Nama : La Ode Muhammad Gazali

NIM : 222212696 Kelas : 2KS2

#### MODUL 7 PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK

### (Design Pattern)

### Penugasan

Laporkan hasil praktikum berikut dengan hasil penugasan dan penjelasannya ke Dosen dalam bentuk file pdf dengan format nama <<nim>>\_modul7.

- 1. Lengkapi kode semua objek
- 2. Tangkapan layar hasil kode yang dilengkapi
- 3. Tangkapan layar hasil running

### Penyelesaian

#### A. Observer Pattern

### • Observer.java

### • Observer.java

## PinkBook.java

```
package observerpattern;
 2
 3 - /**
 4
      * @author U53R
 5
 7 🗆 import java.util.ArrayList;
    public class PinkBook implements Observable{
 8
 9
        private boolean inStock = true;
         private ArrayList<Observer> customers;
11
12 =
         public PinkBook(Boolean inStock) {
           this.inStock = inStock;
13
 8
            customers = new ArrayList<Observer>();
15
16
17 🖃
         public boolean isInStock() {
18
         return inStock;
19
20
21 -
         public void setInStock(boolean inStock) {
           this.inStock = inStock;
22
23
             if(isInStock()){
                 notifyObserver();
24
25
26
27
28
         @Override
 1
         public void addObserver(Observer o) {
         customers.add(o);
30
31
32
33
         @override
         public void removeObserver(Observer o) {
 (I)
35
         customers.remove(o);
 36
 37
38
         @override
 (1)
         public void notifyObserver() {
           for(int i=0; i<customers.size();i++){</pre>
40
41
             customers.get(i).update();
42
43
         }
44
```

#### • Observer.java

```
package observerpattern;

/**

/**

/* @author U53R

/*/

public class Customer implements Observer {
    private Observable observable;
    private String username;
```

```
public Customer (Observable observable, String username) {
12
             this.observable = observable;
13
             this.username = username;
14
15
16
         @Override
3 🗐
         public void update() {
           System.out.println("Buku Pink Tersedia");
18
19
2.0
21
22 🖃
         private void buyDress() {
23
         System.out.println(username + " mendapatkan Buku Pink." );
24
25
26
         public void unsubscribe(){
27
         observable.removeObserver(this);
28
29
```

### ObserverPatterMain.java

```
package observerpattern;
 2
 3 - /**
 4
     * @author U53R
 5
 6
 7
     public class ObserverPatternMain {
 8 📮
         public static void main(String args[]) {
 9
            PinkBook pinkbook = new PinkBook(true);
10
11
             Customer customer1 = new Customer(pinkbook, "Luthfi");
12
             pinkbook.addObserver(customer1);
13
14
            Customer customer2 = new Customer(pinkbook, "Tuti");
15
            pinkbook.addObserver(customer2);
16
17
             pinkbook.setInStock(true);
18
19
20
     }
```

## • Hasil Running

```
run:
Buku Pink Tersedia
Luthfi mendapatkan Buku Pink.
Buku Pink Tersedia
Tuti mendapatkan Buku Pink.
BUILD SUCCESSFUL (total time: 0 seconds)
```

### **B.** Decorator Pattern

#### • Pakaian.java

#### Kaos.java

## • Celana.java

```
package decoratorpattern;
 2
 3 - /**
 4
      * @author U53R
 5
 6
    public class Celana implements Pakaian {
 7
       @override
 8
        public void pakai() {
    System.out.println("Jenis : Celana");

    □

10
11
12
```

### WanaiPakaian.java

### • WarnaiMerah.java

```
package decoratorpattern;
 2
 3 - /**
 4
 5
       * @author U53R
 6
 7
      public class WarnaiMerah extends WarnaiPakaian {
 8 =
          public WarnaiMerah(Pakaian warnai){
 9
              super(warnai);
10
11
12
          @override
public void pakai() {
14
              warnai.pakai();
15
              setWarnaPakaian(warnai);
16
17
          private void setWarnaPakaian(Pakaian warnai) {
<u>Q4</u> □
19
             System.out.println("Warna Border : Merah");
20
21
      }
```

### • DecoratorPatternMain.java

```
1
      package decoratorpattern;
 2
   _ /**
 3
 4
       * @author U53R
 5
 6
 7
      public class DecoratorPatternMain {
 8
          public static void main(String args[]) {
 9
              Pakaian Kaos = new Kaos();
10
              Pakaian kaosmerah = new WarnaiMerah(new Kaos());
11
12
              Pakaian celanamerah = new WarnaiMerah(new Celana());
13
14
              System.out.println("Kaos belum diwarnai");
15
16
              Kaos.pakai();
17
              System.out.println("\nCelana warna merah");
18
              celanamerah.pakai();
19
20
              System.out.println("\nKaos warna merah");
21
              kaosmerah.pakai();
22
23
24
      }
```

# • Hasil Running

```
run:
Kaos belum diwarnai
Jenis : Kaos

Celana warna merah
Jenis : Celana
Warna Border : Merah

Kaos warna merah
Jenis : Kaos
Warna Border : Merah
BUILD SUCCESSFUL (total time: 0 seconds)
```

### C. Decorator Pattern

### • Pegawai.java

```
package factorypattern;
1
 2
 3 - /**
 4
      * @author U53R
 5
   */
 6
    public class Pegawai {
 8
       private String nama;
 9
         private String tipe;
10
         private String pembayarangaji;
11
12 📮
         public void setNama(String nama) {
13
         this.nama = nama;
14
15
16
         public String getNama() {
17
         return this.nama;
18
19
20 📮
         public void setTipe(String tipe) {
21
         this.tipe = tipe;
22
23
24
         public String getTipe() {
25
         return this.tipe;
26
27
28 🖃
         public void setPembayarangaji(String pembayarangaji){
29
         this.pembayarangaji = pembayarangaji;
30
31
32 🖃
         public String getPembayarangaji() {
33
         return this.pembayarangaji;
34
```

## • PegawaiTetap.java

```
package factorypattern;

package factorypattern;

/**

*

* @author U53R

*/

public class PegawaiTetap extends Pegawai {

public PegawaiTetap(String nama) {

setNama(nama);

setTipe("Permanen");

setPembayarangaji("Peerbulan");

}

}
```

### • PegawaiKontrak.java

### • PegawaiFactory.java

```
package factorypattern;
2
3 - /**
4
    * @author U53R
*/
     public class PegawaiFactory {
8 public Pegawai buatPegawai(String nama, String tipe){
<u>Q</u>
            switch (tipe) {
10
                case "tetap":
11
                return new PegawaiTetap(nama);
12
                case "kontrak":
13
               return new PegawaiKontrak(nama);
                default:
14
               return null;
17
18
```

# • FactoryPatternMain.java

```
package factorypattern;

/**

description:

public class FactoryPatternMain {
    public static void main(String args[]) {
        PegawaiFactory factory = new PegawaiFactory();
        System.out.println(factory.buatPegawai("Luthfi", "tetap").toString());
        System.out.println(factory.buatPegawai("Dani", "kontrak").toString());
}
```

# • Hasil Running

```
run:
nama :Luthfi
Tipe pegawai :Permanen
Pembayaran Gaji :Peerbulan

nama :Dani
Tipe pegawai :Kontrak
Pembayaran Gaji :Perjam

BUILD SUCCESSFUL (total time: 0 seconds)
```