

REMIDI QUIZ 1

Disusun sebagai

MATA KULIAH : PEMROGRAMAN BERORIENTASI OBJEK

Oleh :

FEBRI TORIQKHUL KHOIRI / 1741720171

2A TI / 10



PROGRAM STUDI D-IV T.INFORMATIKA

JURUSAN TEKNOLOGI INFORMASI

POLITEKNIK NEGERI MALANG

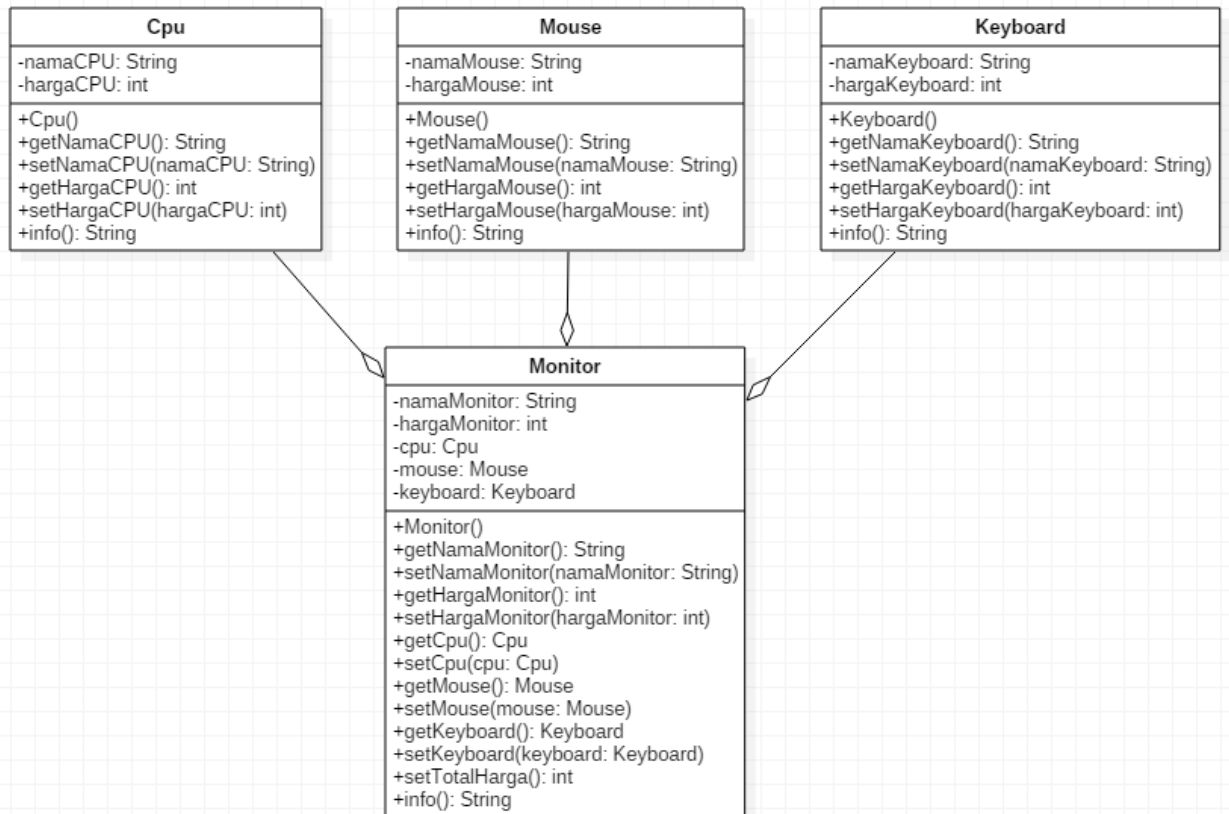
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Remidi Quiz 1

Relasi Class

Soal

- Perhatikan class diagram dibawah ini tentang sistem penjualan aksesoris komputer.
Buatlah code program dari class diagram berikut.



Jawab :

Class Cpu.java

```
/**
 *
 * @author Febri TK
 */
public class Cpu {
    private String namaCPU;
    private int hargaCPU;

    public Cpu() {
    }

    public String getNamaCPU() {
        return namaCPU;
    }

    public void setNamaCPU(String namaCPU) {
        this.namaCPU = namaCPU;
    }

    public int getHargaCPU() {
        return hargaCPU;
    }

    public void setHargaCPU(int hargaCPU) {
        this.hargaCPU = hargaCPU;
    }

    public String info(){
        String info="";
        info += "Nama CPU: "+this.namaCPU+"\n";
        info += "Harga CPU: "+this.hargaCPU+"\n";
        return info;
    }
}
```

Class Mouse.java

```
/**
 *
 * @author Febri TK
 */
public class Mouse {
    private String namaMouse;
    private int hargaMouse;

    public Mouse() {
    }

    public String getNamaMouse() {
        return namaMouse;
    }

    public void setNamaMouse(String namaMouse) {
        this.namaMouse = namaMouse;
    }

    public int getHargaMouse() {
        return hargaMouse;
    }

    public void setHargaMouse(int hargaMouse) {
        this.hargaMouse = hargaMouse;
    }

    public String info(){
        String info="";
        info += "Nama Mouse: "+this.namaMouse+"\n";
        info += "Harga Mouse: "+this.hargaMouse+"\n";
        return info;
    }
}
```

Class Keyboard.java

```
/**
 *
 * @author Febri TK
 */
public class Keyboard {
    private String namaKeyboard;
    private int hargaKeyboard;

    public Keyboard() {
    }

    public String getNamaKeyboard() {
        return namaKeyboard;
    }

    public void setNamaKeyboard(String namaKeyboard) {
        this.namaKeyboard = namaKeyboard;
    }

    public int getHargaKeyboard() {
        return hargaKeyboard;
    }

    public void setHargaKeyboard(int hargaKeyboard) {
        this.hargaKeyboard = hargaKeyboard;
    }

    public String info(){
        String info="";
        info += "Nama Keyboard: "+this.namaKeyboard+"\n";
        info += "Harga Keyboard: "+this.hargaKeyboard+"\n";
        return info;
    }
}
```

Class Monitor.java

```
/**
 *
 * @author Febri TK
 */
public class Monitor {
    private String namaMonitor;
    private int hargaMonitor;
    private Cpu cpu;
    private Mouse mouse;
    private Keyboard keyboard;

    public Monitor() {
    }

    public String getNamaMonitor() {
        return namaMonitor;
    }

    public void setNamaMonitor(String namaMonitor) {
        this.namaMonitor = namaMonitor;
    }

    public int getHargaMonitor() {
        return hargaMonitor;
    }

    public void setHargaMonitor(int hargaMonitor) {
        this.hargaMonitor = hargaMonitor;
    }

    public Cpu getCpu() {
        return cpu;
    }

    public void setCpu(Cpu cpu) {
        this.cpu = cpu;
    }
}
```

```

    }

    public Mouse getMouse() {
        return mouse;
    }

    public void setMouse(Mouse mouse) {
        this.mouse = mouse;
    }


    public Keyboard getKeyboard() {
        return keyboard;
    }

    public void setKeyboard(Keyboard keyboard) {
        this.keyboard = keyboard;
    }

    public int setTotalHarga(){
        int total =
cpu.getHargaCPU()+mouse.getHargaMouse()+keyboard.getHargaKeyboard()+hargaMoni
tor;

        return total;
    }

    public String info(){
        String info="";

        info += "Nama Monitor: "+this.namaMonitor+"\n";
        info += "Harga Monitor: "+this.hargaMonitor+"\n";
        info += this.cpu.info();
        info += this.mouse.info();
        info += this.keyboard.info();
        info += "Total Harga: "+this.setTotalHarga()+"\n";
        return info;
    }
}

```

Class MainComputer.java

```
/**
 *
 * @author Febri TK
 */
public class MainComputer {
    public static void main(String[] args) {
        Cpu cpu = new Cpu();
        cpu.setNamaCPU("Digital Alliance");
        cpu.setHargaCPU(6000000);

        Mouse mouse = new Mouse();
        mouse.setNamaMouse("Logitech");
        mouse.setHargaMouse(300000);

        Keyboard keyboard = new Keyboard();
        keyboard.setNamaKeyboard("Rexus K9D");
        keyboard.setHargaKeyboard(200000);

        Monitor monitor = new Monitor();
        monitor.setNamaMonitor("LED ASUS VS228DE");
        monitor.setHargaMonitor(1850000);

        monitor.setCpu(cpu);
        monitor.setMouse(mouse);
        monitor.setKeyboard(keyboard);
        System.out.println(monitor.info());
    }
}
```