**LAPORAN PRAKTIKUM**

**KONSTRUKSI PERANGKAT LUNAK BERORIENTASI OBJEK**

Untuk Menyelesaikan Tugas Modul 3 Dan Modul 4



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Senin 16:00

**PROGRAM STUDI TEKNIK INFORMATIKA**

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**UNIVERSITAS PASUNDAN**

**BANDUNG**

**2019**

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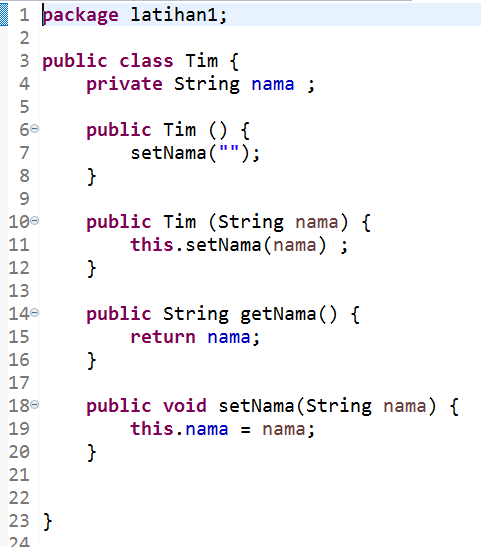
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Latihan 5…………………………………………………………………………………………..

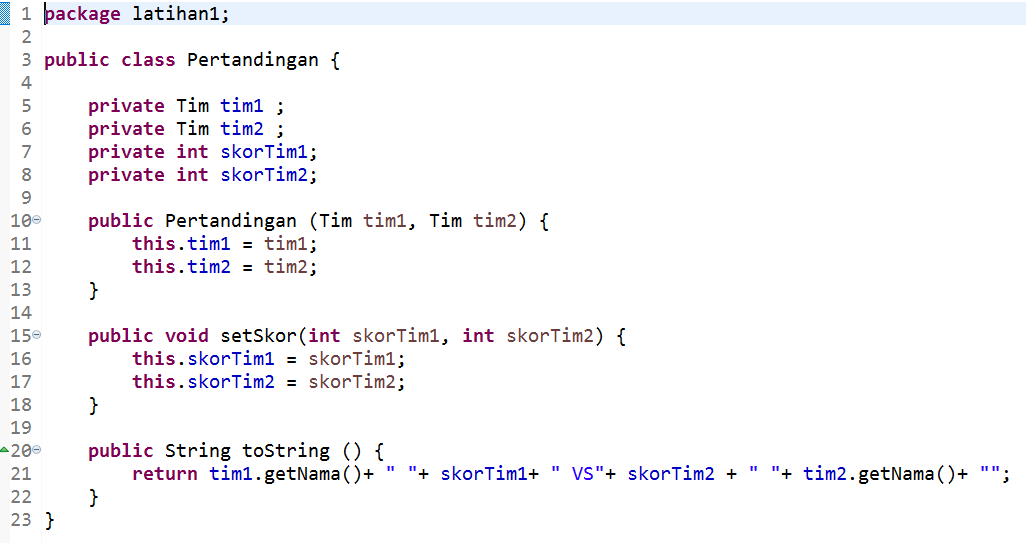
**Pertemuan 3 (Modul 3) : Interaksi Objek**

**Latihan 1 :**

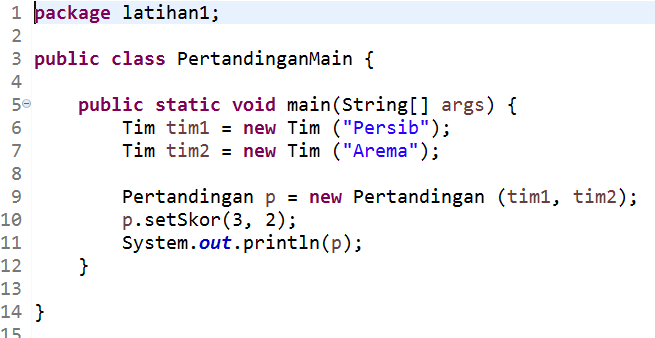
**Class Tim :**



**Class Pertandingan :**



**Class PertandinganMain :**

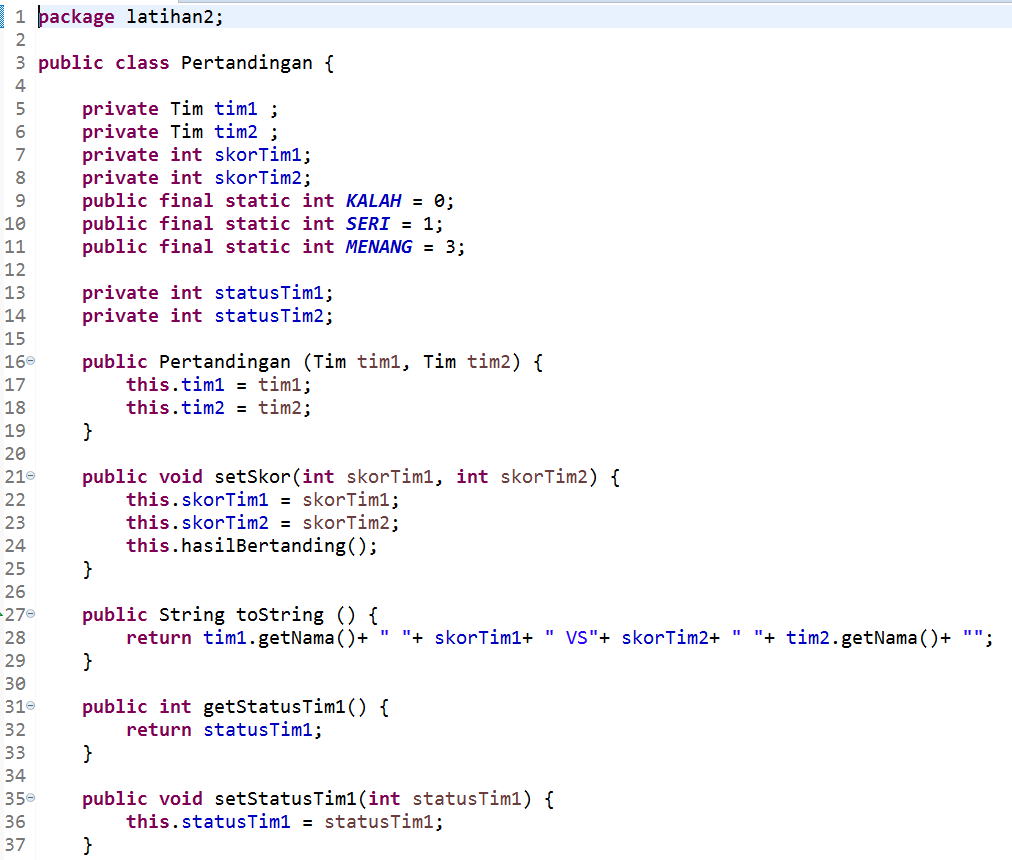


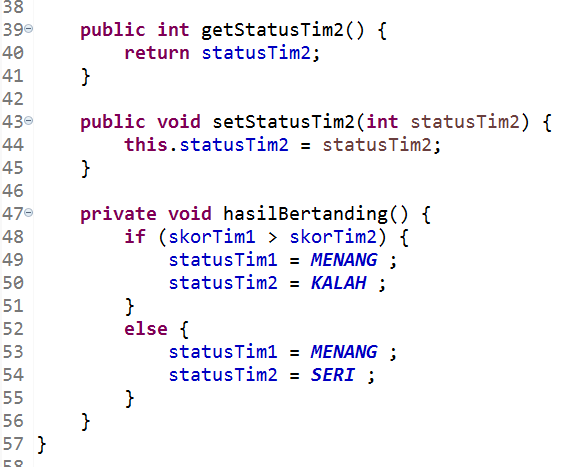
**Output :**



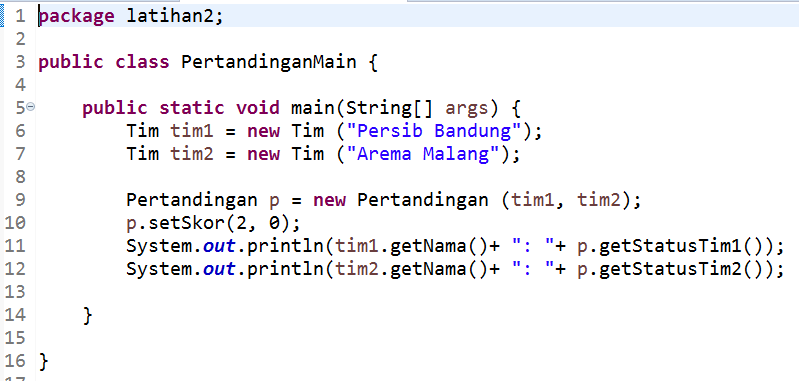
**Penjelasan :** Pada latihan ini akan membuat relasi atau hubungan antar kelas yang telah dibuat, kelas pertandingan akan berelasi dengan kelas tim dan kelas pertandinganMain akan berelasi dengan kelas tim.

**Latihan 2 :**

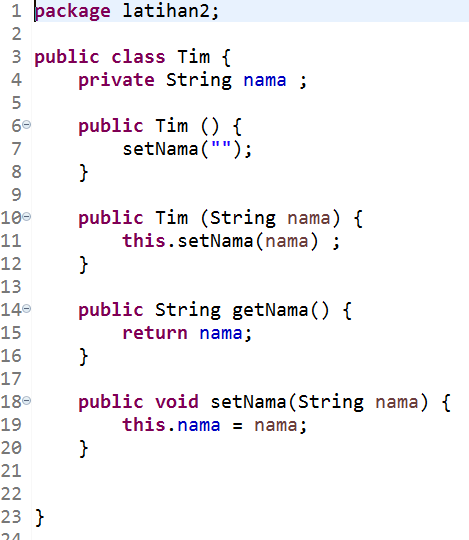
**Class Pertandingan :** 



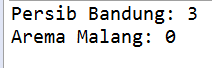
**Calss PertandinganMain :**



**Calss Tim :**



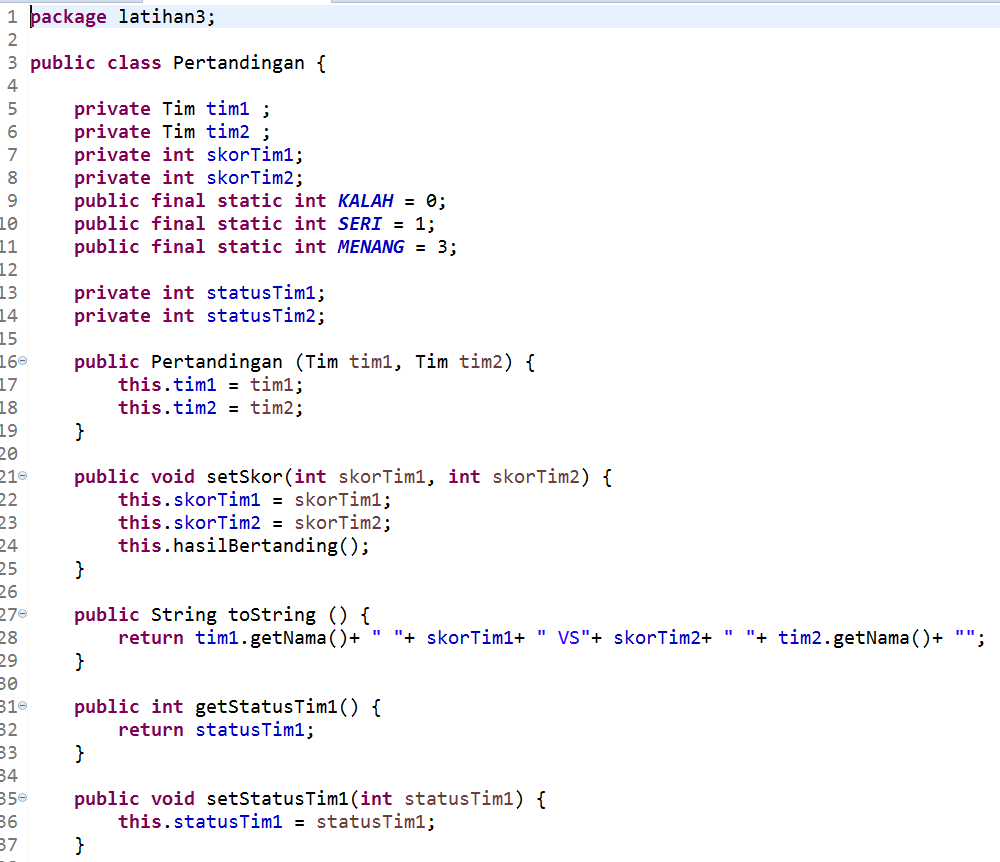
**Output :**

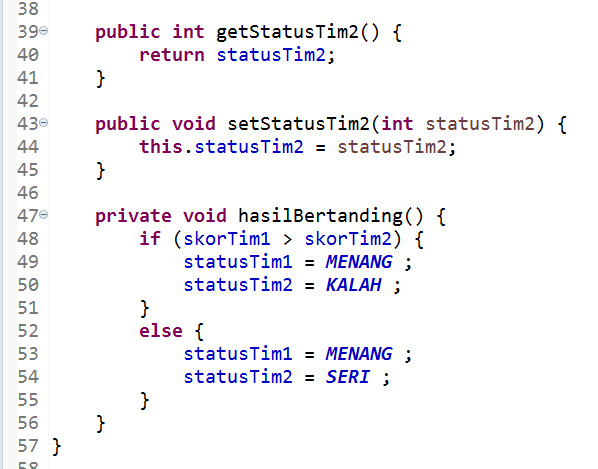


**Penjelasan :** pada latihan ini akan menambahkan method setter dan getter pada tim1 dan tim 2 serta menambahkan atribut kalah, menang, seri.

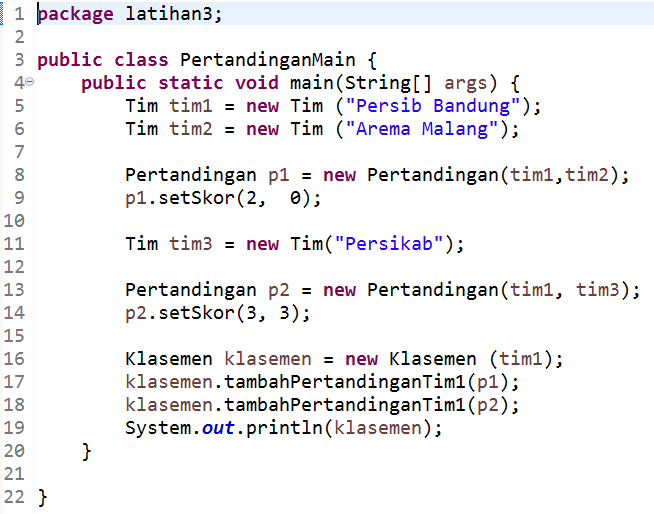
**Latihan 3 :**

**Class Pertandingan :**

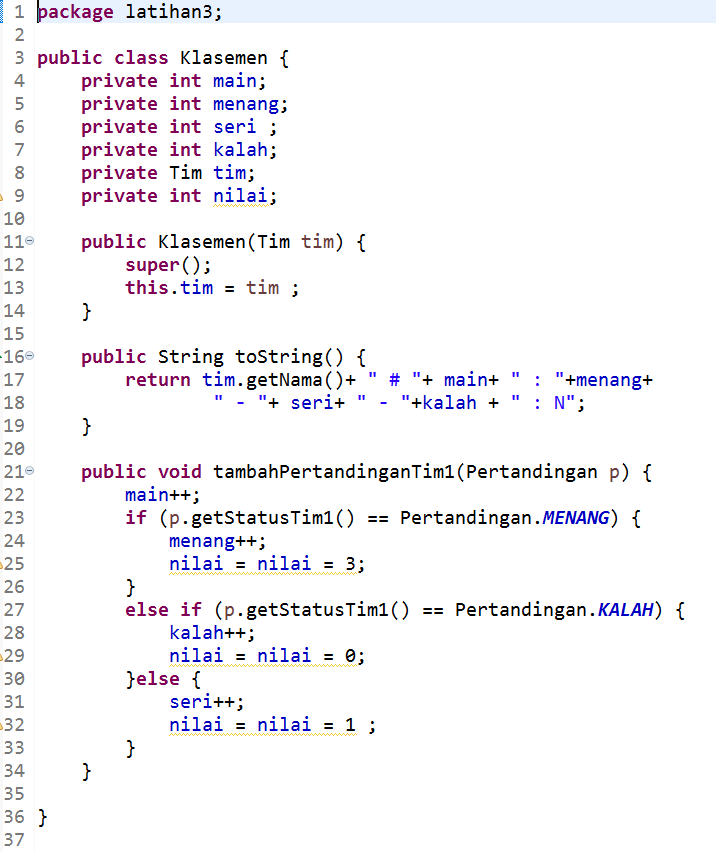




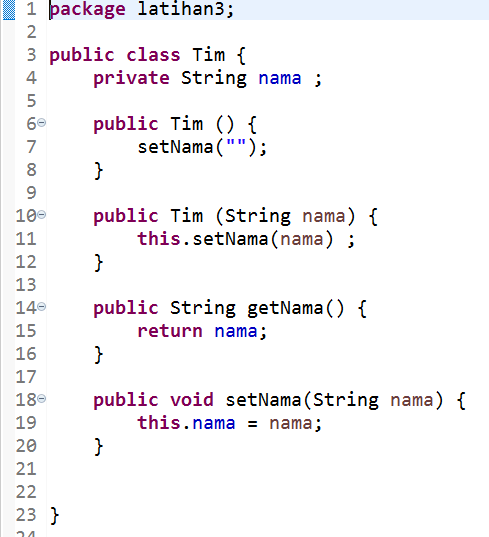
**Class PertandinganMain :**



**Calss Klasemen :**

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**Calss Tim :**

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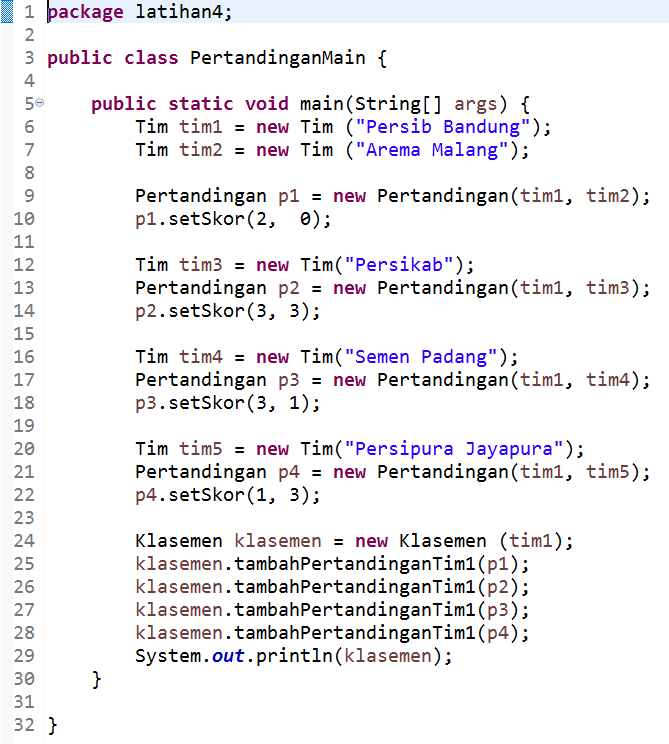
**Output :**

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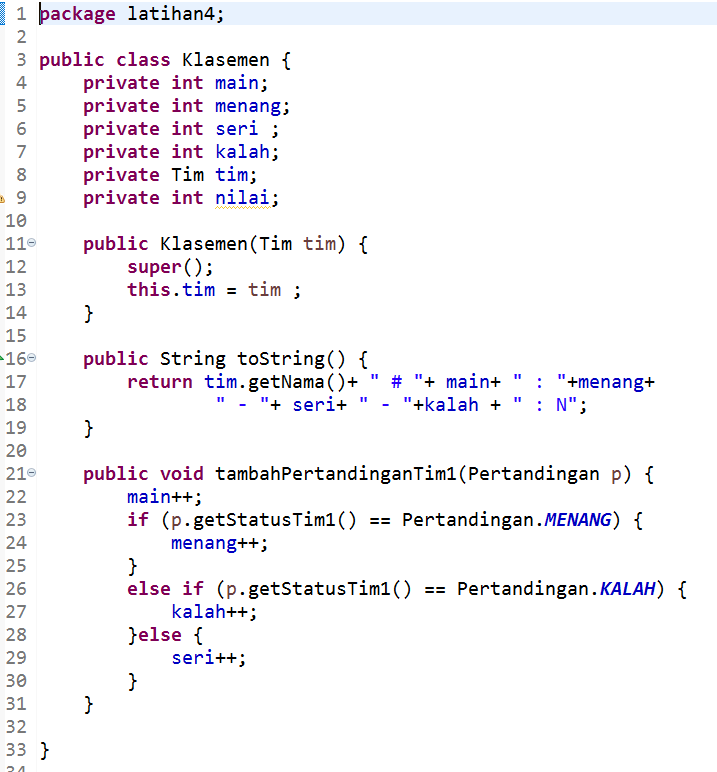
**Pennjelasan :**

**Latihan 4 :**

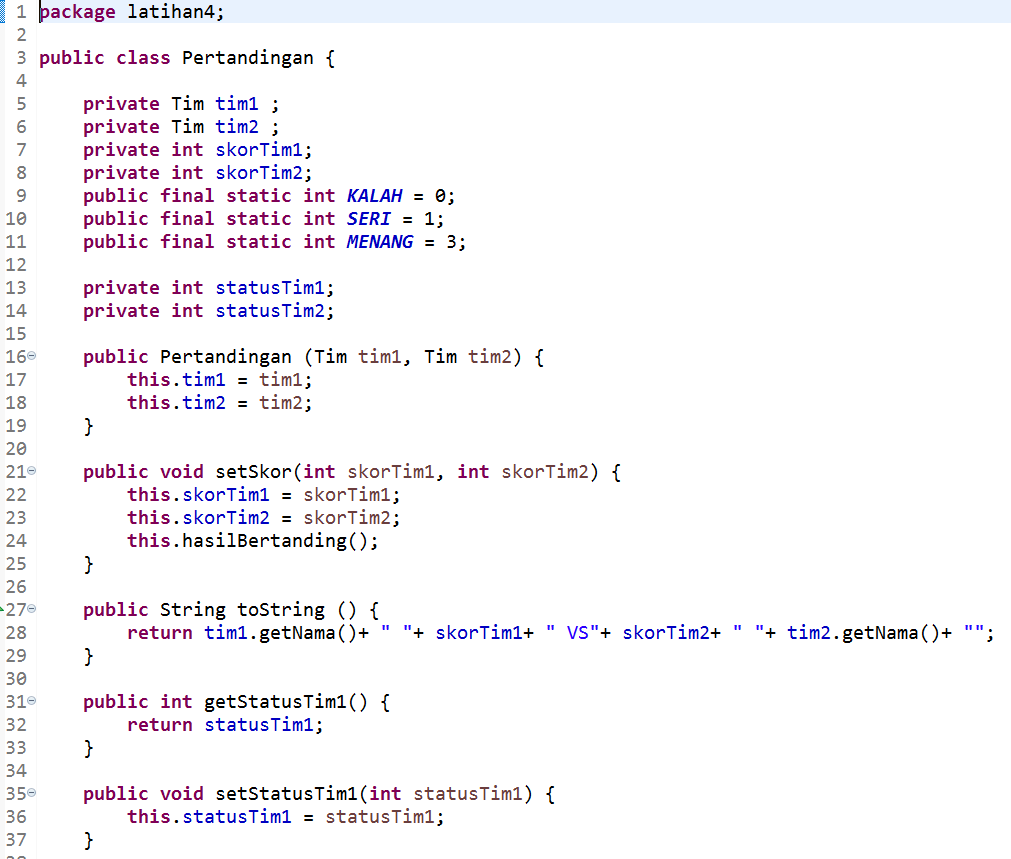
**Class PertandinganMain :**

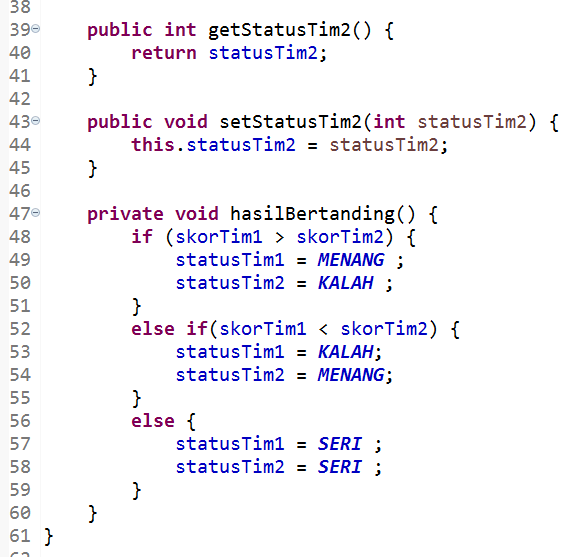
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**Calss Klasemen :**

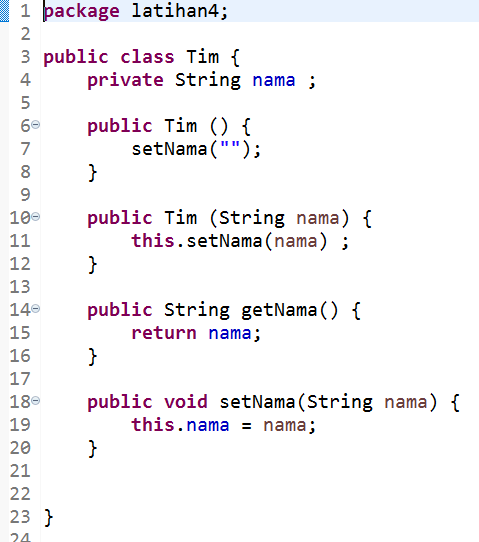
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**Calss Pertandingan :**

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**Calss Tim :**

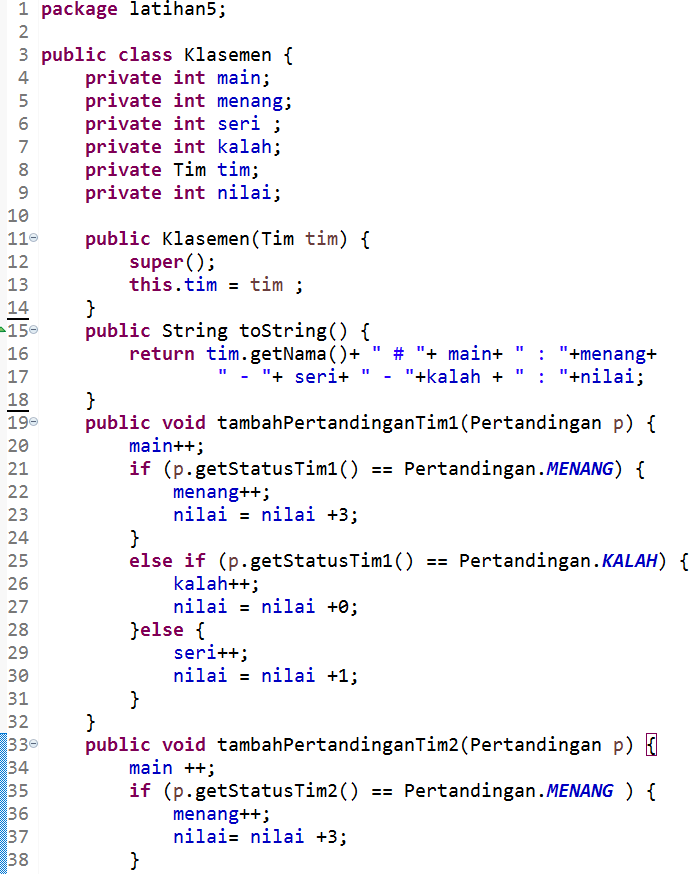
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**Output :**

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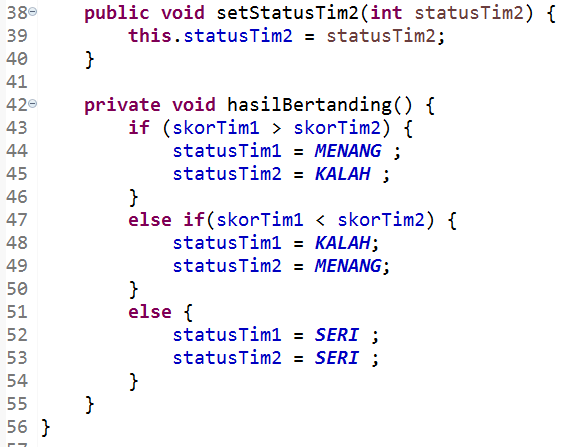
**Latihan 5 :**

**Calss Klasemen :**

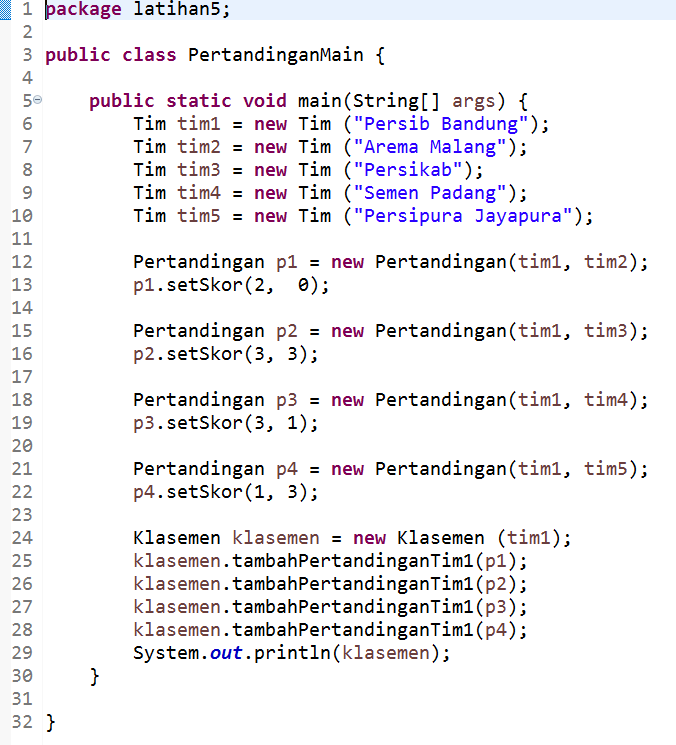
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**Class Pertandingan :**

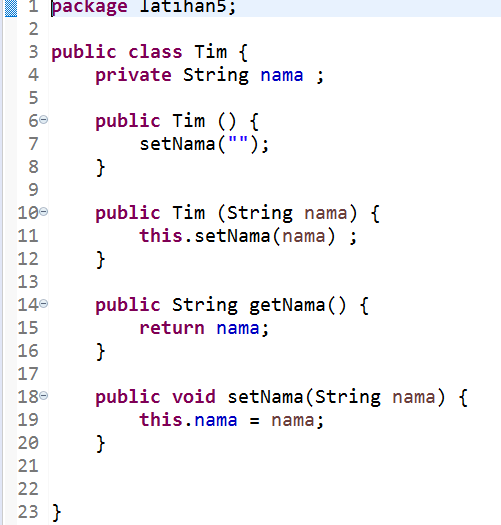
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**Class PertandinganMain :**

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**Class Tim :**

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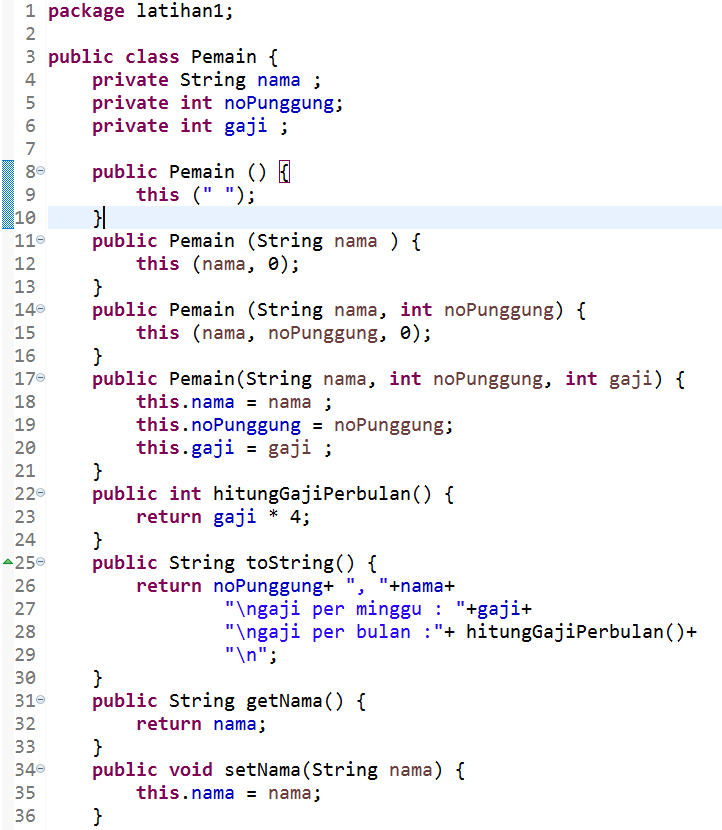
**Output :**

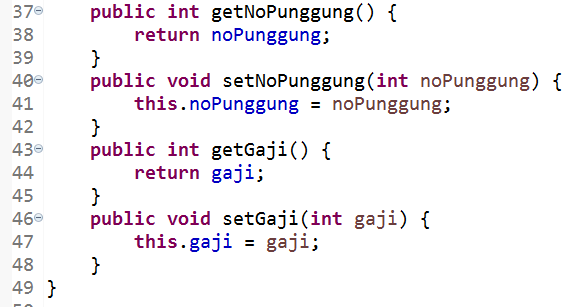
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**Pertemuan 4 (Modul 4) : Relasi objek**

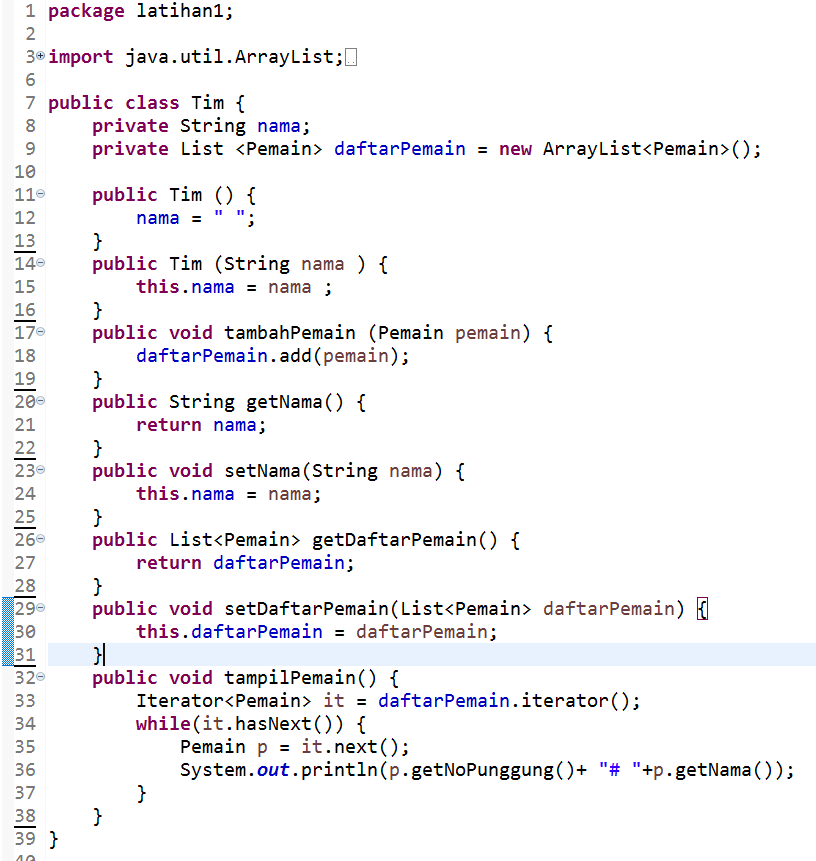
**Latihan 1 :**

**Class Pemain :**

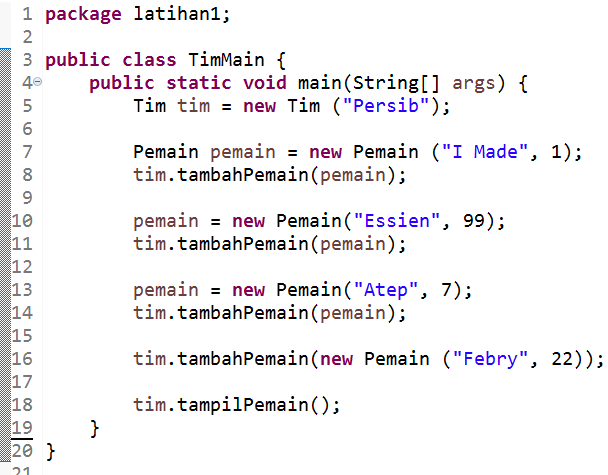
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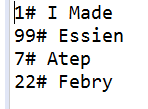
**Class Tim :**

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**Class TimMain :**

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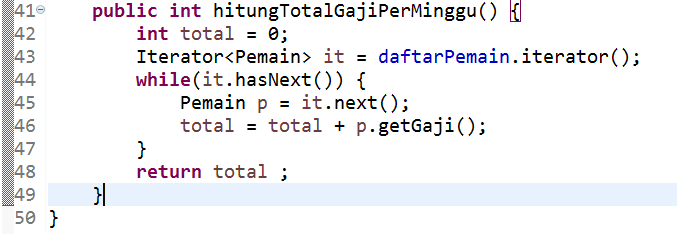
**Output :**

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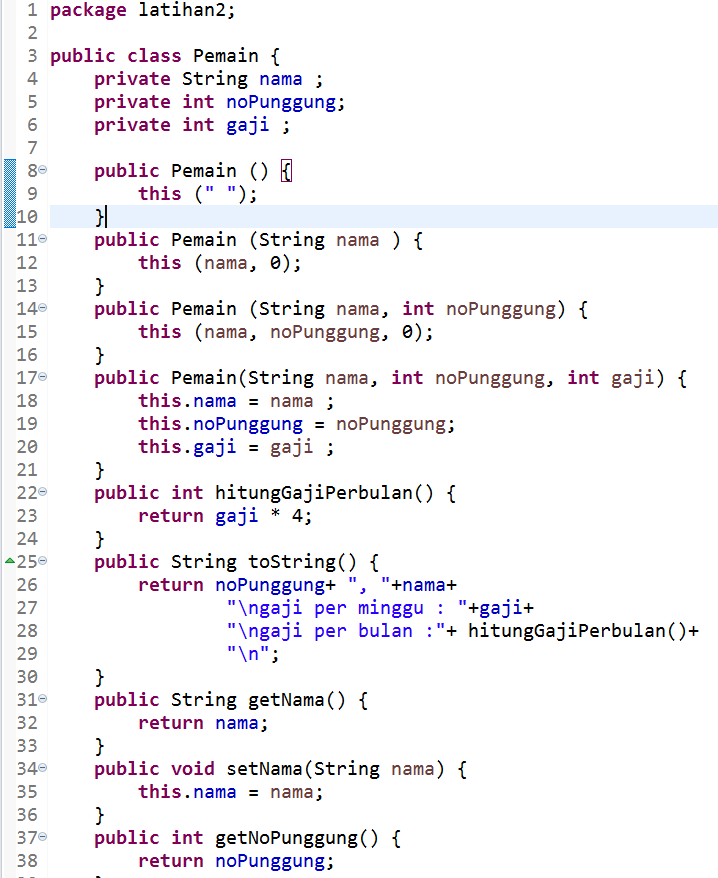
**Latihan 2 :**

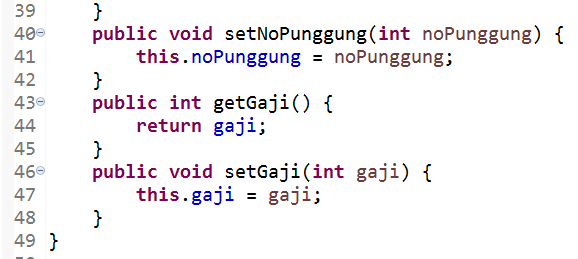
**Class Tim :**

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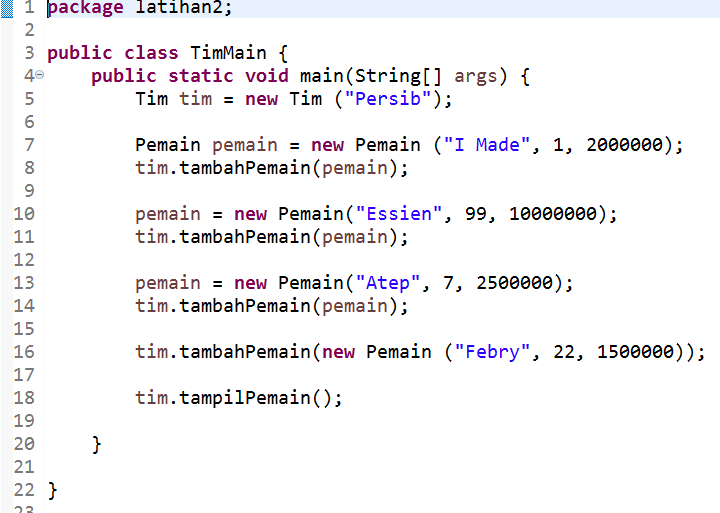
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**Class Pemain :**

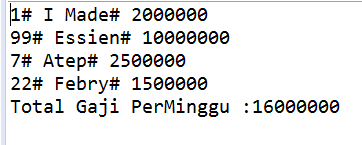
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**Class TimMain:**

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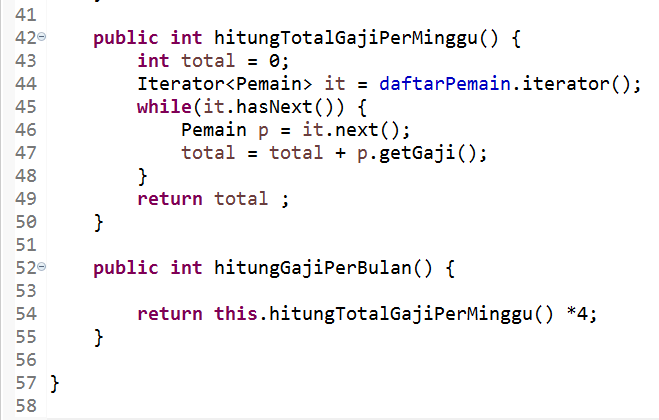
**Output :**

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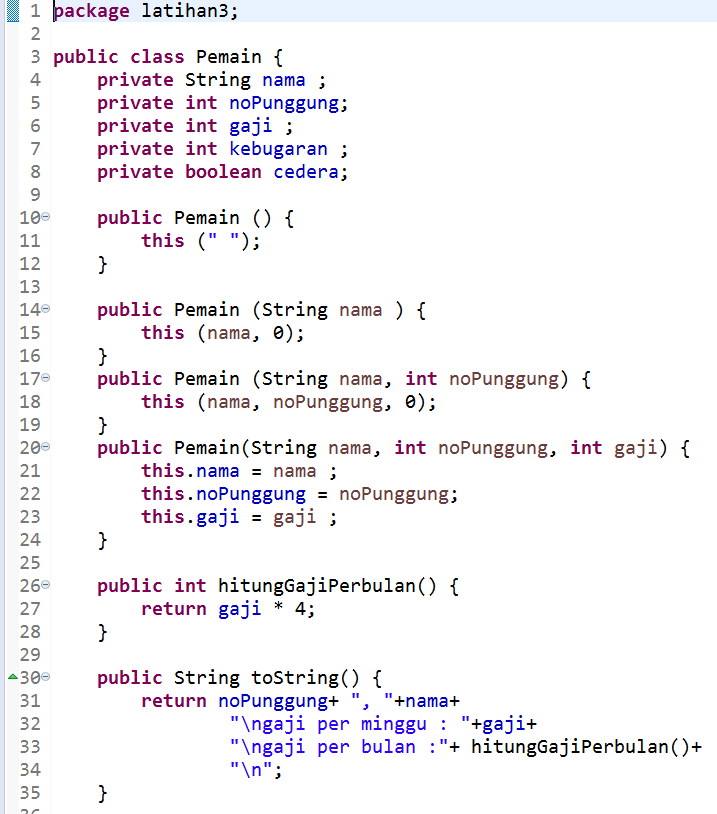
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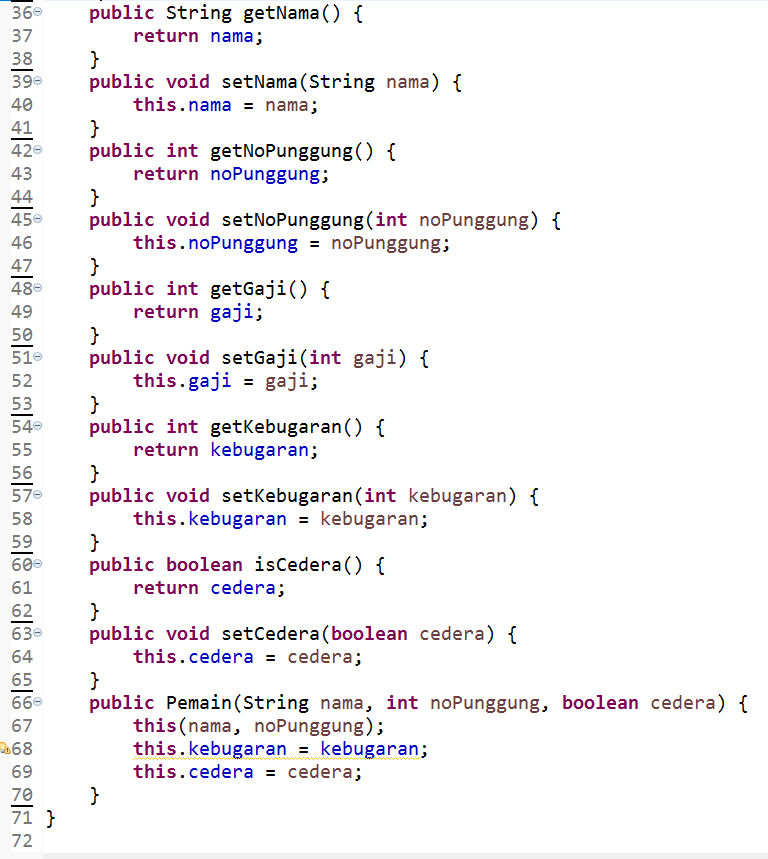
**Class Tim :**

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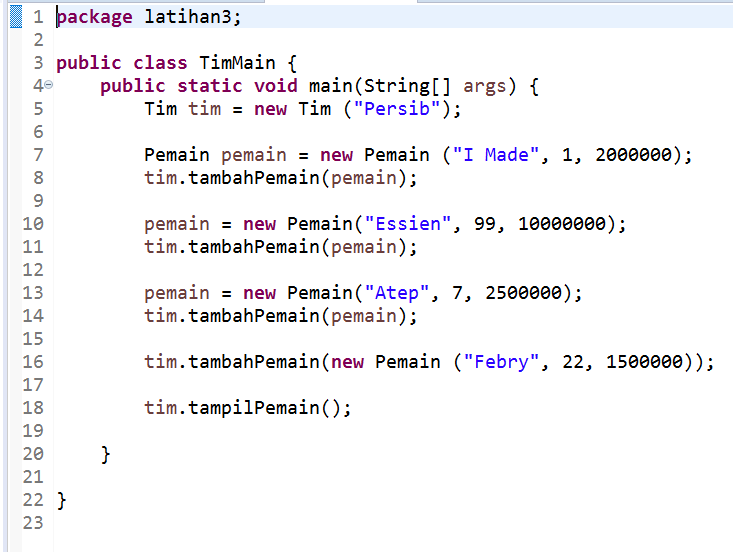
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**Class Pemain :**

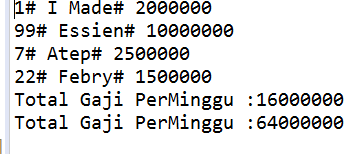
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**Class TimMain :**

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**Output :**

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