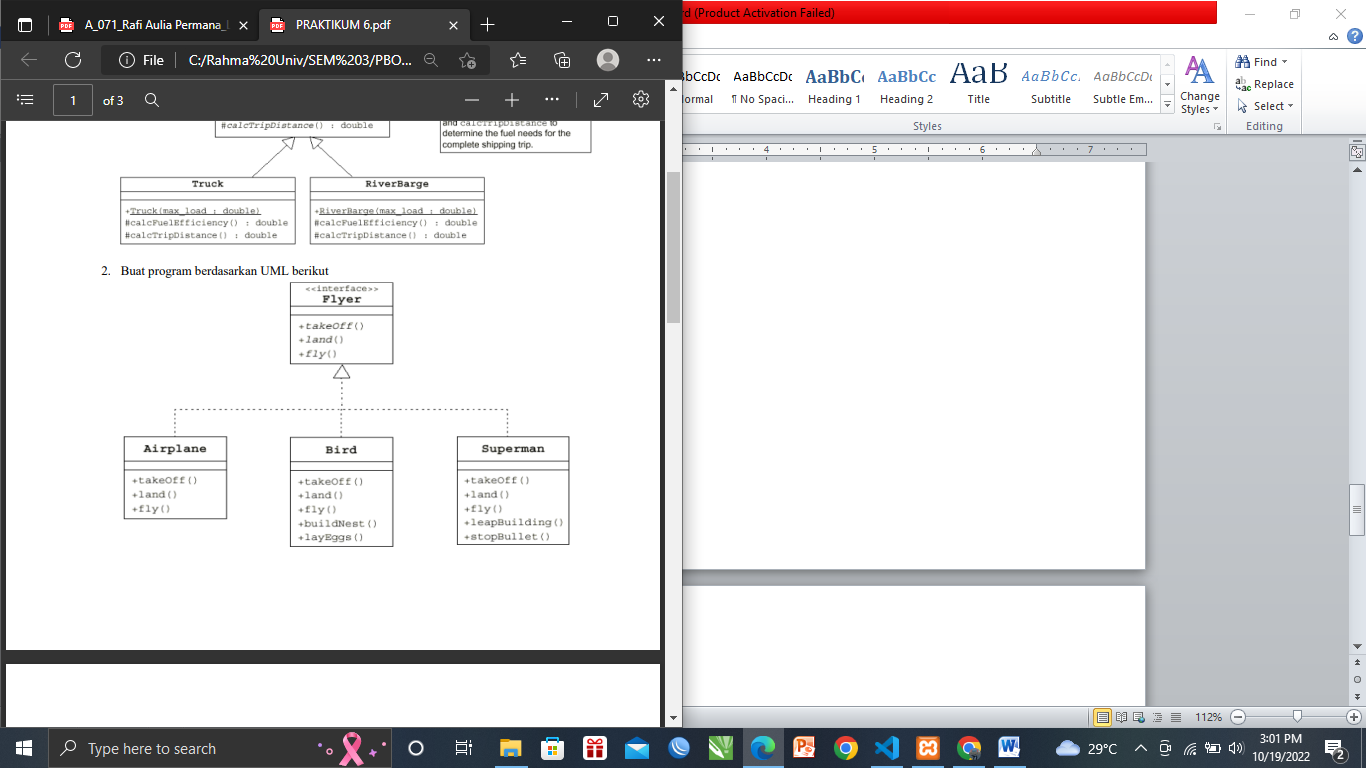


* ABSTRACT



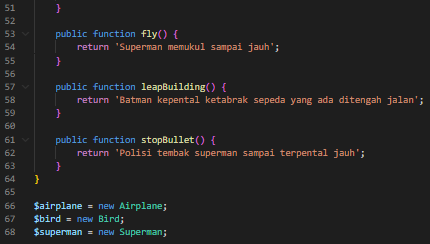
1. Membuat sebuah program yang berdasarkan UML seperti dibawah ini

* Soal

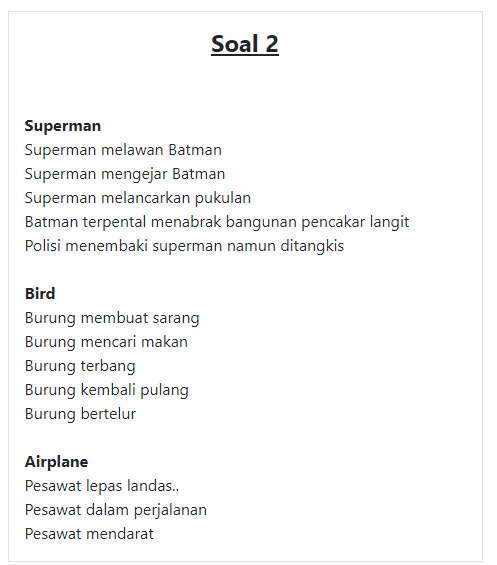


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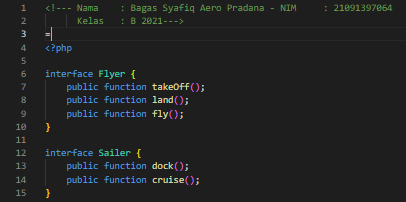




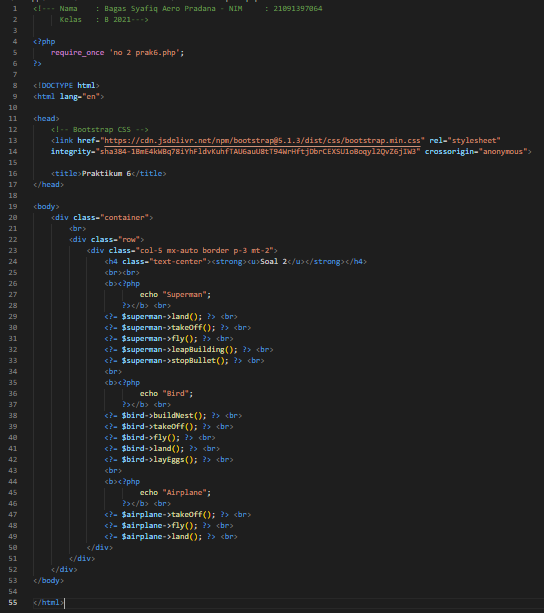
* OUTPUT



* INTERFACE

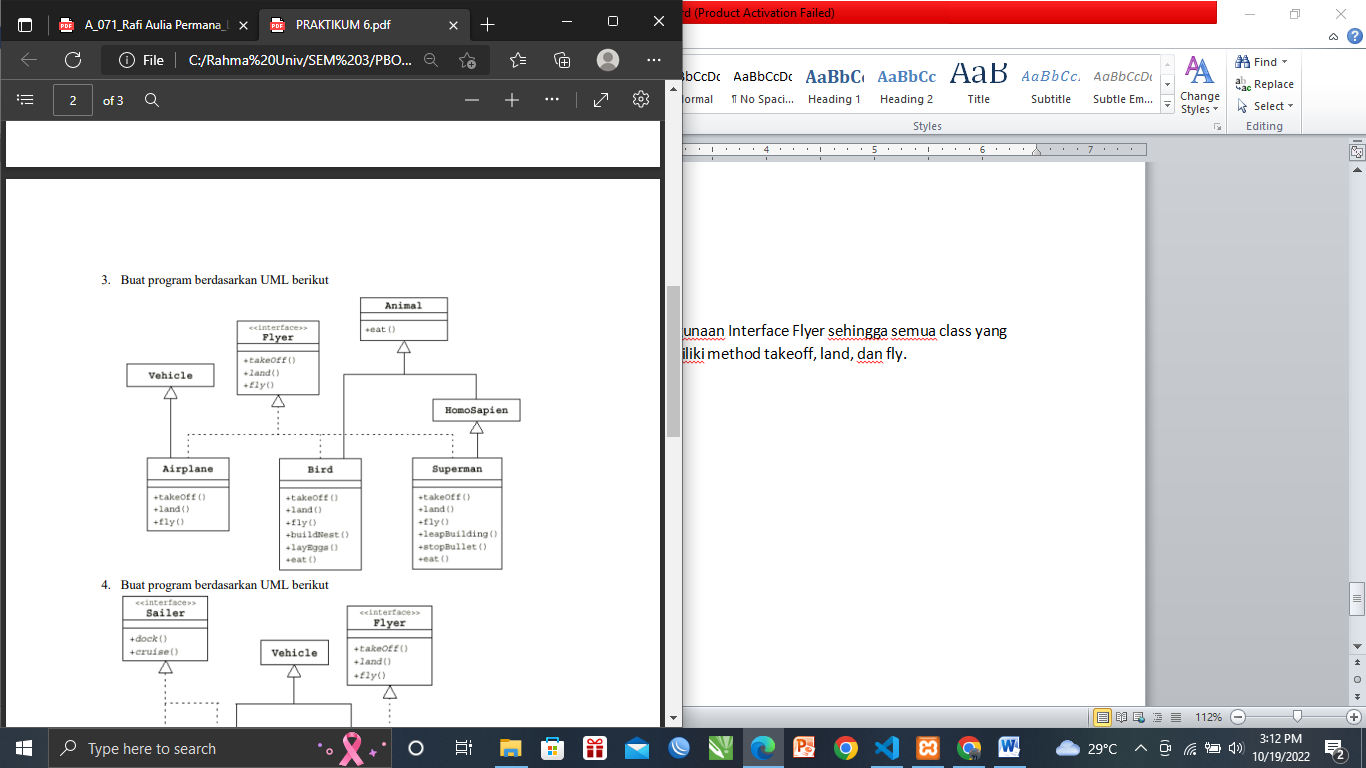


* INDEX

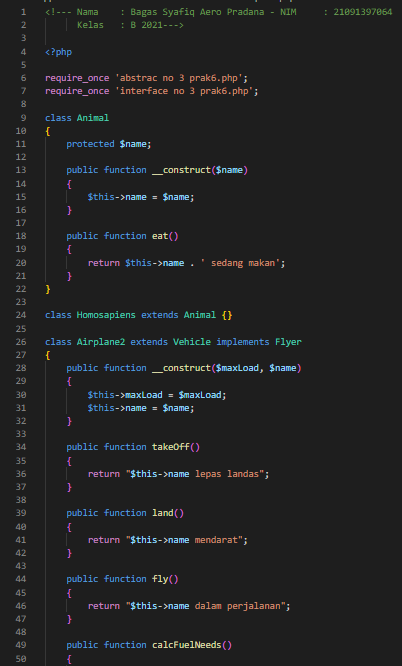


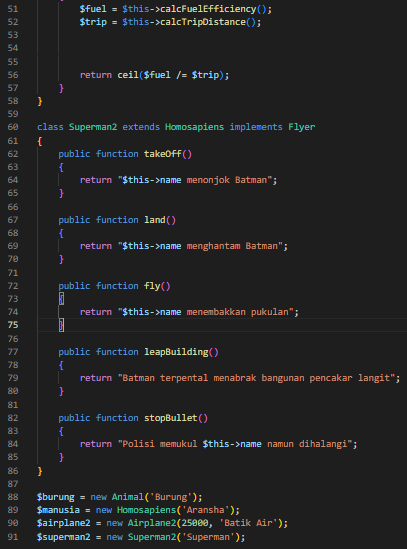
1. Membuat sebuah program yang berdasarkan UML seperti dibawah ini

* Soal

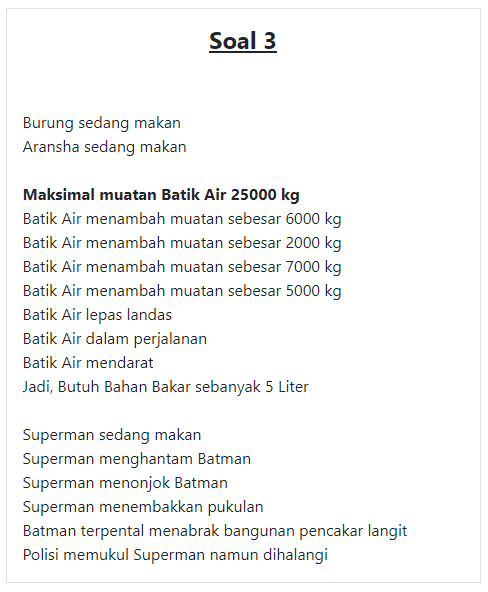


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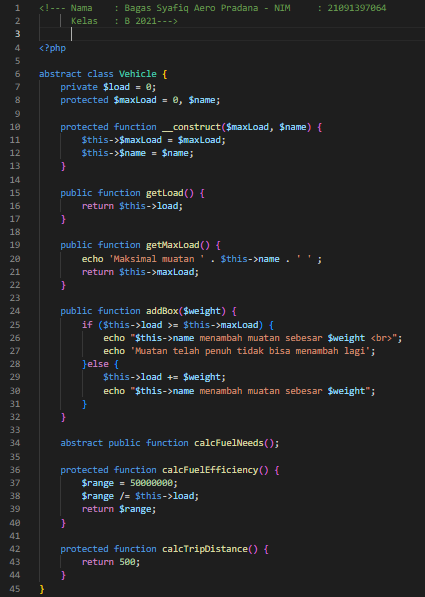




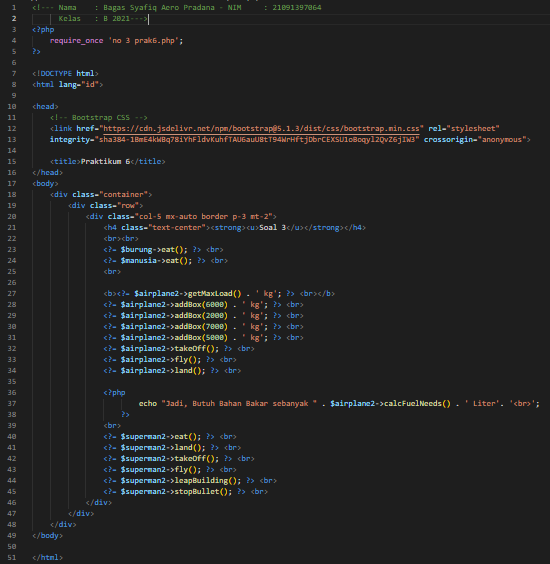
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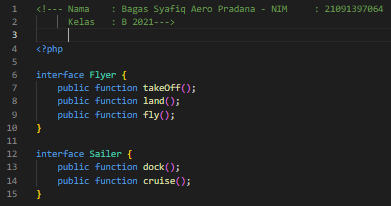
* ABSTRACT



* INDEX

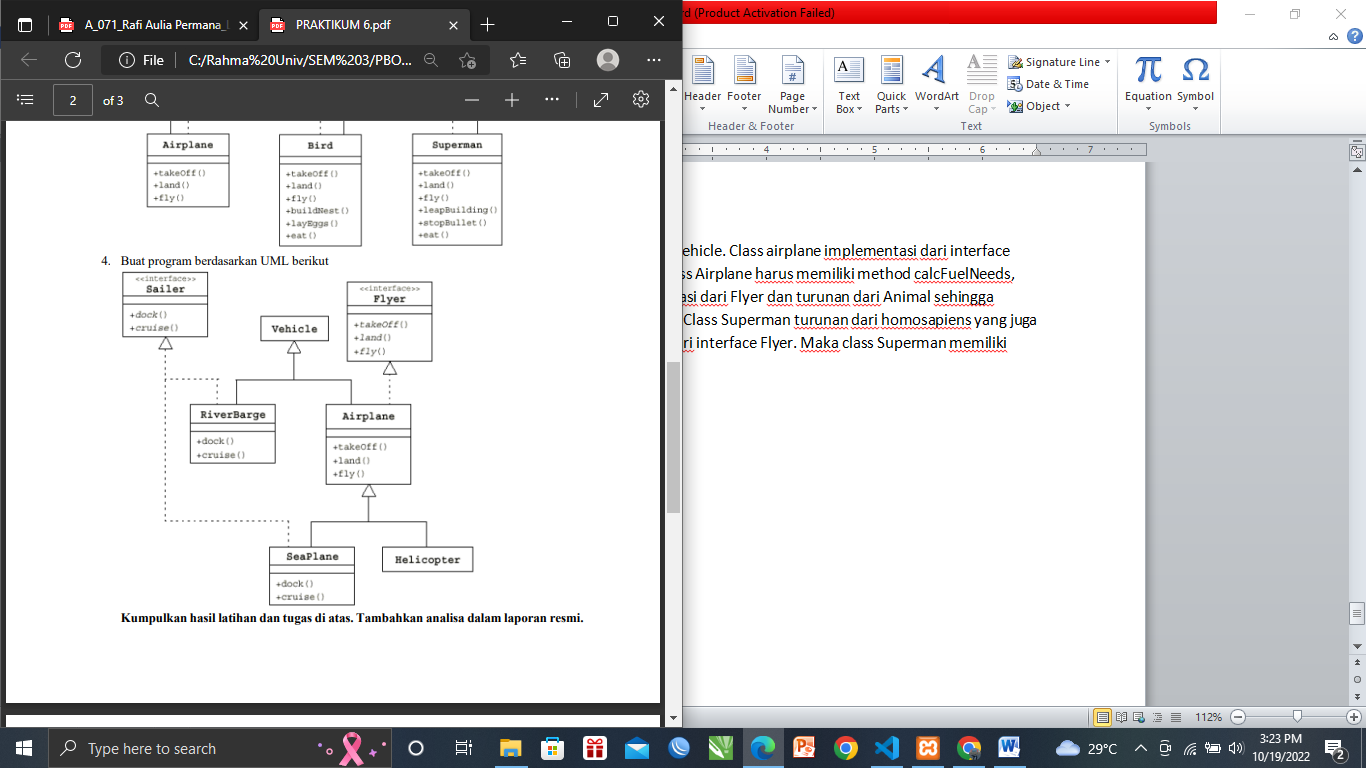


* INTERFACE

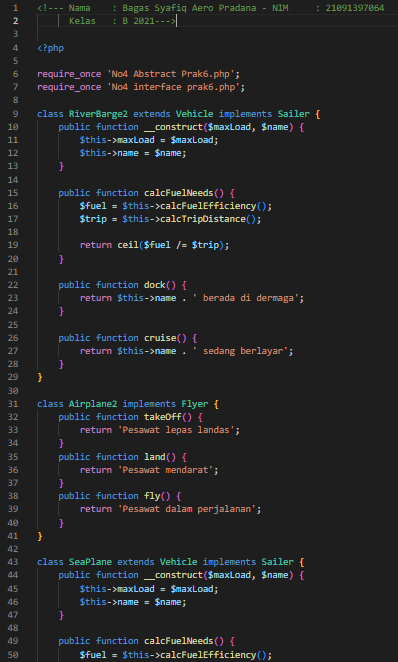


1. Membuat sebuah program yang berdasarkan UML seperti dibawah ini

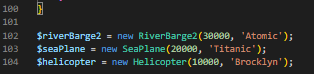
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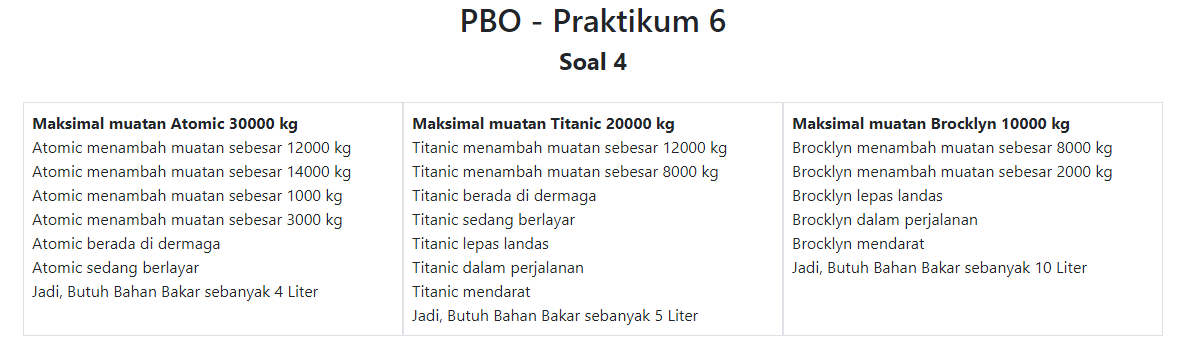
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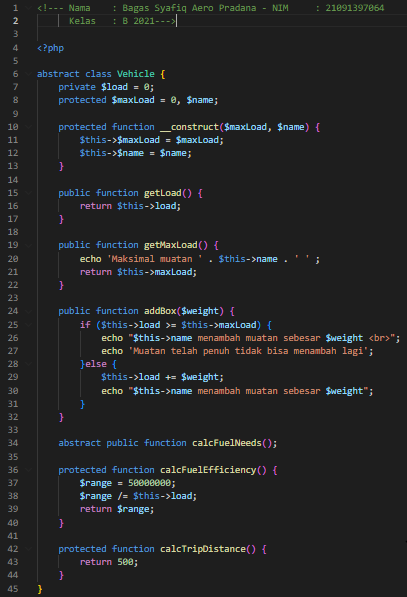




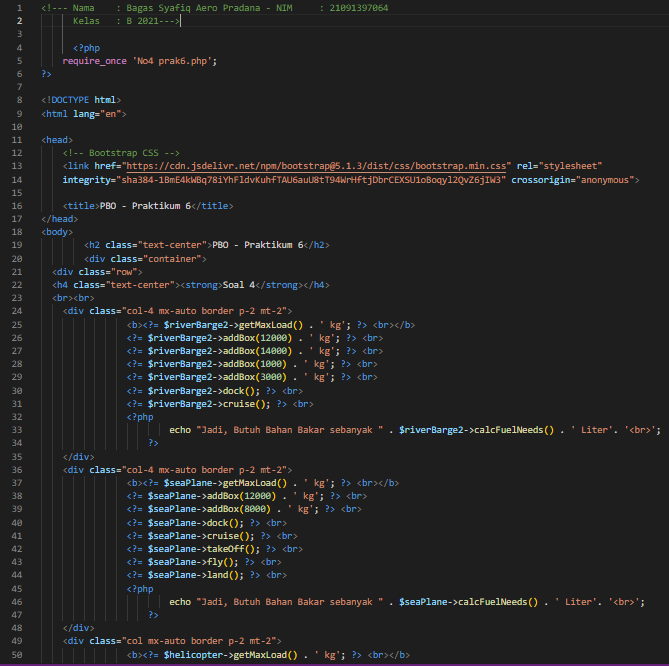
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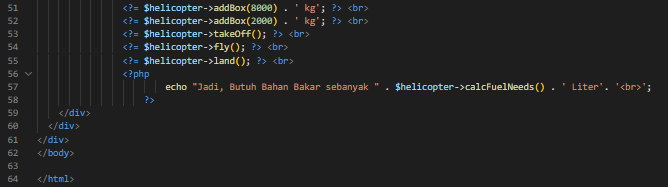


* ABSTRACT



* INDEX





* INTERFACE

