

1. BERORIENTASI OBJEK



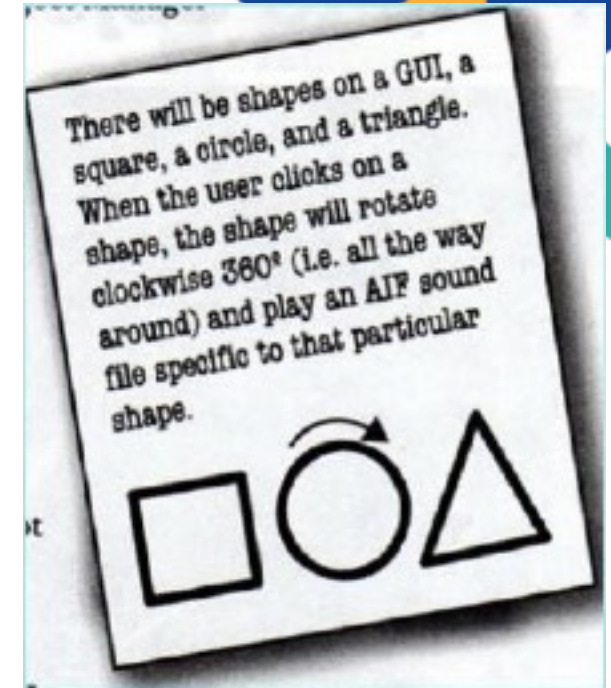
Larry



Brad



Pecahkan kasus ->



1. BERORIENTASI OBJEK



Larry

= THINK PROSEDURAL



Brad

= THINK OOP