OBJECT ORIENTED PROGRAMMING
JOBSHEET 2 CLASS AND OBJECT
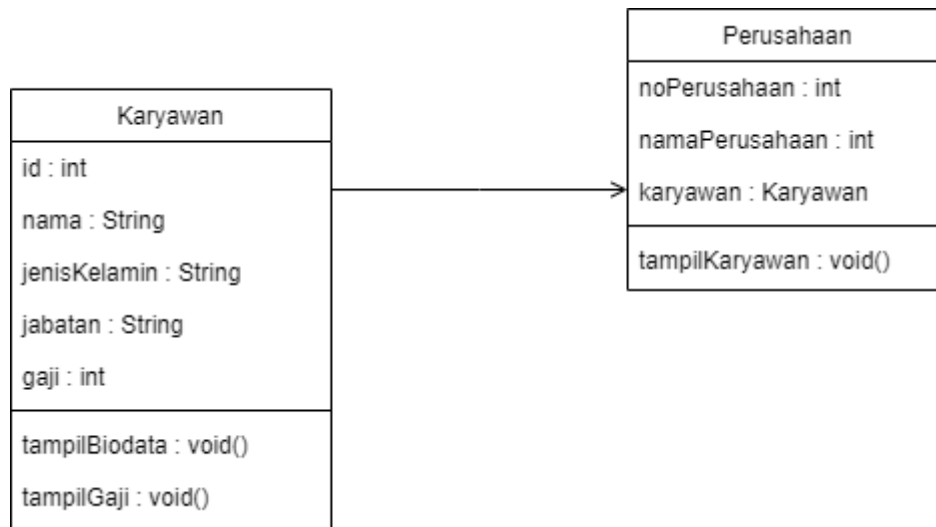

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STATE POLYTECHNIC OF MALANG
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Praktikum 1

1.

Karyawan
id : int
nama : String
jenisKelamin : String
jabatan : String
gaji : int
tampilBiodata : void()
tampilGaji : void()

Perusahaan
noPerusahaan : int
namaPerusahaan : int
karyawan : Karyawan
tampilKaryawan : void()

2. Class Perusahaan dan Karyawan
3. Class Karyawan
   a. Id : int
   b. Nama : String
   c. Jenis Kelamin : String
   d. Jabatan : String
   e. Gaji : int
4. Class Karyawan
   - tampilBiodata : void()
   - tampilGaji : void()
   - tampilKaryawan : void()

Praktikum 2

6.
```
Nim    : 101
Nama   : Lestari
Alamat : Jl. Vinolia No 1A
Kelas  : 1A
```

7.
```
public int nim;
public String nama;
public String alamat;
public String kelas;
```

8.
```
public void tampilBiodata(){
```

9. 1 object

10. Declarate nim atribue in object mhs1 with value 101

11. Calling method tampilBiodata()

12.
```
10            Mahasiswa mhs2 = new Mahasiswa();
11            mhs2.nim = 033;
12            mhs2.nama = "Daril";
13            mhs2.alamat = "Jombang";
14            mhs2.kelas = "2A";
15            mhs2.tampilBiodata();
16
17            Mahasiswa mhs3 = new Mahasiswa();
18            mhs3.nim = 253;
19            mhs3.nama = "Ibra";
20            mhs3.alamat = "Malang";
21            mhs3.kelas = "2I";
22            mhs3.tampilBiodata();
23        }
24    }
```

PROBLEMS   OUTPUT   DEBUG CONSOLE   TERMINAL   PORTS

```
e' '-XX:+ShowCodeDetailsInExceptionMessages' '-cp'
fef62dff1693\redhat.java\jdt_ws\OOP Week 2_b299648
Nim    : 101
Nama   : Lestari
Alamat : Jl. Vinolia No 1A
Kelas  : 1A
Nim    : 27
Nama   : Daril
Alamat : Jombang
Kelas  : 2A
Nim    : 253
Nama   : Ibra
Alamat : Malang
Kelas  : 2I
```

Praktikum 3

```
Nama Barang  : Pensil
Jenis Barang : ATK
Stok         : 10
Stok baru adalah 30
```
6.

7. Input value to method that will be run. Where the value is not declarated in that class.

8. Function of return is for return the value. Return is used when the method is not void.

Assignment

Game
id : int
namaMember : String
game : String
hargaGame : int
lamaSewa : int
tampilData : void()
tampilBayar : void()

1.

2.

```java
1   public class Game {
2       public String namaGame;
3       public int hargaGame;
4       public int id;
5       public String namaMember;
6       public int waktu;
7
8       public void tampilData() {
9           System.out.println("ID Pelanggan    : " + id);
10          System.out.println("Nama Member     : " + namaMember);
11          System.out.println("Nama Game       : " + namaGame);
12          System.out.println("Lama Peminjaman : " + waktu);
13          System.out.println("Harga           : " + hargaGame);
14      }
15
16      public int bayar() {
17          int total = waktu * hargaGame;
18          System.out.println("Total           : " + total);
19          return total;
20      }
21  }
```

```java
public class TestGame {
    Run | Debug
    public static void main(String args[]) {
        Game gm1 = new Game();
        gm1.namaGame = "Mobile Legends";
        gm1.hargaGame = 5000;
        gm1.id = 253;
        gm1.namaMember = "Ibra";
        gm1.waktu = 2;
        gm1.tampilData();
        gm1.bayar();
    }
}
```

```
ID Pelanggan      : 253
Nama Member     : Ibra
Nama Game       : Mobile Legends
Lama Peminjaman : 2
Harga           : 5000
Total           : 10000
```

```java
public class Lingkaran{
    public double phi = 3.14;
    public double r;

    public double hitungLuas(){
        double luas = phi*r*r;
        System.out.println("Luas :" +luas);
        return luas;
    }
    public double hitungKeliling(){
        double keliling = 2*phi*r;
        System.out.println("Keliling : " +keliling);
        return keliling;
    }
}
```

3.

```java
public class TestLingkaran {
    Run | Debug
    public static void main (String args[]){
        Lingkaran circle = new Lingkaran();
        circle.r = 100;
        circle.hitungKeliling();
        circle.hitungLuas();
    }
}
```

```
Keliling : 628.0
Luas :31400.0
```

4.

```java
public class Barang {
    public String kode;
    public String namaBrg;
    public double hargaDasar;
    public double diskon;

    public double hitungHargaJual() {
        double hargaJual = hargaDasar - (diskon*hargaDasar);
        return hargaJual;
    }
    public void tampilBarang() {
        System.out.println("Kode           : " + kode);
        System.out.println("Nama Barang  : " + namaBrg);
        System.out.println("Harga Dasar  : " + hargaDasar);
        System.out.println("Diskon         : " + diskon);
        System.out.println("Harga jual   : " + hitungHargaJual());
    }
}
```

```java
public class TestBarang {
    Run | Debug
    public static void main(String args[]) {
        Barang brg1 = new Barang();
        brg1.kode = "001";
        brg1.namaBrg = "Pensil";
        brg1.hargaDasar = 1500;
        brg1.diskon = 0.1;
        brg1.hitungHargaJual();
        brg1.tampilBarang();
    }
}
```

```
Kode           : 001
Nama Barang  : Pensil
Harga Dasar  : 1500.0
Diskon         : 0.1
Harga jual   : 1350.0
```