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## **LATIHAN 2**

## Soal 1

```
package nomor1;

public abstract class Bangun2Dimensi {
    private double keliling;

    protected void setKeliling(double keliling) {
        this.keliling = keliling;
    }

    public double getKeliling() {
        return keliling;
    }

    public abstract void hitungKeliling();
}
```

```
package nomor1;

public class Lingkaran extends Bangun2Dimensi{
    private double jariJari, x;

    public Lingkaran(){
        this.jariJari = 0;
    }

    public void setJariJari(double jariJari) {
        this.jariJari = jariJari;
    }

    public double getJariJari() {
        return jariJari;
    }

    public double getX() {
        return x;
    }

    public void faktorX(double x){
        this.x = x;
        this.jariJari *= this.x;
    }
}
```

```
@Override
public void hitungKeliling() {
    setKeliling(2 * Math.PI * jariJari);
}
```

```
package nomor1;
public class PersegiPanjang extends Bangun2Dimensi{
    private double panjang, lebar;
    private boolean bujurSangkar;
    public PersegiPanjang(){
        this.panjang = 0;
       this.lebar = 0;
    public void setPanjang(double panjang) {
        this.panjang = panjang;
    public void setLebar(double lebar) {
        this.lebar = lebar;
    public double getPanjang() {
        return panjang;
    public double getLebar() {
        return lebar;
    public void cekBujurSangkar(){
        bujurSangkar = panjang == lebar;
        if(bujurSangkar)
            System.out.println('Y');
       else
            System.out.println('N');
    }
   @Override
   public void hitungKeliling() {
        setKeliling(2 * (panjang + lebar));
```

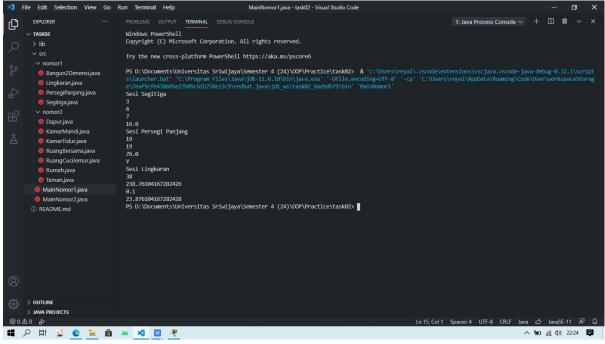
```
package nomor1;
public class Segitiga extends Bangun2Dimensi{
   private double a, b, c;
   public Segitiga() {
       this.a = 0;
       this.b = 0;
       this.c = 0;
   public void setA(double a) {
       this.a = a;
   public void setB(double b) {
       this.b = b;
   public void setC(double c) {
       this.c = c;
   public double getA() {
       return a;
   public double getB() {
       return b;
   public double getC() {
       return c;
   @Override
    public void hitungKeliling() {
       setKeliling(a + b + c);
```

```
import java.util.Scanner;
import nomor1.*;

public class MainNomor1 {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
}
```

```
System.out.println("Sesi Segitiga");
Segitiga segitiga = new Segitiga();
segitiga.setA(scanner.nextDouble());
segitiga.setB(scanner.nextDouble());
segitiga.setC(scanner.nextDouble());
segitiga.hitungKeliling();
System.out.println(segitiga.getKeliling());
System.out.println("Sesi Persegi Panjang");
PersegiPanjang persegiPanjang = new PersegiPanjang();
persegiPanjang.setPanjang(scanner.nextDouble());
persegiPanjang.setLebar(scanner.nextDouble());
persegiPanjang.hitungKeliling();
System.out.println(persegiPanjang.getKeliling());
persegiPanjang.cekBujurSangkar();
System.out.println("Sesi Lingkaran");
Lingkaran lingkaran = new Lingkaran();
lingkaran.setJariJari(scanner.nextDouble());
lingkaran.hitungKeliling();
System.out.println(lingkaran.getKeliling());
lingkaran.faktorX(scanner.nextDouble());
lingkaran.hitungKeliling();
System.out.println(lingkaran.getKeliling());
scanner.close();
```

## **Output:**



```
package nomor2;
public class Rumah {
   private double panjang;
    private double lebar;
    private double luas;
    private final KamarMandi kamarMandi1;
    private final KamarMandi kamarMandi2;
    private final Taman taman;
    private final Dapur dapur;
    private final RuangCuciJemur ruangCuciJemur;
    private final RuangBersama;
    private final KamarTidur kamarTidur1;
    private final KamarTidur kamarTidur2;
    private final KamarTidur kamarTidurUtama;
    public Rumah(double panjang, double lebar) {
       this.panjang = panjang;
       this.lebar = lebar;
       this.kamarMandi1 = new KamarMandi(1.43);
       this.kamarMandi2 = new KamarMandi(2.11);
       this.taman = new Taman(4.29);
       this.dapur = new Dapur(6.10);
       this.ruangCuciJemur = new RuangCuciJemur(3.68);
       this.ruangBersama = new RuangBersama(13.73);
       this.kamarTidur1 = new KamarTidur(7.36);
       this.kamarTidur2 = new KamarTidur(8.77);
       this.kamarTidurUtama = new KamarTidur(8.97);
   public double getPanjang() {
        return panjang;
    public void setPanjang(double panjang) {
       this.panjang = panjang;
    public double getLebar() {
        return lebar;
    public void setLebar(double lebar) {
       this.lebar = lebar;
   public double getLuas() {
```

```
return luas;
    public void setLuas(double luas) {
        this.luas = luas;
    public double hitungLuas(){
        luas = panjang * lebar;
        return luas;
    public double luasTerpakai(){
        return kamarMandi1.getLuas() + kamarMandi2.getLuas() + taman.getLuas()
 + dapur.getLuas() + ruangCuciJemur.getLuas() + ruangBersama.getLuas() + kamar
Tidur1.getLuas() + kamarTidur2.getLuas() + kamarTidurUtama.getLuas();
package nomor2;
public class Taman {
   private double luas;
   public Taman(double luas) {
        this.luas = luas;
   public double getLuas() {
       return luas;
    public void setLuas(double luas) {
        this.luas = luas;
package nomor2;
public class Dapur {
   private double luas;
   public Dapur(double luas) {
       this.luas = luas;
    }
```

```
public double getLuas() {
    return luas;
}

public void setLuas(double luas) {
    this.luas = luas;
}
```

```
package nomor2;

public class KamarMandi {
    private double luas;

    public KamarMandi(double luas) {
        this.luas = luas;
    }

    public double getLuas() {
        return luas;
    }

    public void setLuas(double luas) {
        this.luas = luas;
    }
}
```

```
package nomor2;

public class KamarTidur {
    private double luas;

    public KamarTidur(double luas) {
        this.luas = luas;
    }

    public double getLuas() {
        return luas;
    }

    public void setLuas(double luas) {
        this.luas = luas;
    }
}
```

```
package nomor2;

public class RuangBersama {
    private double luas;

    public RuangBersama(double luas) {
        this.luas = luas;
    }

    public double getLuas() {
        return luas;
    }

    public void setLuas(double luas) {
        this.luas = luas;
    }
}
```

```
package nomor2;

public class RuangCuciJemur {
    private double luas;

    public RuangCuciJemur(double luas) {
        this.luas = luas;
    }

    public double getLuas() {
        return luas;
    }

    public void setLuas(double luas) {
        this.luas = luas;
    }
}
```

```
import nomor2.*;

public class MainNomor2 {
    public static void main(String[] args) {
        Rumah rumah = new Rumah(12, 8);
        System.out.println(rumah.hitungLuas());
        System.out.println(rumah.luasTerpakai());
    }
}
```

