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POSTTEST 4 OVERLOADING & OVERRIDING

➤ SOURCE CODE

• PARENT (FURNITURE)

```
package furniture;

public class furniture {
    private String nama;
    private String merk;
    private String warna;
    private int harga;

    public furniture(String nama, String merk, String warna, int harga){
        this.nama = nama;
        this.merk = merk;
        this.warna = warna;
        this.harga = harga;
    }

    public String getNama() {
        return nama;
    }

    public void setNama(String nama) {
        this.nama = nama;
    }

    public String getMerk() {
        return merk;
    }

    public void setMerk(String merk) {
        this.merk = merk;
    }

    public String getWarna() {
        return warna;
    }

    public void setWarna(String warna) {
        this.warna = warna;
    }

    public int getHarga() {
        return harga;
    }

    public void setHarga(int harga) {
        this.harga = harga;
    }

    public void lihatfurniture(){
        System.out.println("Nama      : " + nama );
        System.out.println("Merk      : " + merk );
        System.out.println("Warna     : " + warna );
        System.out.println("Harga     : " + harga );
    }
}
```

- **CHILD (KURSI)**

```
package furniture;

public class kursi extends furniture {
    private String jenis;
    private int kodebarang;

    public kursi(String nama,String merk,String warna, int harga, String jenis, int kodebarang){
        super(nama,merk,warna,harga);
        this.jenis = jenis;
        this.kodebarang = kodebarang;
    }

    public String getJenis() {
        return jenis;
    }

    public void setJenis(String jenis) {
        this.jenis = jenis;
    }

    public int getKodebarang() {
        return kodebarang;
    }

    public void setKodebarang(int kodebarang) {
        this.kodebarang = kodebarang;
    }
}
```

```
@Override
public void lihatfurniture(){
    super.lihatfurniture();
    System.out.println("Jenis      : " + jenis);
    System.out.println("Kode Barang : " + kodebarang);
}

// overloading
public void lihatfurniture(boolean lihatnama){
    if(lihatnama) lihatfurniture();
    else super.lihatfurniture();
}

}
```

- **CHILD (MEJA)**

```
package furniture;

public class meja extends furniture {
    private String madeIn;
    private int panjang;

    public meja(String nama,String merk,String warna, int harga, String madeIn, int panjang){
        super(nama,merk,warna,harga);
        this.madeIn = madeIn;
        this.panjang = panjang;
    }

    public String getMadeIn() {
        return madeIn;
    }

    public void setMadeIn(String madeIn) {
        this.madeIn = madeIn;
    }

    public int getPanjang() {
        return panjang;
    }

    public void setPanjang(int panjang) {
        this.panjang = panjang;
    }

    @Override
    public void lihatfurniture(){
        super.lihatfurniture();
        System.out.println("Made In      : " + madeIn);
        System.out.println("Panjang    : " + panjang);
    }
}
```

• MAIN

```
package furniture;

import java.io.BufferedReader;
import java.io.InputStreamReader;
import java.io.IOException;
import java.util.ArrayList;

public class Main {
    static BufferedReader input = new BufferedReader(new InputStreamReader(System.in));
    static ArrayList<kursi> listkrs = new ArrayList<>();
    static ArrayList<meja> listmja = new ArrayList<>();

    public static void froze() throws IOException {
        System.out.print(s: "Tekan enter untuk melanjutkan... ");
        input.readLine();
        System.out.println(x: "");
    }

    public static void ADD() throws IOException {
        System.out.println(x: "-----");
        System.out.println(x: "          TAMBAH DATA          ");
        System.out.println(x: "-----");
        System.out.println(x: "1. KURSI");
        System.out.println(x: "2. MEJA");
        System.out.println(x: "-----");
        System.out.print(s: "Pilih Data: ");
        int pil = Integer.parseInt(s: input.readLine());

        if(pil == 1){
            System.out.println(x: "=====");
            System.out.println(x: "===== MASUKKAN DATA KURSI =====");
            System.out.println(x: "=====");
            System.out.print(s: "Masukkan Nama          : ");
            String nama = input.readLine();
            System.out.print(s: "Masukkan Jenis          : ");
            String jenis = input.readLine();
            System.out.print(s: "Masukkan KodeBarang    : ");
            int kodebarang = Integer.parseInt(s: input.readLine());
            System.out.print(s: "Masukkan Merk          : ");
            String merk = input.readLine();
            System.out.print(s: "Masukkan Warna         : ");
            String warna = input.readLine();
            System.out.print(s: "Masukkan Harga         : ");
            int harga = Integer.parseInt(s: input.readLine());
            System.out.println(x: "=====");
            listkrs.add(new kursi(nama, merk, warna, harga, jenis, kodebarang));
            System.out.println(x: "Data berhasil ditambahkan!");
        }

        else if(pil == 2){
            System.out.println(x: "=====");
            System.out.println(x: "===== MASUKKAN DATA MEJA =====");
            System.out.println(x: "=====");
            System.out.print(s: "Masukkan Nama          : ");
            String nama = input.readLine();
            System.out.print(s: "Masukkan Merk          : ");
            String merk = input.readLine();
            System.out.print(s: "Masukkan Warna         : ");
            String warna = input.readLine();
            System.out.print(s: "Masukkan Harga         : ");
        }
    }
}
```

	<pre> int harga = Integer.parseInt(s: input.readLine()); System.out.print(s: "Masukkan Made In : "); String madeIn = input.readLine(); System.out.print(s: "Masukkan Panjang : "); int panjang = Integer.parseInt(s: input.readLine()); System.out.println(s: "====="); listmja.add(new meja(nama,merk, warna, harga, madeIn, panjang)); System.out.println(s: "Data berhasil ditambahkan!"); }else{ System.out.println(s: "Pilihan Salah"); } } </pre>	
<input type="checkbox"/>	<pre> public static void DISPLAY() throws IOException{ System.out.println(s: "-----"); System.out.println(s: " TAMPILKAN DATA "); System.out.println(s: "-----"); System.out.println(s: "1. Kursi"); System.out.println(s: "2. Meja"); System.out.println(s: "-----"); System.out.print(s: "Pilih Data: "); int pil = Integer.parseInt(s: input.readLine()); if(pil == 1){ System.out.println(s: "\n===== List Data Kursi ====="); if (listkrs.isEmpty()){ System.out.println(s: "Belum ada data yang tersimpan!"); }else{ for(int i = 0; i < listkrs.size();i++){ System.out.println("Data indeks ke-" + (i + 1)); </pre>	
	<pre> listkrs.get(index: i).lihatfurniture(); } } System.out.println(s: "====="); }else if(pil == 2){ System.out.println(s: "\n===== List Data Meja ====="); if (listmja.isEmpty()){ System.out.println(s: "Belum ada data yang tersimpan!"); }else{ for(int i = 0; i < listmja.size();i++){ System.out.println("Data indeks ke-" + (i + 1)); listmja.get(index: i).lihatfurniture(); } } System.out.println(s: "====="); }else{ System.out.println(s: "Pilihan salah"); } } } </pre>	
<input type="checkbox"/>	<pre> public static void EDIT() throws IOException{ System.out.println(s: "-----"); System.out.println(s: " Jenis Data "); System.out.println(s: "-----"); System.out.println(s: "1. KURSI"); System.out.println(s: "2. MEJA"); System.out.println(s: "-----"); System.out.print(s: "Pilih Data: "); int pil = Integer.parseInt(s: input.readLine()); </pre>	
<input type="checkbox"/>	<pre> if(pil == 1){ if (listkrs.isEmpty()) { System.out.println(s: "Belum ada data yang tersimpan!"); } else { System.out.print(s: "Masukkan indeks data kursi yang ingin diubah: "); int index = Integer.parseInt(s: input.readLine()); if (index < 0 index >= listkrs.size()) { System.out.println(s: "Indeks tidak ditemukan!"); } else { kursi krs = listkrs.get(index); System.out.println("Data kursi dengan indeks " + index); System.out.println(s: krs); System.out.println(s: "-----"); System.out.println(s: "=== Masukkan Data Kursi Yang Baru ==="); </pre>	

```

        System.out.println(x: "-----");
        System.out.print(s: "Kode Barang      : ");
        krs.setKodebarang(kodebarang: Integer.parseInt(s: input.readLine()));
        System.out.print(s: "Masukkan Nama   : ");
        krs.setName(name: input.readLine());
        System.out.print(s: "Masukkan Jenis   : ");
        krs.setJenis(jenis: input.readLine());
        System.out.print(s: "Masukkan Merk    : ");
        krs.setMerk(merk: input.readLine());
        System.out.print(s: "Masukkan Warna   : ");
        krs.setWarna(warna: input.readLine());
        System.out.print(s: "Masukkan Harga   : ");
        krs.setHarga(harga: Integer.parseInt(s: input.readLine()));
        System.out.println(x: "=====");
        System.out.println(x: "Data berhasil diubah!!");
    }
}
} else if(pil == 2){
    if (listmja.isEmpty()) {
        System.out.println(x: "Belum ada data yang tersimpan!");
    } else {
        System.out.print(s: "Masukkan indeks data meja yang ingin diubah: ");
        int index = Integer.parseInt(s: input.readLine());
        if (index < 0 || index >= listmja.size()) {
            System.out.println(x: "Indeks tidak ditemukan!");
        } else {
            meja mja = listmja.get(index);
            System.out.println("Data meja dengan indeks " + index);
            System.out.println(x: mja);
            System.out.println(x: "-----");
        }
    }
}

```

```

        System.out.println(x: "=== Masukkan data meja yang baru ===");
        System.out.println(x: "-----");
        System.out.print(s: "Masukkan Nama      : ");
        mja.setName(name: input.readLine());
        System.out.print(s: "Masukkan Merk      : ");
        mja.setMerk(merk: input.readLine());
        System.out.print(s: "Masukkan Warna     : ");
        mja.setWarna(warna: input.readLine());
        System.out.print(s: "Masukkan Made In   : ");
        mja.setMadeIn(madeIn: input.readLine());
        System.out.print(s: "Masukkan Panjang   : ");
        mja.setPanjang(panjang: Integer.parseInt(s: input.readLine()));
        System.out.print(s: "Masukkan Harga     : ");
        mja.setHarga(harga: Integer.parseInt(s: input.readLine()));
        System.out.println(x: "=====");
        System.out.println(x: "Data berhasil diubah!!");
    }
}
} else{
    System.out.println(x: "Input Salah");
}
}

```

```

public static void DELETE() throws IOException{
    System.out.println(x: "-----");
    System.out.println(x: "                Jenis Data                ");
    System.out.println(x: "-----");
    System.out.println(x: "1. KURSI");
    System.out.println(x: "2. MEJA");
    System.out.println(x: "-----");
    System.out.print(s: "Pilih Data: ");
}

```

```

if(pil == 1){
    if (listkrs.isEmpty()) {
        System.out.println(x: "Belum ada data yang tersimpan!");
    } else {
        System.out.print(s: "Masukkan indeks data kursi yang ingin dihapus: ");
        int index = Integer.parseInt(s: input.readLine());
        if (index < 0 || index >= listkrs.size()) {
            System.out.println(x: "Indeks tidak ditemukan!");
        } else {
            kursi krs = listkrs.get(index);
            listkrs.remove(index);
            System.out.println("Data kursi dengan indeks " + index + " berhasil dihapus:");
            System.out.println(x: krs);
        }
    }
}
}

```

```

    }else if(pil == 2){
        if (listmja.isEmpty()) {
            System.out.println(x: "Belum yang tersimpan!");
        } else {
            System.out.print(s: "Masukkan indeks data meja yang ingin dihapus: ");
            int index = Integer.parseInt(s: input.readLine());
            if (index < 0 || index >= listmja.size()) {
                System.out.println(x: "Indeks tidak ditemukan!");
            } else {
                meja mja = listmja.get(index);
                listmja.remove(index);
                System.out.println("Data meja dengan indeks " + index + " berhasil dihapus:");
                System.out.println(x: mja);
            }
        }
    }else{
        System.out.println(x: "Input Salah");
    }
}
}

```

```

public static void main(String[] args) throws IOException {
    boolean menu = true;
    while(menu == true){
        System.out.println(x: "=====");
        System.out.println(x: "    Pendataan Furniture BaekStarla    ");
        System.out.println(x: "=====");
        System.out.println(x: "        MENU:");
        System.out.println(x: "            1. ADD Data");
        System.out.println(x: "            2. Display Data");
        System.out.println(x: "            3. Edit Data");
        System.out.println(x: "            4. Delete Data");
        System.out.println(x: "            5. EXIT");
        System.out.println(x: "=====");
        System.out.print(s: "Enter Your Choice: ");
        int pilih = Integer.parseInt(s: input.readLine());

        switch(pilih){
            case 1:
                ADD();
                froze();
                break;
            case 2:
                DISPLAY();
                froze();
                break;
            case 3:
                EDIT();
                froze();
                break;
            case 4:
                DELETE();
                froze();
                break;
            case 5:
                System.out.println(x: "Program terhenti");
                menu = false;
                break;
            default:
                System.out.println(x: "Pilihan salah");
                froze();
                break;
        }
    }
}
}

```

➤ OUTPUT

```
=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 1
-----

TAMBAH DATA
-----

1. KURSI
2. MEJA
-----

Pilih Data: 1
=====
===== MASUKKAN DATA KURSI =====
=====
Masukkan Nama      : bergere
Masukkan Jenis     : sidechair
Masukkan KodeBarang : 2009
Masukkan Merk      : ikea
Masukkan Warna     : putih
Masukkan Harga     : 1300000
=====
Data berhasil ditambahkan!
```

```
=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 1
-----

TAMBAH DATA
-----

1. KURSI
2. MEJA
-----

Pilih Data: 1
```


Pilih Data: 1

=====

MASUKKAN DATA KURSI

=====

Masukkan Nama : clubchair
Masukkan Jenis : sofa
Masukkan KodeBarang : 1007
Masukkan Merk : fantoni
Masukkan Warna : biru
Masukkan Harga : 2300000

=====

Data berhasil ditambahkan!
Tekan enter untuk melanjutkan...

=====

Pendataan Furniture BaekStarla

=====

MENU:

1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====

Enter Your Choice: 1

TAMBAH DATA

1. KURSI
 2. MEJA
-

Pilih Data: 2

=====

MASUKKAN DATA MEJA

=====

Masukkan Nama : mejakomputer
Masukkan Merk : ikea
Masukkan Warna : coklat
Masukkan Harga : 1200000
Masukkan Made In : indonesia
Masukkan Panjang : 1

=====

Data berhasil ditambahkan!
Tekan enter untuk melanjutkan...

```

=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 1
-----

TAMBAH DATA
-----

1. KURSI
2. MEJA
-----

Pilih Data: 2
=====
===== MASUKKAN DATA MEJA =====
=====

Masukkan Nama      : mejapodium
Masukkan Merk      : informa
Masukkan Warna     : hitam
Masukkan Harga     : 430000
Masukkan Made In   : korea
Masukkan Panjang   : 2
=====

Data berhasil ditambahkan!
Tekan enter untuk melanjutkan...

```

```

=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 2
-----

TAMPILKAN DATA
-----

1. Kursi
2. Meja
-----

Pilih Data: 1

```

===== List Data Kursi =====

Data indeks ke-1

Nama : bergere
Merk : ikea
Warna : putih
Harga : 1300000
Jenis : sidechair
Kode Barang : 2009

Data indeks ke-2

Nama : clubchair
Merk : fantoni
Warna : biru
Harga : 2300000
Jenis : sofa
Kode Barang : 1007

=====

Tekan enter untuk melanjutkan...

=====

Pendataan Furniture BaekStarla

=====

MENU:

1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====

Enter Your Choice: 2

TAMPILKAN DATA

1. Kursi
 2. Meja
-

Pilih Data: 2

===== List Data Meja =====

Data indeks ke-1

Nama : mejakomputer
Merk : ikea
Warna : coklat
Harga : 1200000
Made In : indonesia
Panjang : 1

Data indeks ke-2

Nama : mejapodium
Merk : informa
Warna : hitam
Harga : 430000
Made In : korea
Panjang : 2

=====

Tekan enter untuk melanjutkan...

```

=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 3
-----

Jenis Data
-----

1. KURSI
2. MEJA
-----

Pilih Data: 2
Masukkan indeks data meja yang ingin diubah: 1
Data meja dengan indeks 1
furniture.meja@34a245ab

```

```

-----
=== Masukkan data meja yang baru ===
-----

Masukkan Nama      : mejaresepsionis
Masukkan Merk      : dekoruma
Masukkan Warna     : putih
Masukkan Made In   : jepang
Masukkan Panjang   : 1
Masukkan Harga     : 1650000
=====

Data berhasil diubah!!
Tekan enter untuk melanjutkan...

```

```

=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 2

```

```

-----
                        TAMPILKAN DATA
-----
1. Kursi
2. Meja
-----
Pilih Data: 2

===== List Data Meja =====
Data indeks ke-1
Nama      : mejakomputer
Merk      : ikea
Warna     : coklat
Harga     : 1200000
Made In   : indonesia
Panjang   : 1
Data indeks ke-2
Nama      : mejaresepsionis
Merk      : dekoruma
Warna     : putih
Harga     : 1650000
Made In   : jepang
Panjang   : 1
=====
Tekan enter untuk melanjutkan...

```

```

=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 4
-----

Jenis Data
-----
1. KURSI
2. MEJA
-----
Pilih Data: 1
Masukkan indeks data kursi yang ingin dihapus: 1
Data kursi dengan indeks 1 berhasil dihapus:
furniture.kursi@6e8cf4c6
Tekan enter untuk melanjutkan...

```

```

=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 2
-----

TAMPILKAN DATA
-----

1. Kursi
2. Meja
-----

Pilih Data: 1

===== List Data Kursi =====
Data indeks ke-1
Nama      : bergere
Merk      : ikea
Warna     : putih
Harga     : 1300000
Jenis     : sidechair
Kode Barang : 2009
=====

Tekan enter untuk melanjutkan...

```

```

=====
Pendataan Furniture BaekStarla
=====

MENU:
1. ADD Data
2. Display Data
3. Edit Data
4. Delete Data
5. EXIT

=====
Enter Your Choice: 5
Program terhenti
BUILD SUCCESSFUL (total time: 3 minutes 22 seconds)

```