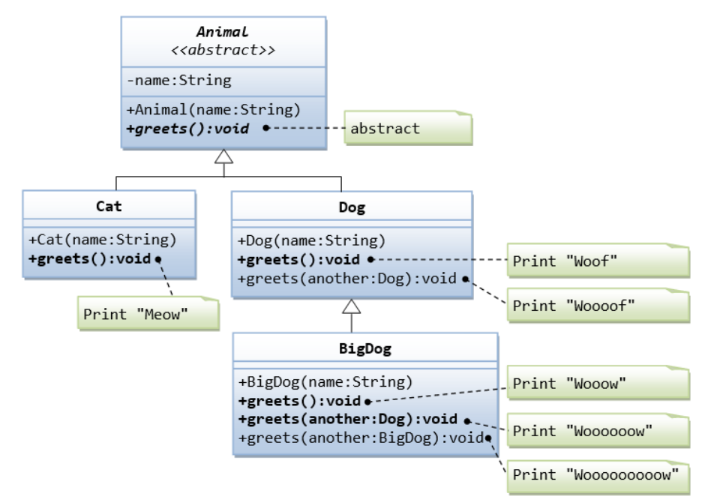
|  |  |
| --- | --- |
| Nama | : La Ode Muhammad Gazali |
| NIM | : 222212696 |
| Kelas | : 2KS2 |

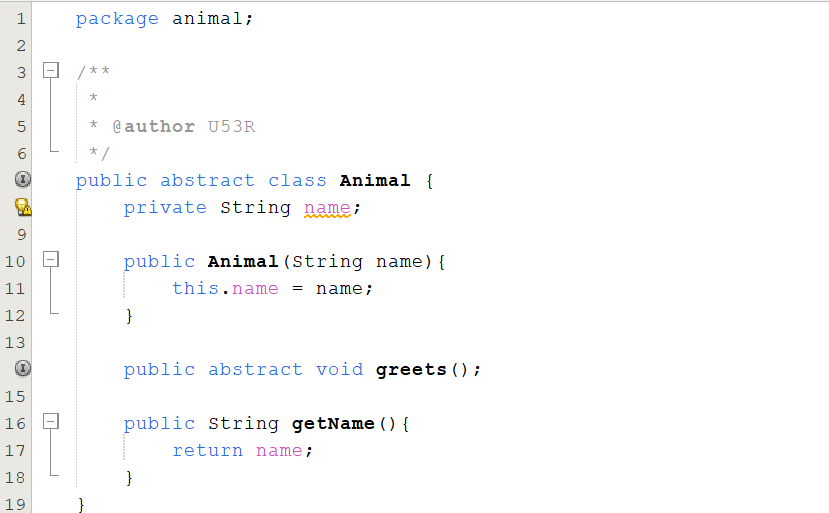
**PRA PERTEMUAN 4**

**PEMROGRAMAN BERBASIS OBJEK**

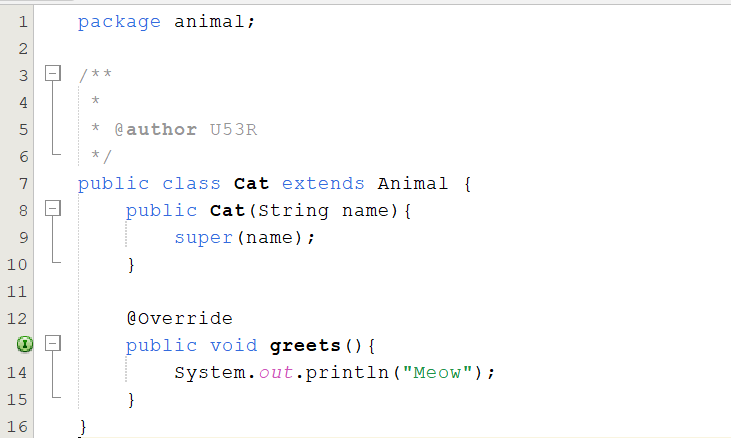
1. Tuliskan kode dari class diagram berikut ini, dan buat test class untuk mengetesnya



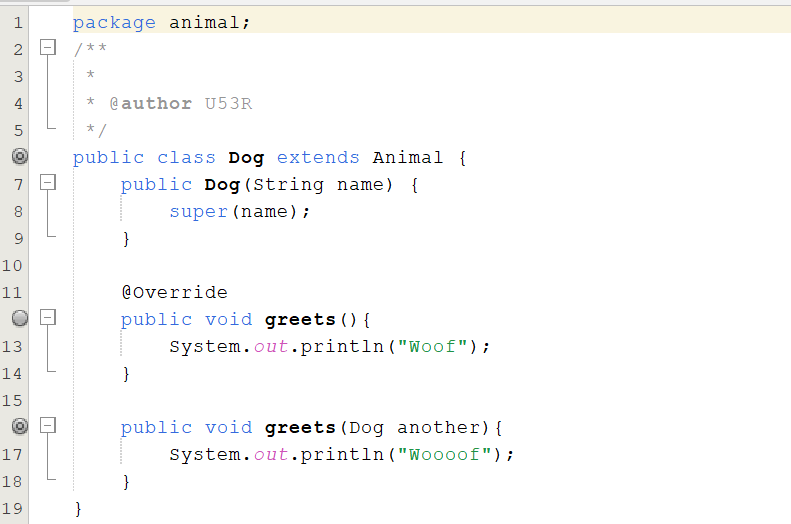
* Program Animal.java



* Program Cat.java



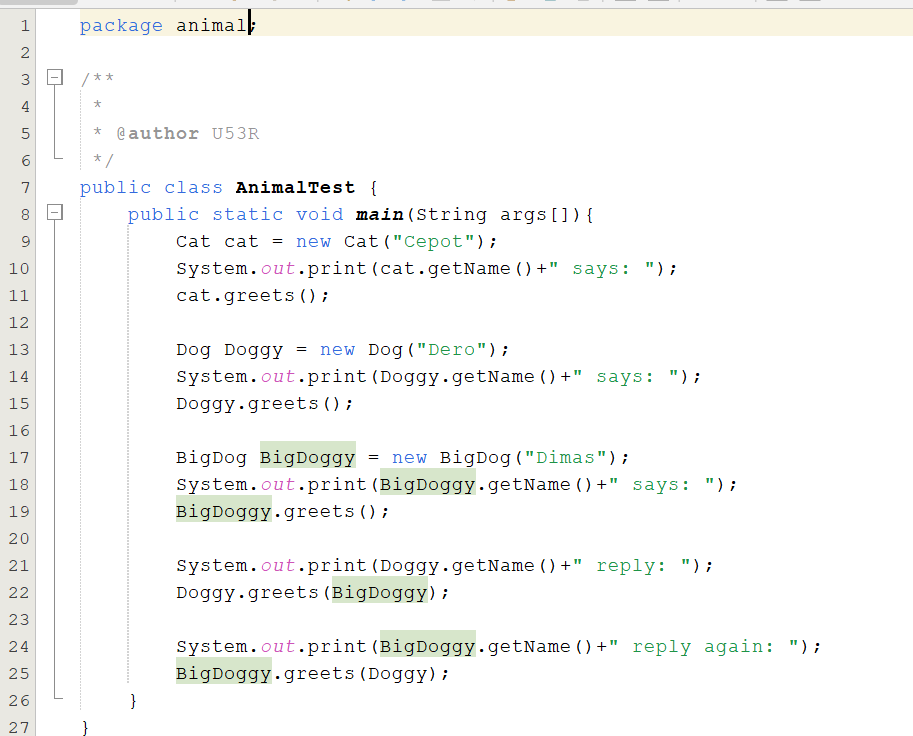
* Program Dog.java



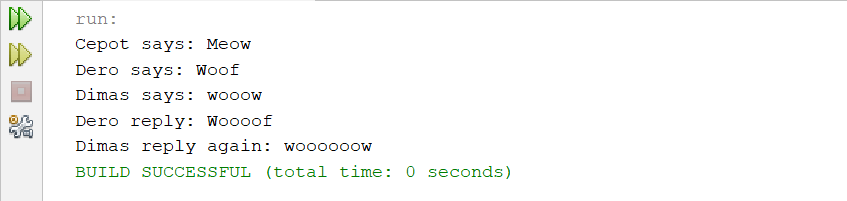
* Program BigDog.java



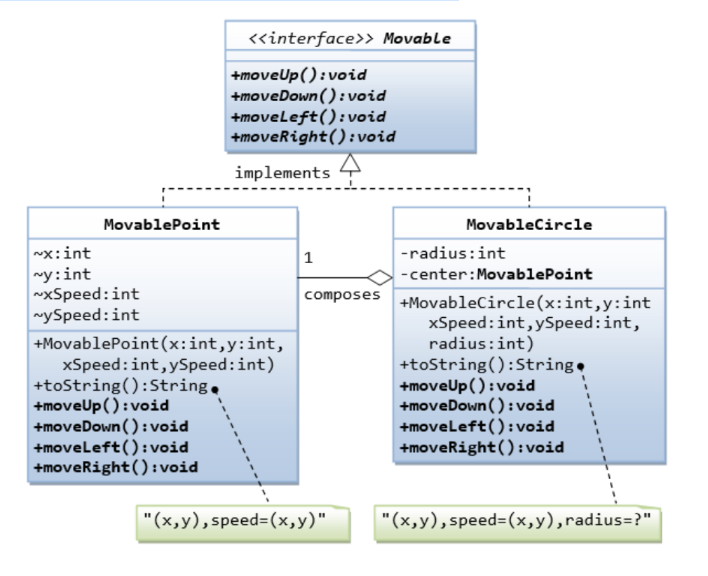
* Program AnimalTest.java



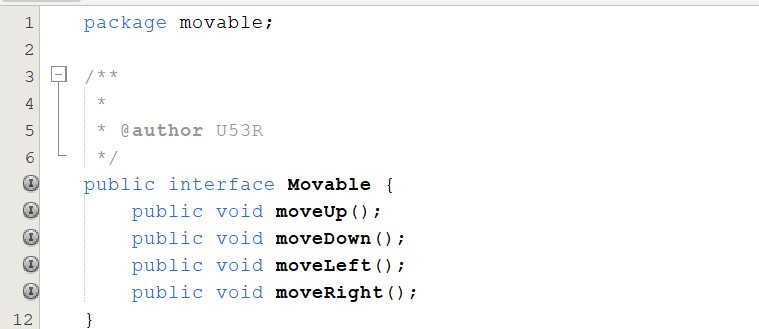
* Hasil Running



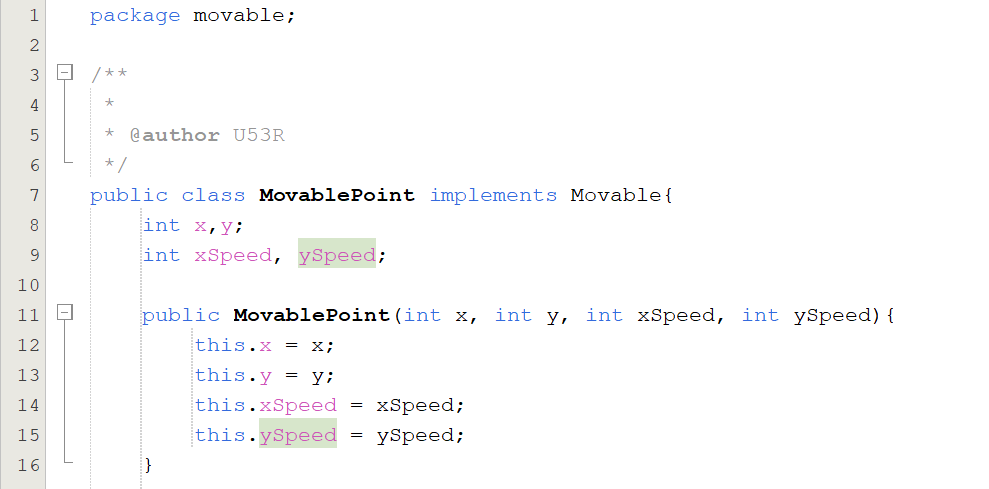
1. Tuliskan kode dari class diagram berikut ini, buat test class untuk mengetesnya. Tanda ~ di depan property/variable menandakan package access modifier atau bersifat default yang hanya bisa diakses oleh kelas lain pada package yang sama.



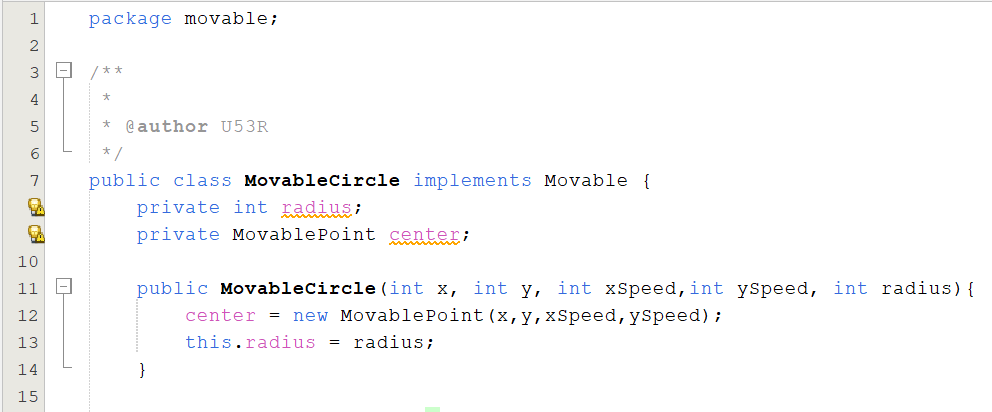
* Program Movable.java



* Program MovablePoint.java

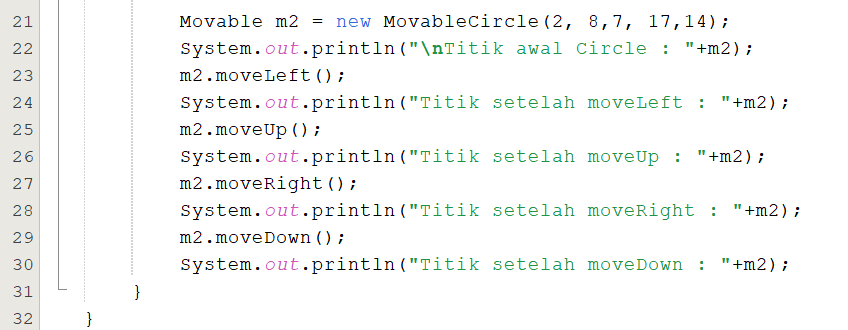
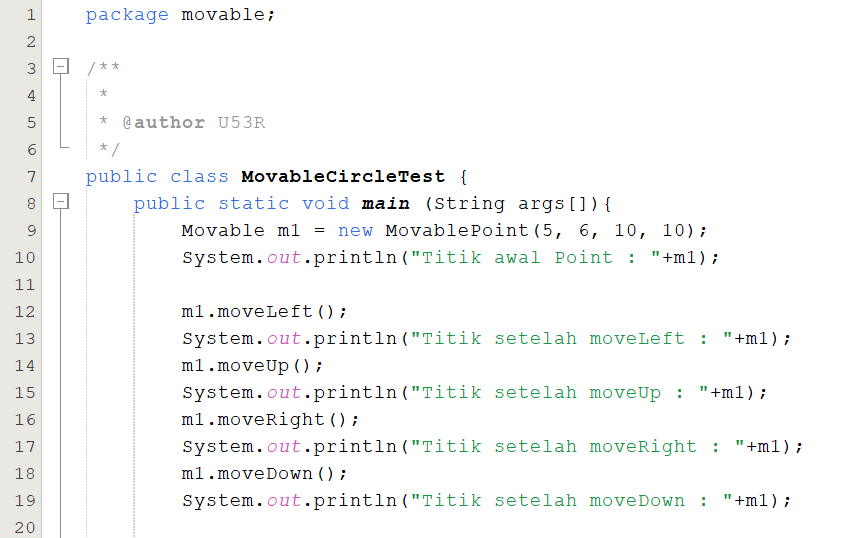


* Program MovableCircle.java

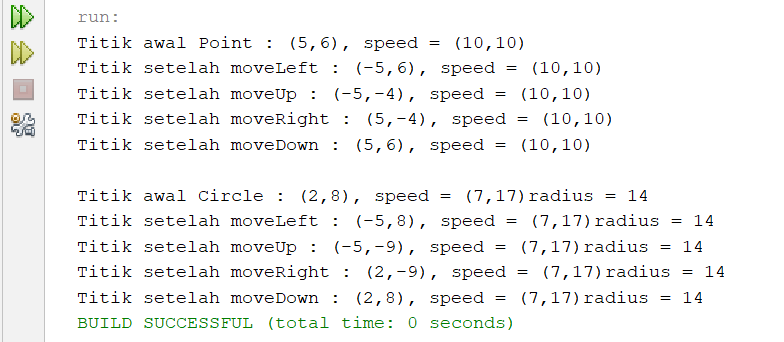




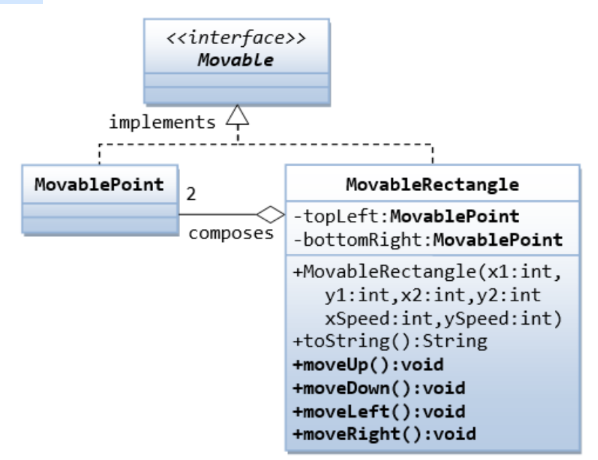
* Program MovableCircleTest.java



* Hasil Running

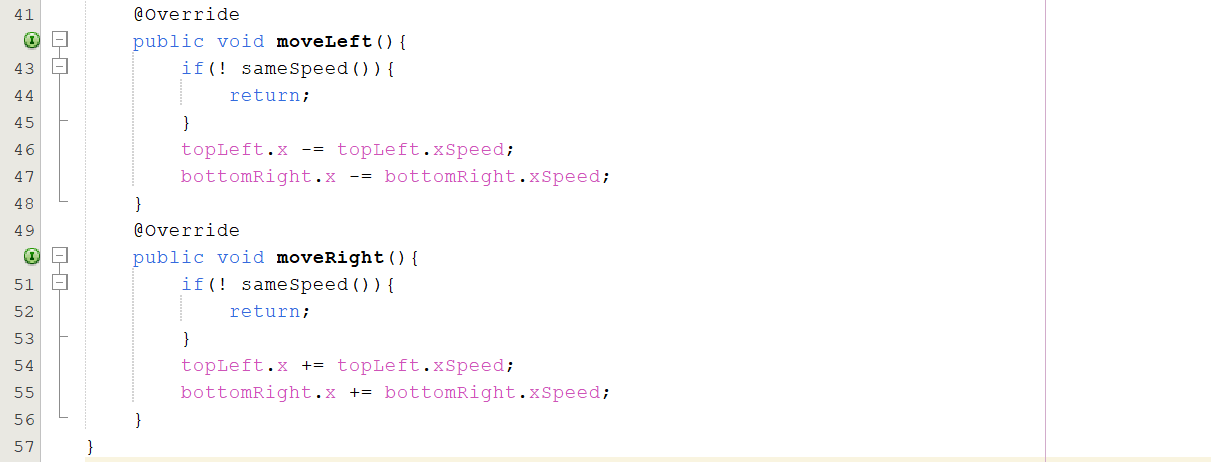
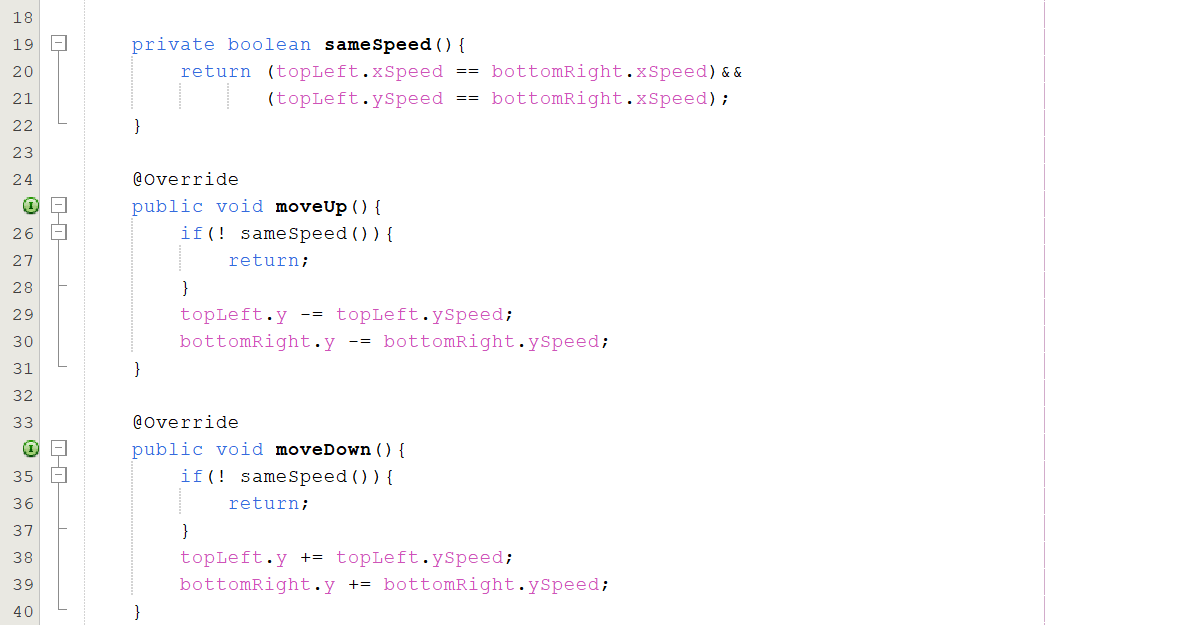


1. Mengembangkan dari class diagram pada soal nomor 2, Buatlah kelas baru bernama MovableRectangle, yang terdiri dari dua MovablePoint (mewakili titik pojok kiri-atas dan kanan-bawah) dan mengimplementasikan Interface Movable. Pastikan kedua point memiliki speed yang sama.

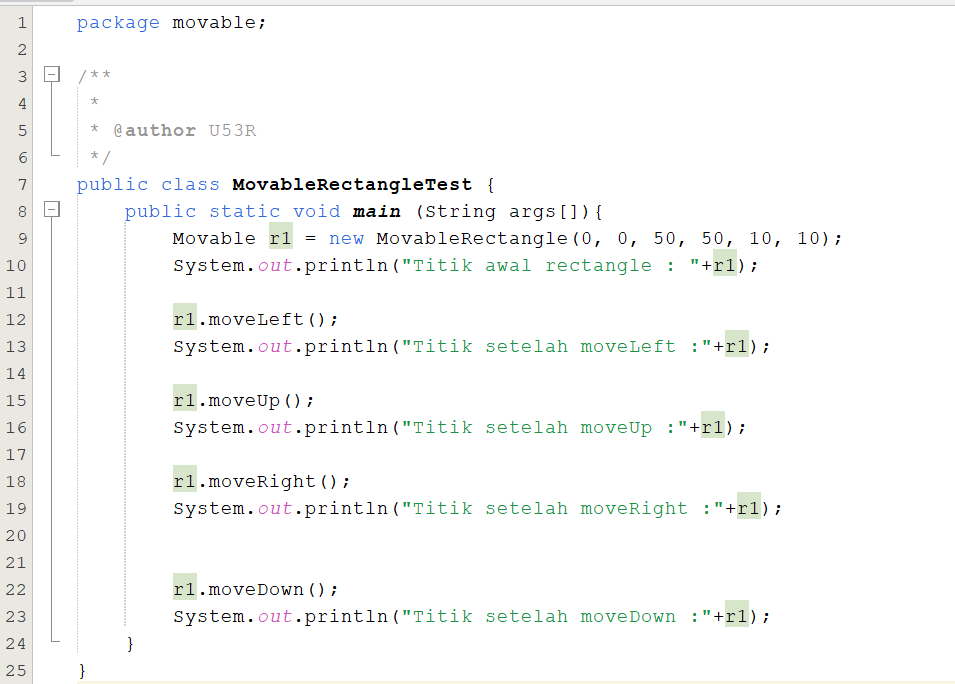


* Program MovableRectangle.java

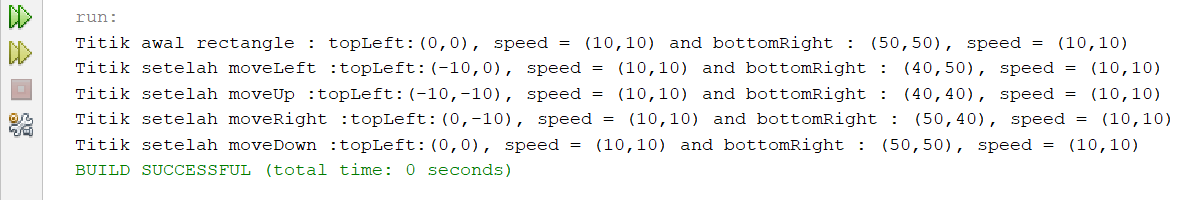




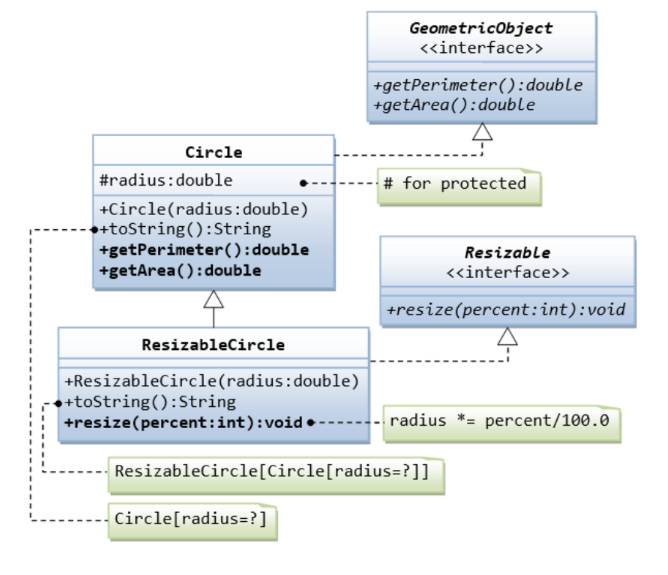
* Program MovableRectangleTest.java



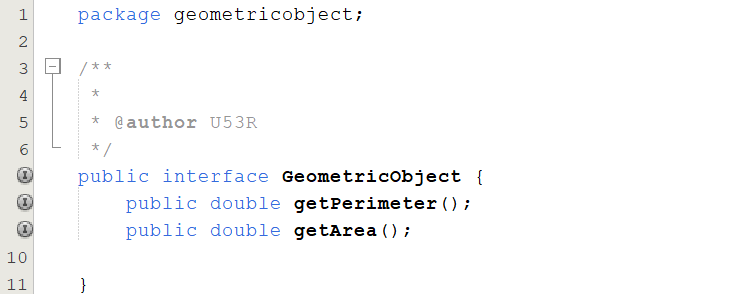
* Hasil Running



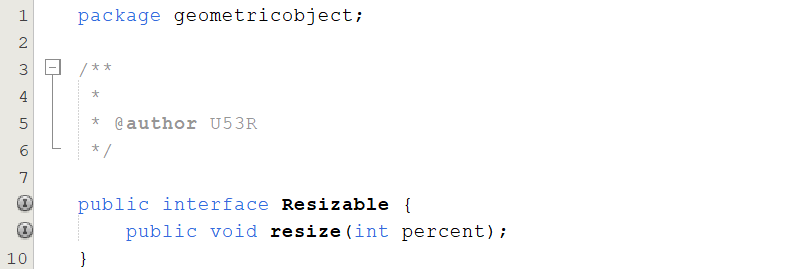
1. Tuliskan kode dari class diagram berikut ini, buat test class untuk mengetesnya.



* Program GeometricObject.java



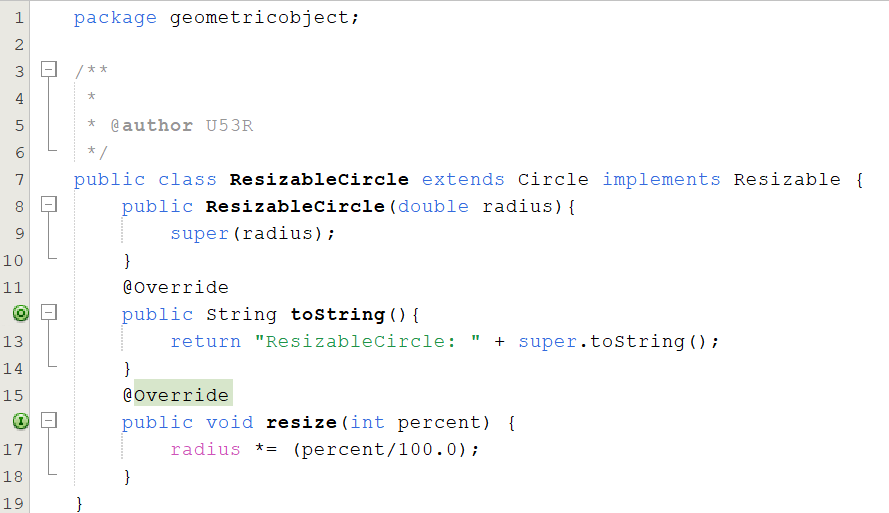
* Program Resizable.java



* Program Circle.java



* Program ResizableCircle.java



* Program GeometricObjectMain.java



* Hasil Running

