

Remidi Quiz-1

Pemrograman Berbasis Objek

Oleh :

Muhammad Iqbal Kharis Firismanda (21)

Kelas : TI 2A



**PROGRAM STUDI D-IV TEKNIK INFORMATIKA
JURUSAN TEKNOLOGI INFORMASI
POLITEKNIK NEGERI MALANG 2018**

Remidi Quiz-1

- Buatlah sebuah studi kasus tentang relasi class yang telah dipelajari

Project : RemedialQuiz1

- Class dosen.java

```
/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author ASUS
 */
public class dosen {
    private String namaDosen;
    private String nip;

    public dosen(String namaDosen, String nip) {
        this.namaDosen = namaDosen;
        this.nip = nip;
    }

    public String getNamaDosen() {
        return namaDosen;
    }

    public void setNamaDosen(String namaDosen) {
        this.namaDosen = namaDosen;
    }

    public String getNip() {
        return nip;
    }

    public void setNip(String nip) {
        this.nip = nip;
    }

    public void info(){
        System.out.println("Nip Dosen           : "+getNip());
        System.out.println("Nama Dosen       : "+getNamaDosen());
    }
}
```

- Class mahasiswa.java

```
/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author ASUS
 */
public class mahasiswa {
    String namaMhs;
    String nim;

    public mahasiswa(String namaMhs, String nim) {
        this.namaMhs = namaMhs;
        this.nim = nim;
    }

    public String getNamaMhs() {
        return namaMhs;
    }

    public void setNamaMhs(String namaMhs) {
        this.namaMhs = namaMhs;
    }

    public String getNim() {
        return nim;
    }

    public void setNim(String nim) {
        this.nim = nim;
    }

    public void info(){
        System.out.println("Nim Mahasiswa      : "+getNim());
        System.out.println("Nama Mahasiswa   : "+getNamaMhs());
    }
}
```

- Class matkul.java

```
/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author ASUS
 */
public class matkul {
    private String matkul;
    private dosen dosen;
    private int nilai;
    private mahasiswa mhs;

    public matkul(String matkul, dosen dosen, int nilai, mahasiswa mhs) {
        this.matkul = matkul;
        this.dosen = dosen;
        this.nilai = nilai;
        this.mhs = mhs;
    }

    public String getMatkul() {
        return matkul;
    }

    public void setMatkul(String matkul) {
        this.matkul = matkul;
    }

    public dosen getDosen() {
        return dosen;
    }

    public void setDosen(dosen dosen) {
        this.dosen = dosen;
    }

    public int getNilai() {
        return nilai;
    }

    public void setNilai(int nilai) {
        this.nilai = nilai;
    }

    public mahasiswa getMhs() {
        return mhs;
    }
}
```

```

    public void setMhs(mahasiswa mhs) {
        this.mhs = mhs;
    }

    public void info(){
        mhs.info();
        System.out.println("Nama Mata Kuliah : "+getMatkul());
        dosen.info();
        System.out.println("Nilai Mahasiswa : "+getNilai());
    }
}

```

- Class main.jav

```

/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */

/**
 *
 * @author ASUS
 */
public class main {
    public static void main(String[]args){
        dosen Dosen = new dosen("Epis Kuswono","123456789");
        mahasiswa Mhs = new mahasiswa("Muhammad Iqbal Kharis
Firismanda","987654321");
        matkul Matkul = new matkul("Pemrograman Berbasis
Objek",Dosen,80,Mhs);
        Matkul.info();

    }
}

```

Screenshot StarUML :

