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Kelas Bola

```
public class Bola {  
    private String nama;  
    private int jarijari;  
    private int diameter;  
    private double luasPermukaan;  
    private double volume;  
  
    public Bola(){  
        this.nama = "-";  
        this.jarijari = this.diameter = 0;  
    }  
  
    public Bola(String nama, int jarijari){  
        this.nama = nama;  
        this.jarijari = jarijari;  
        this.diameter = 2*jarijari;  
    }  
  
    public int getJarijari(){  
        return this.jarijari;  
    }  
  
    public void setJarijari(int jarijari){  
        this.jarijari = jarijari;  
        this.diameter = 2*jarijari;  
    }  
  
    public int getDiameter(){  
        return this.diameter;  
    }  
  
    public double getLuasPermukaan(){  
        return this.luasPermukaan;  
    }  
  
    public double getVolume(){  
        return this.volume;  
    }  
  
    public void hitungVolume(){  
        this.volume = 4 / 3 * Math.PI * jarijari * jarijari * jarijari;  
    }  
}
```

```
        public void hitungLuasPermukaan(){
            this.luasPermukaan = 4 * Math.PI * jarijari * jarijari;
        }
    }
}
```

Kelas Bus

```
public class Bus {
    private String namaUnit;
    private int roda = 4;
    private int spion = 2;
    private int kecepatan;
    private boolean statusMesin = false;

    public Bus(){
        this.namaUnit = "-";
    }

    public Bus(String namaUnit){
        this.namaUnit = namaUnit;
    }

    public int getRoda(){
        return this.roda;
    }

    public int getSpion(){
        return this.spion;
    }

    public boolean getStatusMesin(){
        return this.statusMesin;
    }

    public String getNamaUnit(){
        return this.namaUnit;
    }

    public void setNamaUnit(String namaUnit){
        this.namaUnit = namaUnit;
    }

    public void hidupkanMesin(){
        this.statusMesin = true;
        this.kecepatan = 0;
        System.out.println("Menghidupkan mesin...");
    }

    public void akselerasi(){
```

```

        System.out.println("Melakukan akselerasi...");
        this.kecepatan += 5;
        System.out.println("Bus jalan...");
    }

    public void rem(){
        System.out.println("mengerem...");
        if (kecepatan > 5){
            kecepatan -= 5;
        }
        else{
            kecepatan = 0;
            System.out.println("bus berhenti...");
        }
    }

    public void matikanMesin(){
        this.statusMesin = false;
        this.kecepatan = 0;
        System.out.println("Mematikan mesin...");
    }
}

```

Kelas Dokter

```

public class Dokter {
    private String nama;
    private String jenisKelamin;
    private String jabatan;
    private String unitKerja;
    private String spesialis;

    public Dokter(){
        this.nama = "-";
        this.jenisKelamin = "-";
        this.jabatan = "-";
        this.unitKerja = "-";
        this.spesialis = "-";
    }

    public Dokter(String nama, String jenisKelamin, String jabatan, String unitKerja, String spesialis){
        this.nama = nama;
        this.jenisKelamin = jenisKelamin;
        this.jabatan = jabatan;
        this.unitKerja = unitKerja;
        this.spesialis = spesialis;
    }
}

```

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

public String getName(){
    return this.nama;
}

public void setJenisKelamin(String jenisKelamin){
    this.jenisKelamin = jenisKelamin;
}

public String getJenisKelamin(){
    return this.jenisKelamin;
}

public void setJabatan(String jabatan){
    this.jabatan = jabatan;
}

public String getJabatan(){
    return this.jabatan;
}

public void setUnitKerja(String unitKerja){
    this.unitKerja = unitKerja;
}

public String getUnitKerja(){
    return this.unitKerja;
}

public void setSpesialis(String spesialis){
    this.spesialis = spesialis;
}

public String getSpesialis(){
    return this.spesialis;
}

public void menganalisa(){
    System.out.print("Dokter sedang menganalisa...");
}

public void mendiagnosa(){
    System.out.print("Dokter sedang mendiagnosa...");
}
```

```

    public void mengobati(){
        System.out.print("Dokter sedang mengobati...");
    }

    public void merawat(){
        System.out.print("Dokter sedang merawat...");
    }
}

```

Kelas Main (untuk membuat objek)

```

public class Main {
    public static void main(String[] args) {

        //Membuat objek tayo dari kelas Bus
        Bus bus_default = new Bus();
        Bus tayo = new Bus("tayo");

        //Membuat Bola
        Bola bola_default = new Bola();
        Bola bolaBasket = new Bola("Bola basket", 7);

        //Membuat objek Dokter
        Dokter dokter_default = new Dokter();
        Dokter ferza = new Dokter("Ferza", "Laki-
laki", "Dokter Muda", "Charitas", "bedah");
    }
}

```