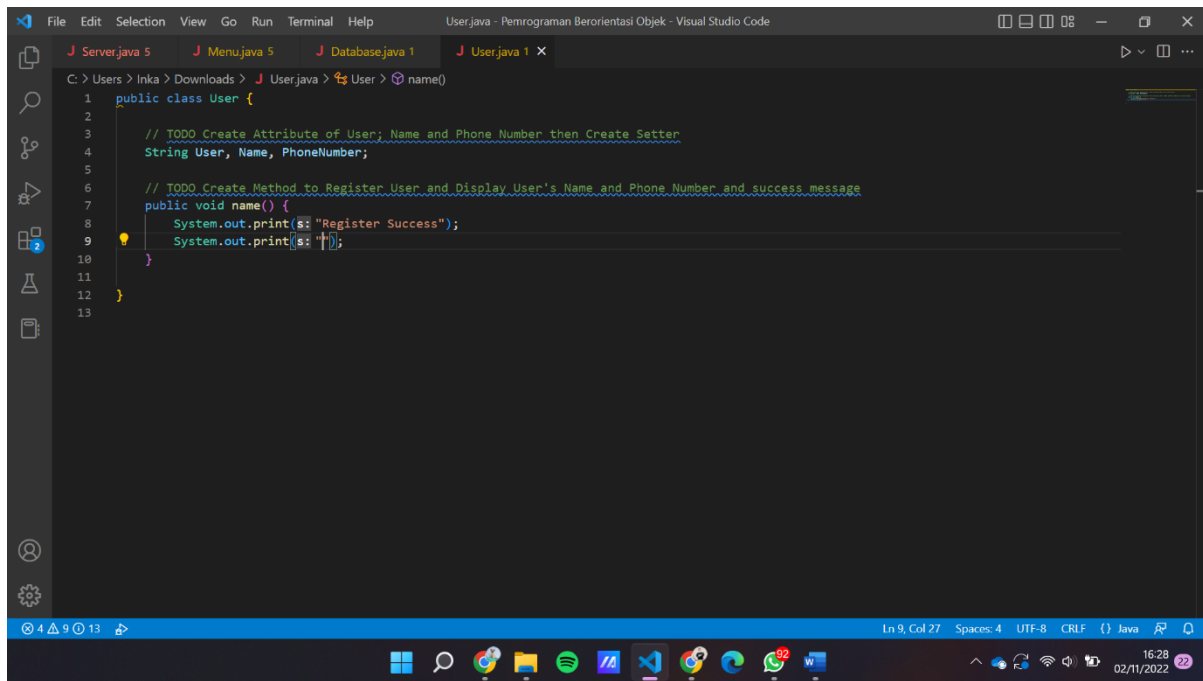
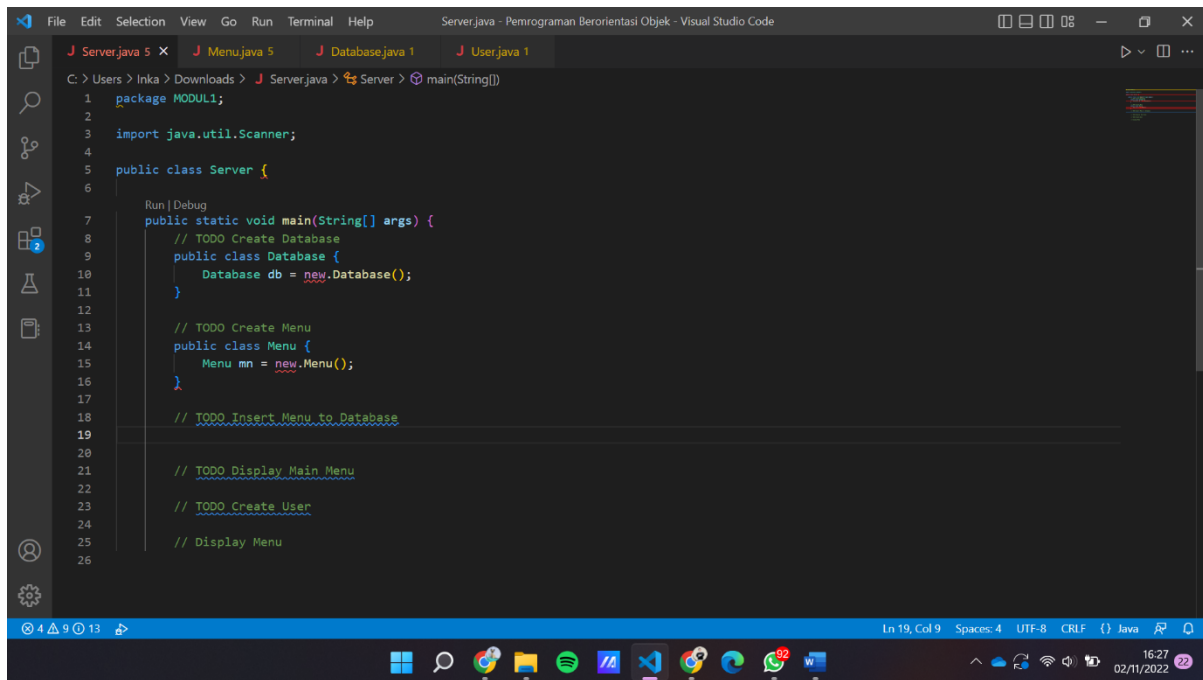


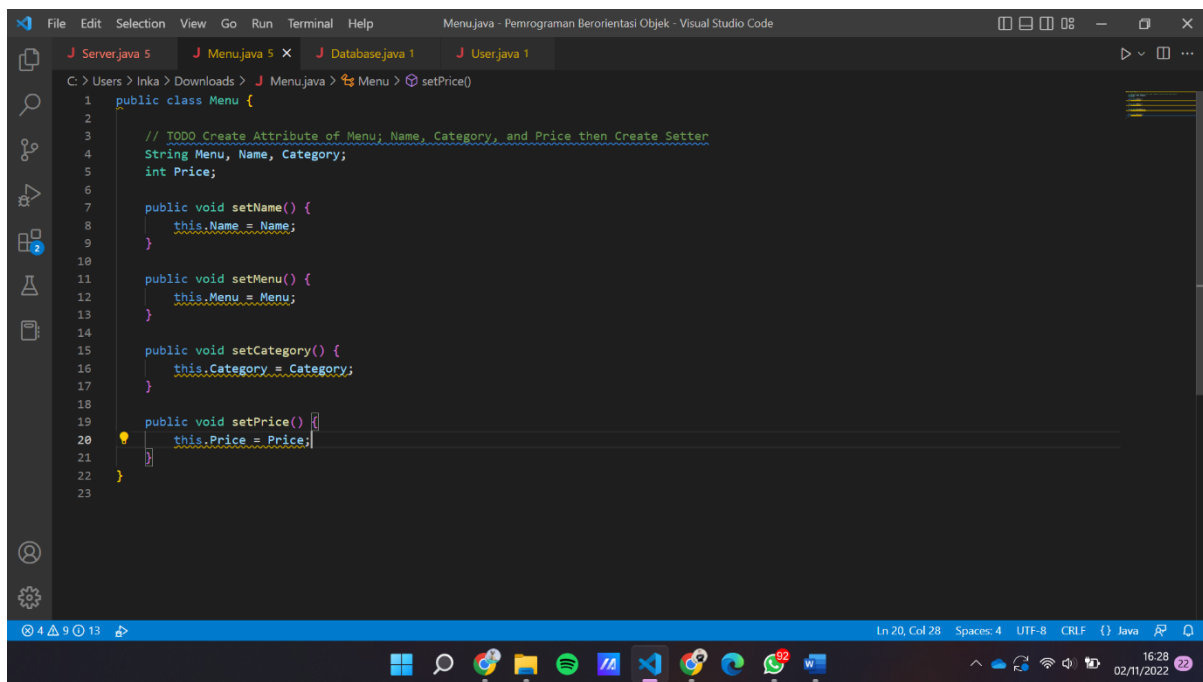
```
File Edit Selection View Go Run Terminal Help Database.java - Pemrograman Berorientasi Objek - Visual Studio Code
J Server.java 5 J Menu.java 5 J Database.java 1 X J User.java 1
C:\Users> Inka > Downloads > J Database.java > Database
1 import java.util.List;
2 import java.util.ArrayList;
3
4 public class Database {
5     // TODO: Create List of Menu Object to Store Menu from Menu Class
6
7
8     // TODO: Create Method to Insert Menu to Database
9
10    // TODO: Create Method to Show Menu from Database
11
12    // TODO: Create Method to Search Menu from Database
13
14
15
16
```



```
File Edit Selection View Go Run Terminal Help User.java - Pemrograman Berorientasi Objek - Visual Studio Code
J Server.java 5 J Menu.java 5 J Database.java 1 J User.java 1 X
C:\Users> Inka > Downloads > J User.java > User > name()
1 public class User {
2
3     // TODO: Create Attribute of User; Name and Phone Number then Create Setter
4     String User, Name, PhoneNumber;
5
6     // TODO: Create Method to Register User and Display User's Name and Phone Number and success message
7     public void name() {
8         System.out.print(s% "Register Success");
9         System.out.print(s% "\n");
10    }
11
12
13
```



```
Server.java - Pemrograman Berorientasi Objek - Visual Studio Code
C:\Users> Inka > Downloads > J Server.java > Server > main(String[])
1 package MODUL1;
2
3 import java.util.Scanner;
4
5 public class Server {
6
7     Run | Debug
8     public static void main(String[] args) {
9         // TODO Create Database
10        public class Database {
11            Database db = new Database();
12        }
13
14        // TODO Create Menu
15        public class Menu {
16            Menu mn = new Menu();
17        }
18
19        // TODO Insert Menu to Database
20
21        // TODO Display Main Menu
22
23        // TODO Create User
24
25        // Display Menu
26    }
```



```
Menu.java - Pemrograman Berorientasi Objek - Visual Studio Code
C:\Users> Inka > Downloads > J Menu.java > Menu > setPrice()
1 public class Menu {
2
3     // TODO Create Attribute of Menu: Name, Category, and Price then Create Setter
4     String Menu, Name, Category;
5     int Price;
6
7     public void setName() {
8         this.Name = Name;
9     }
10
11    public void setMenu() {
12        this.Menu = Menu;
13    }
14
15    public void setCategory() {
16        this.Category = Category;
17    }
18
19    public void setPrice() {
20        this.Price = Price;
21    }
22 }
23
```