**PROJECT OBJECT ORIENTED PROGRAMMING**

**(PEMROGRAMAN BERIORIENTASI OBJEK)**

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**OLEH:**

**JIHAN SYAFITRI**

**NISN. 0083055957**

**REKAYASA PERANGKAT LUNAK**

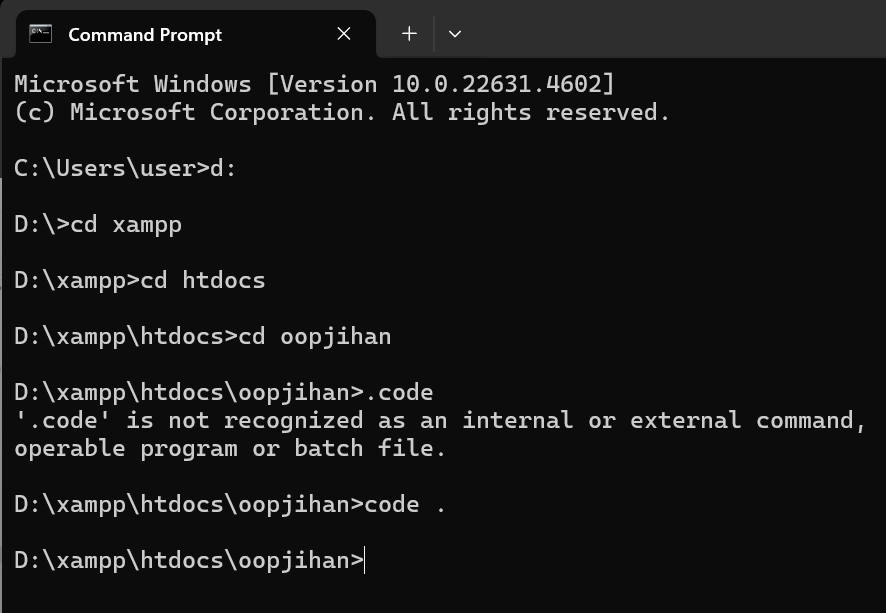
**SMK NEGERI 1 KARANG BARU**

**PEMERINTAH PROVINSI ACEH**

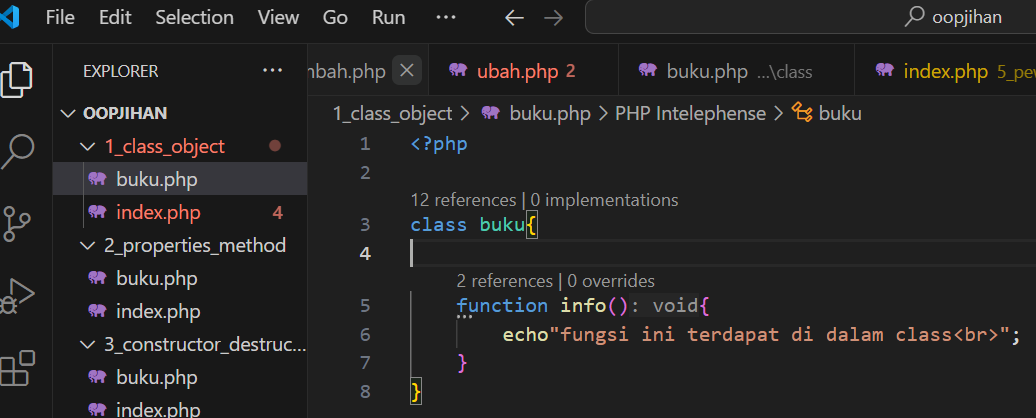
**2025**

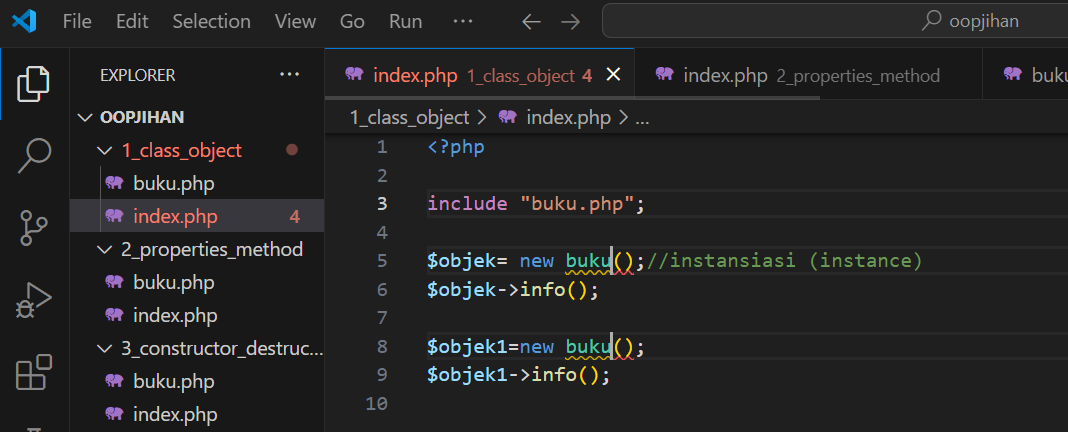
1. **Apa itu OOP?**

 OOP merupakan suatu metode pemrograman yang berorientasi kepada objek. Dalam bahasa Indonesia OOP dikenal dengan PBO (Pemrograman Berorientasi Objek).

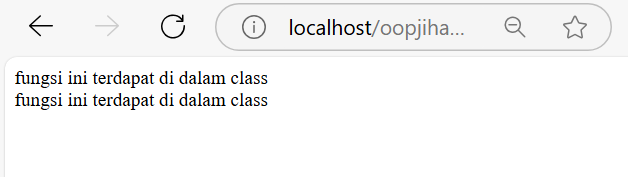
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1. **Class dan object**

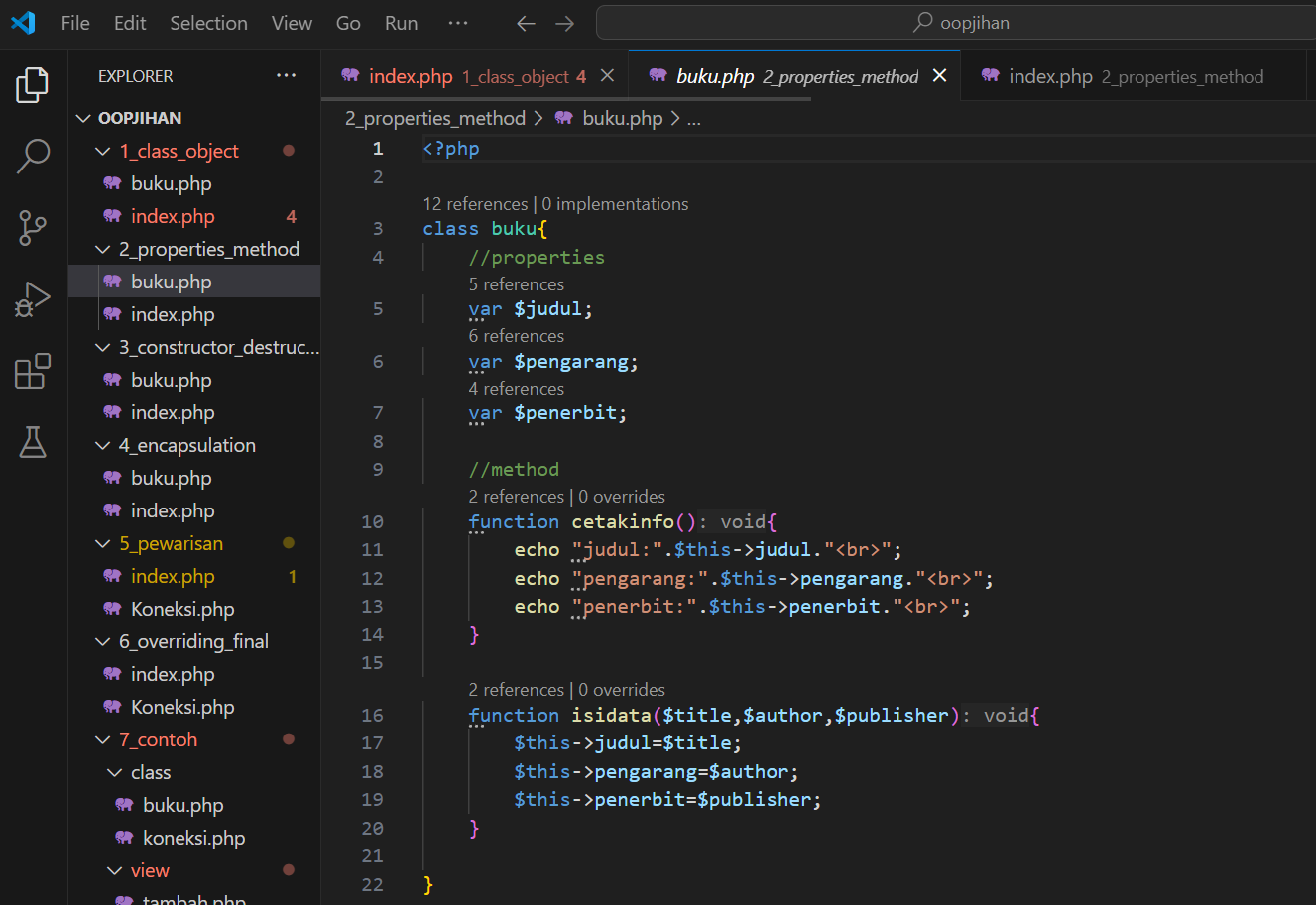


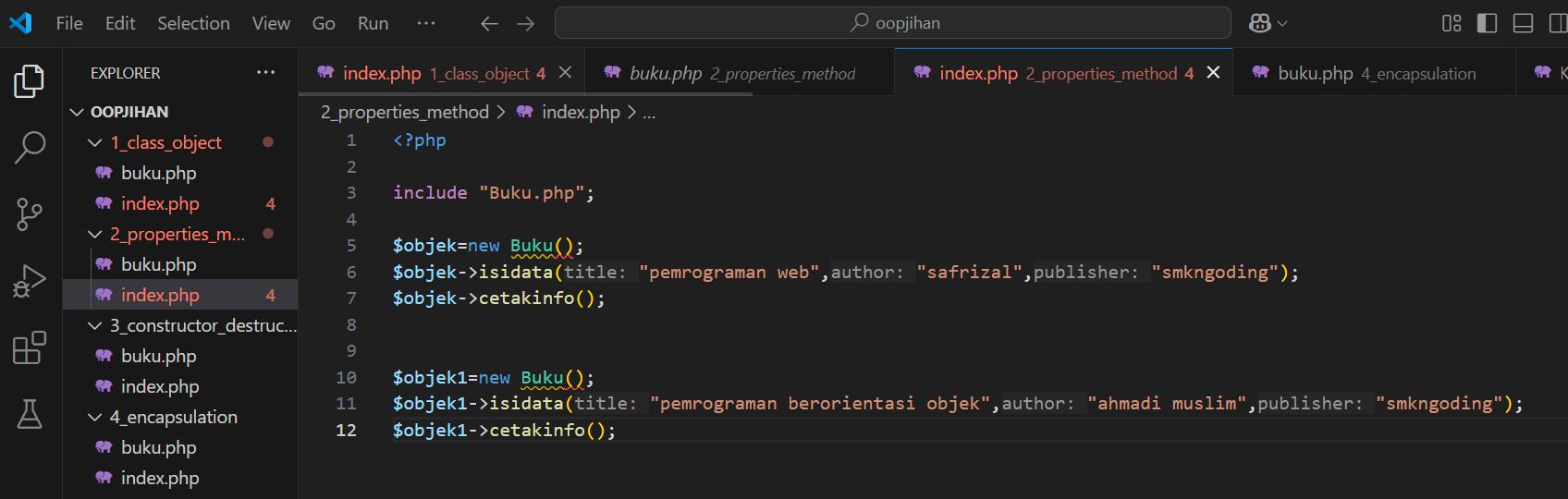


Output:

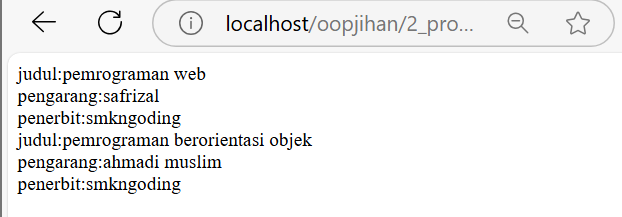


1. **Properties dan method**

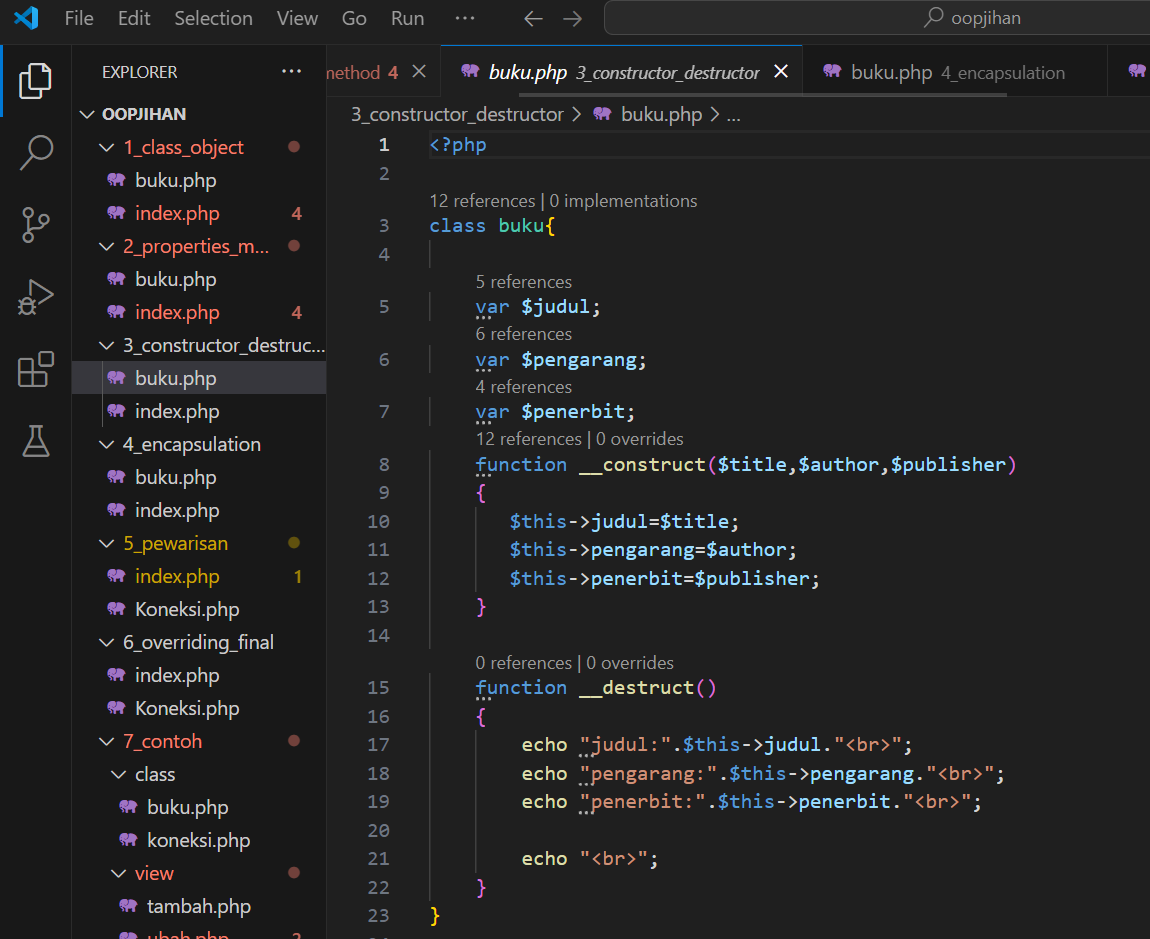
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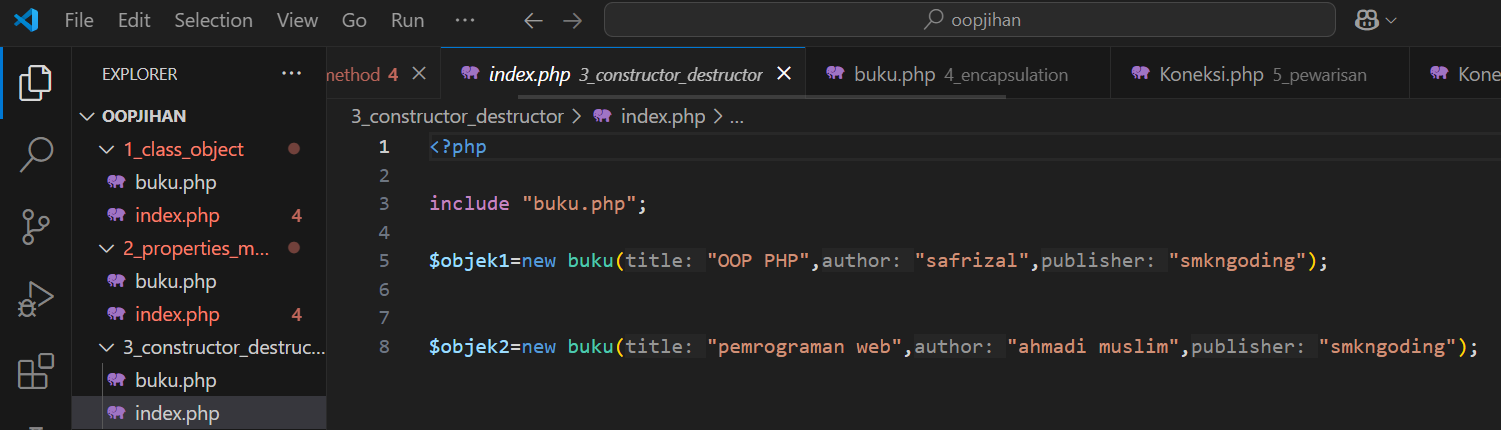
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Output:

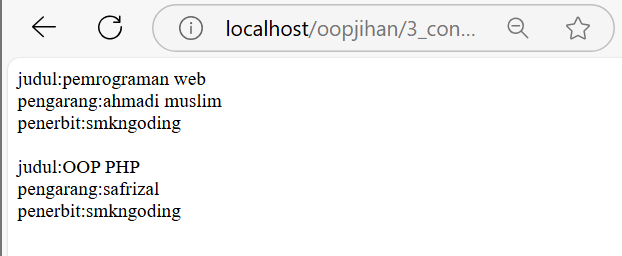
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1. **Constructor dan destructor**

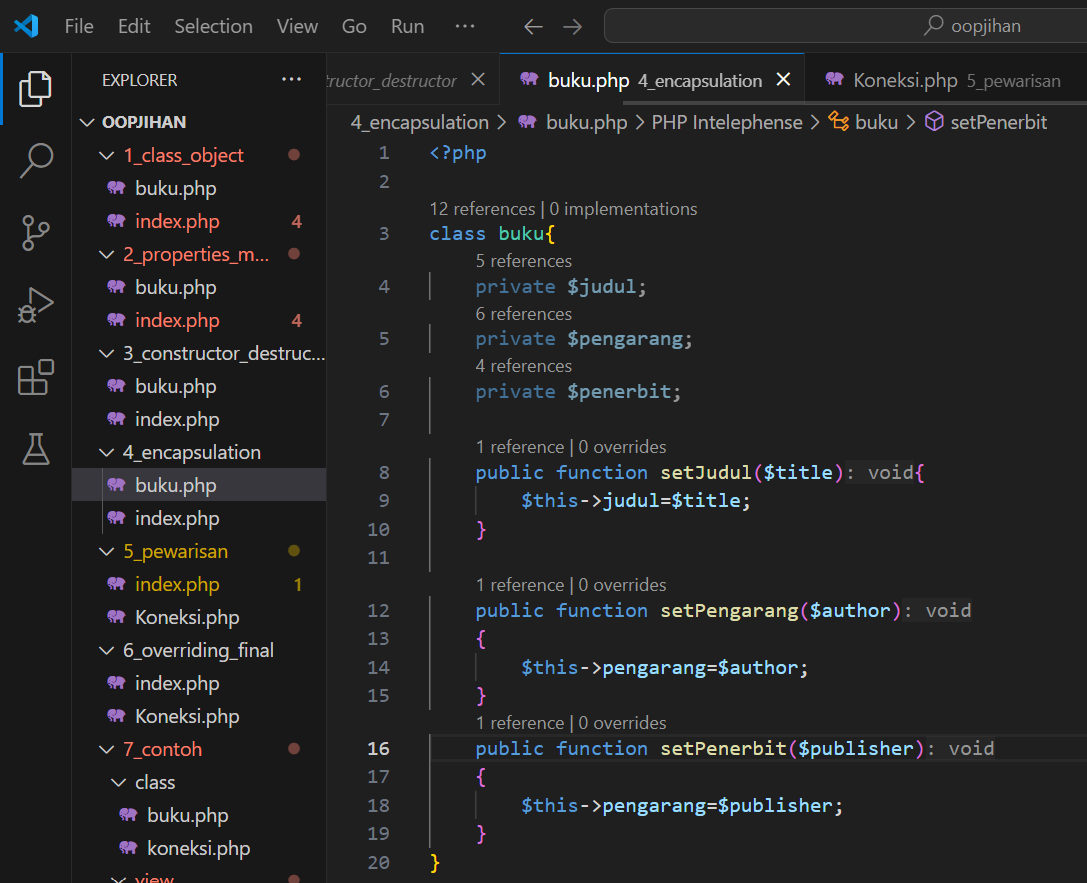
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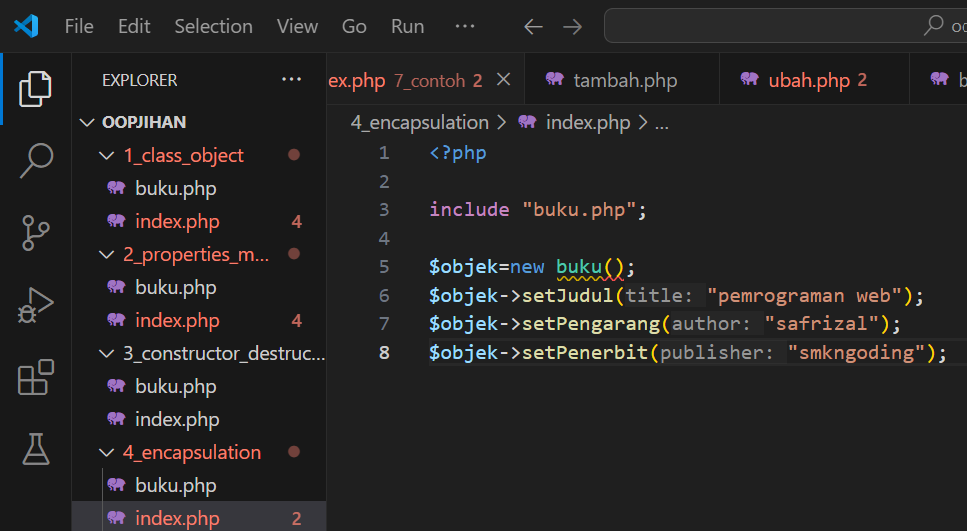
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Ouput:

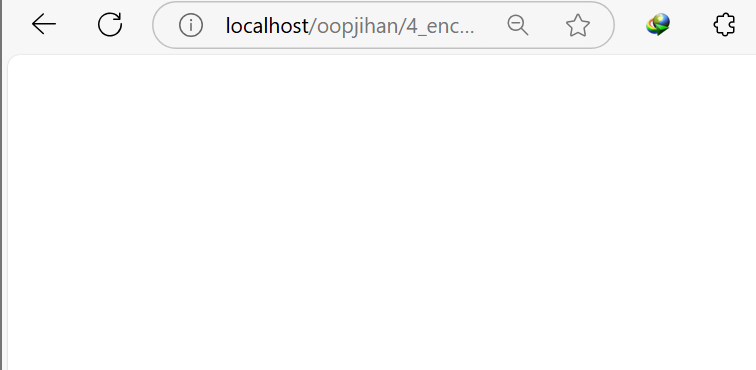


1. **Encapsulation**

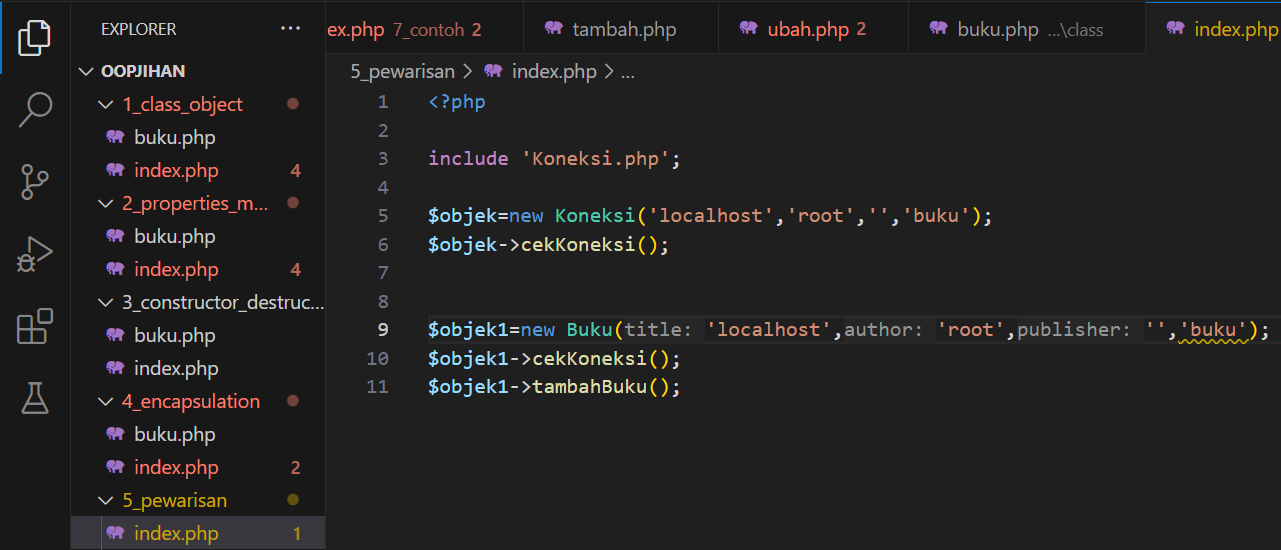


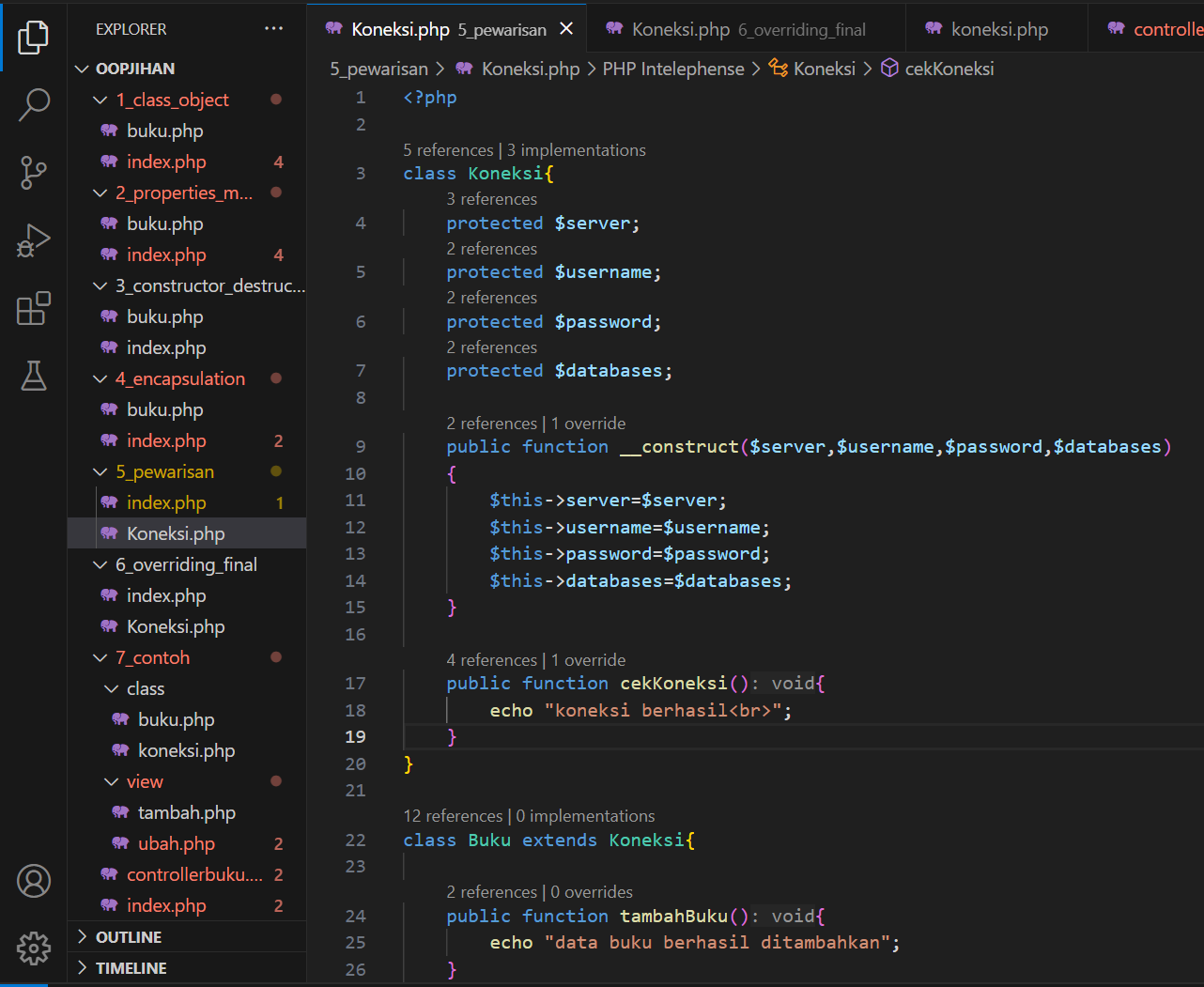


Output:

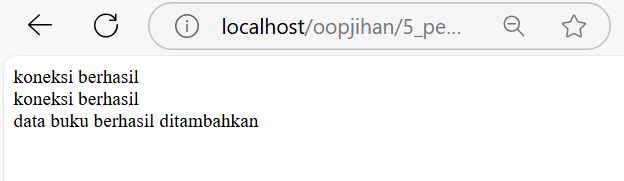
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1. **Pewarisan**

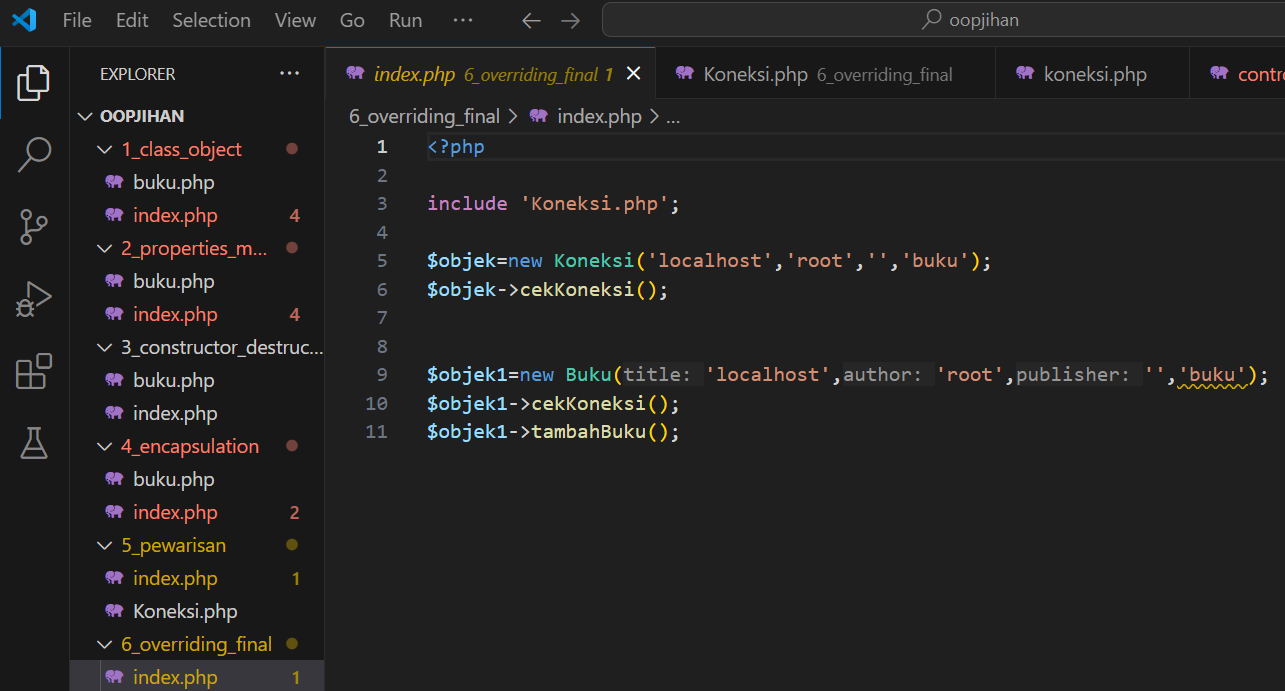
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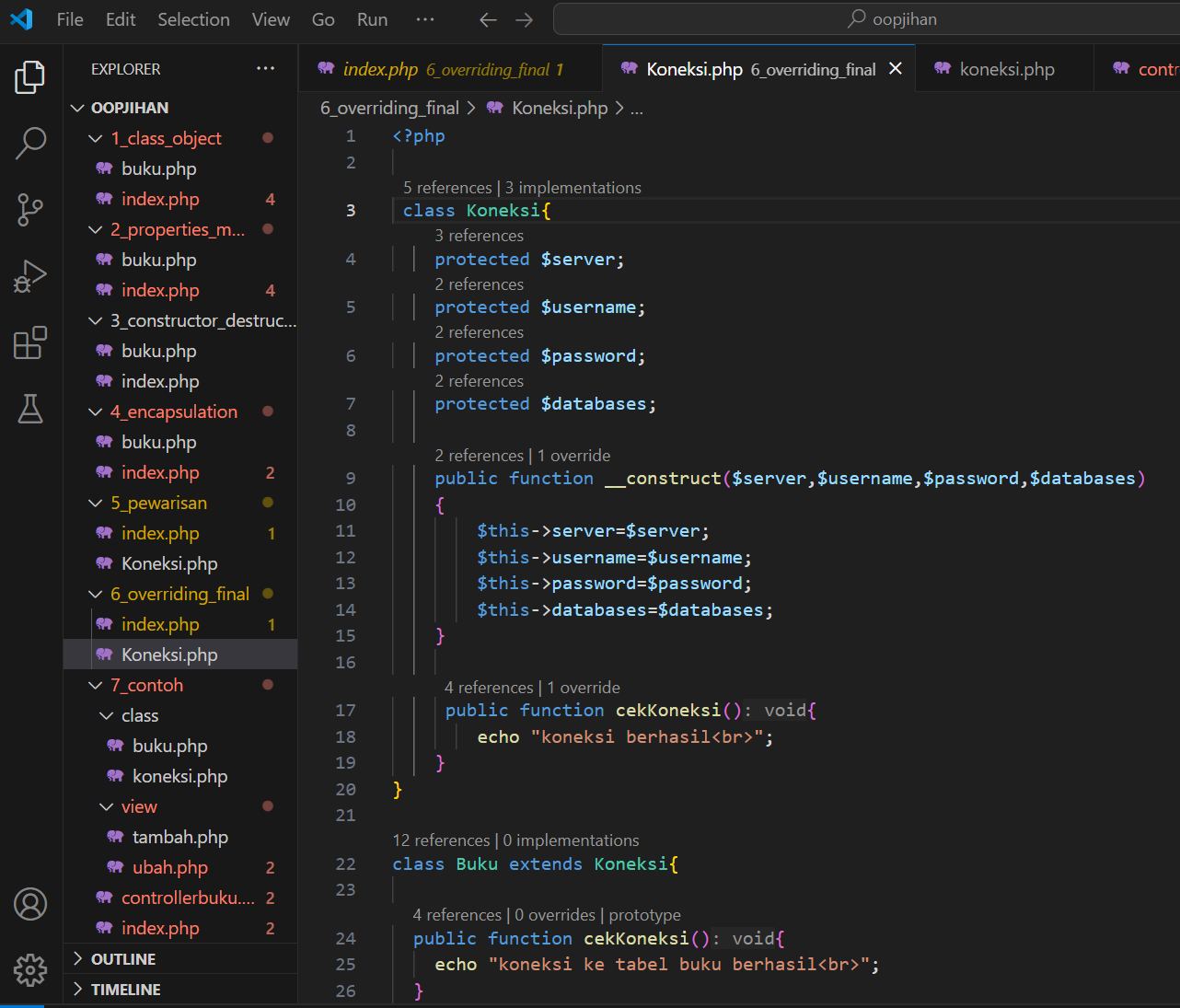


Output:

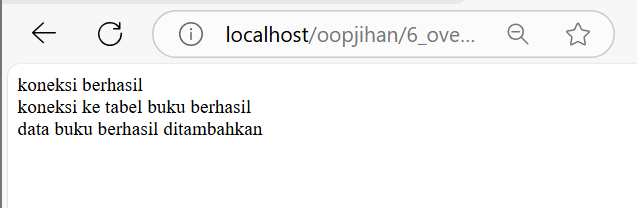


1. **Overriding final**

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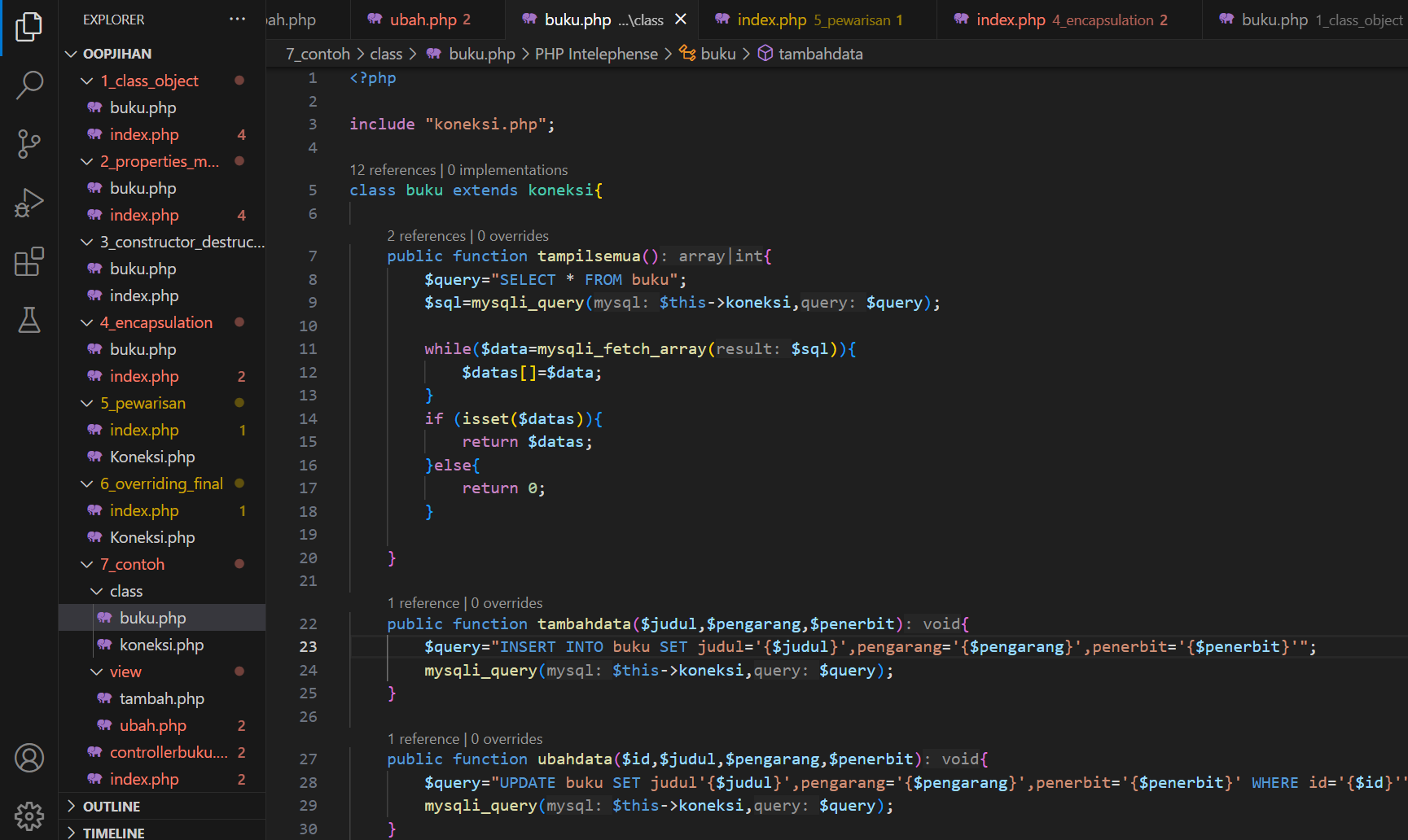
Output:

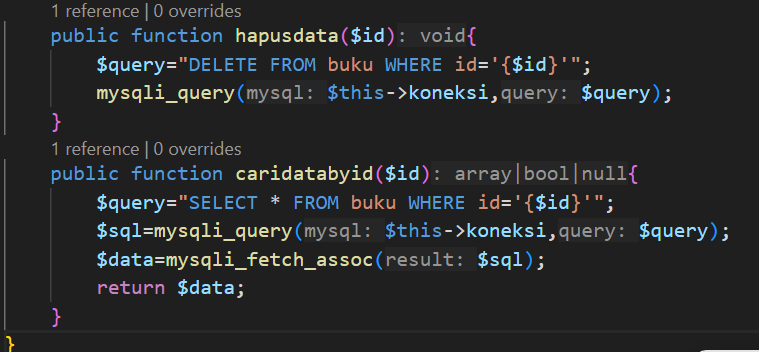
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1. **Implementasi/contoh**

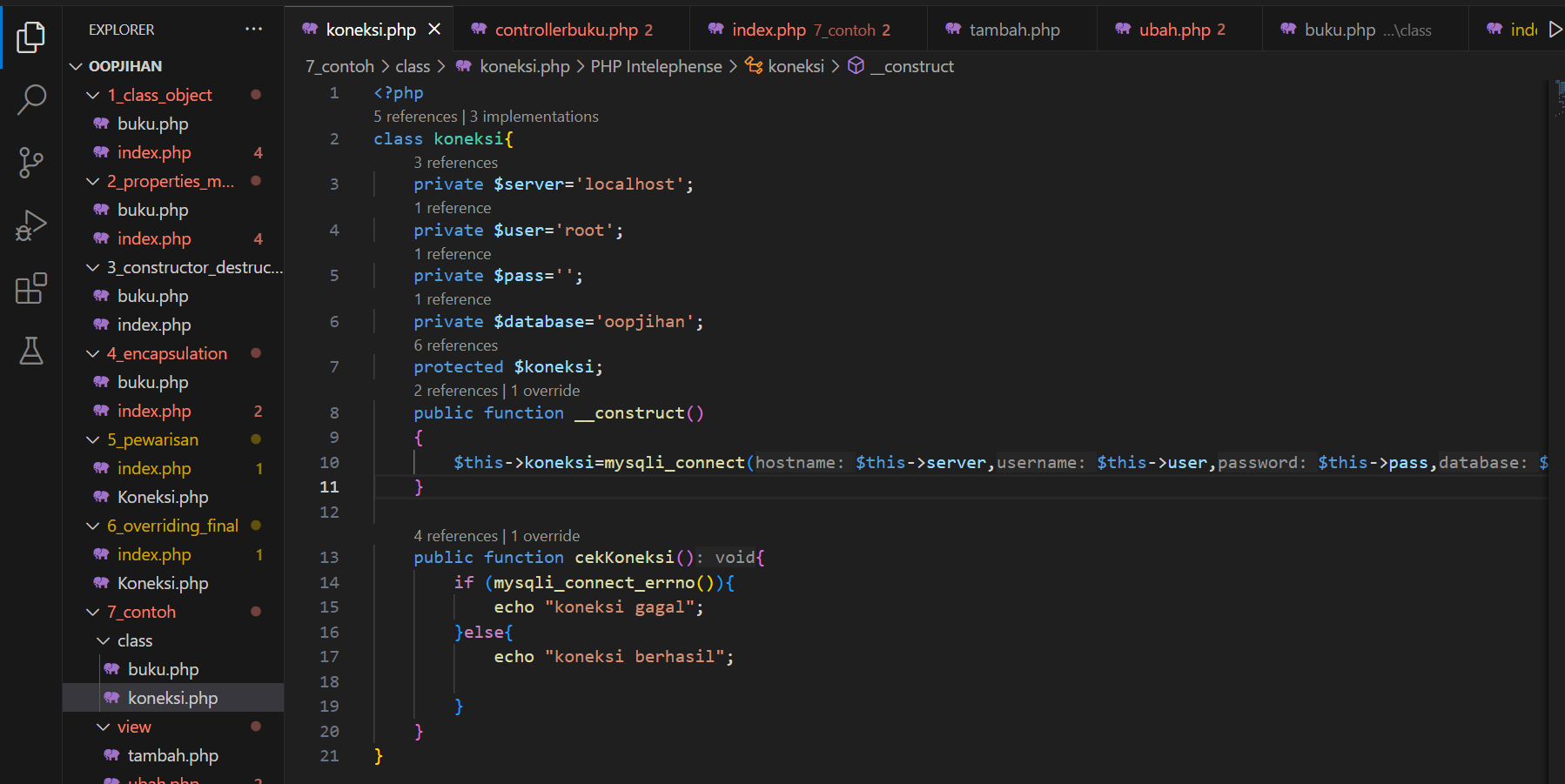
Folder class:

* **Buku.php**



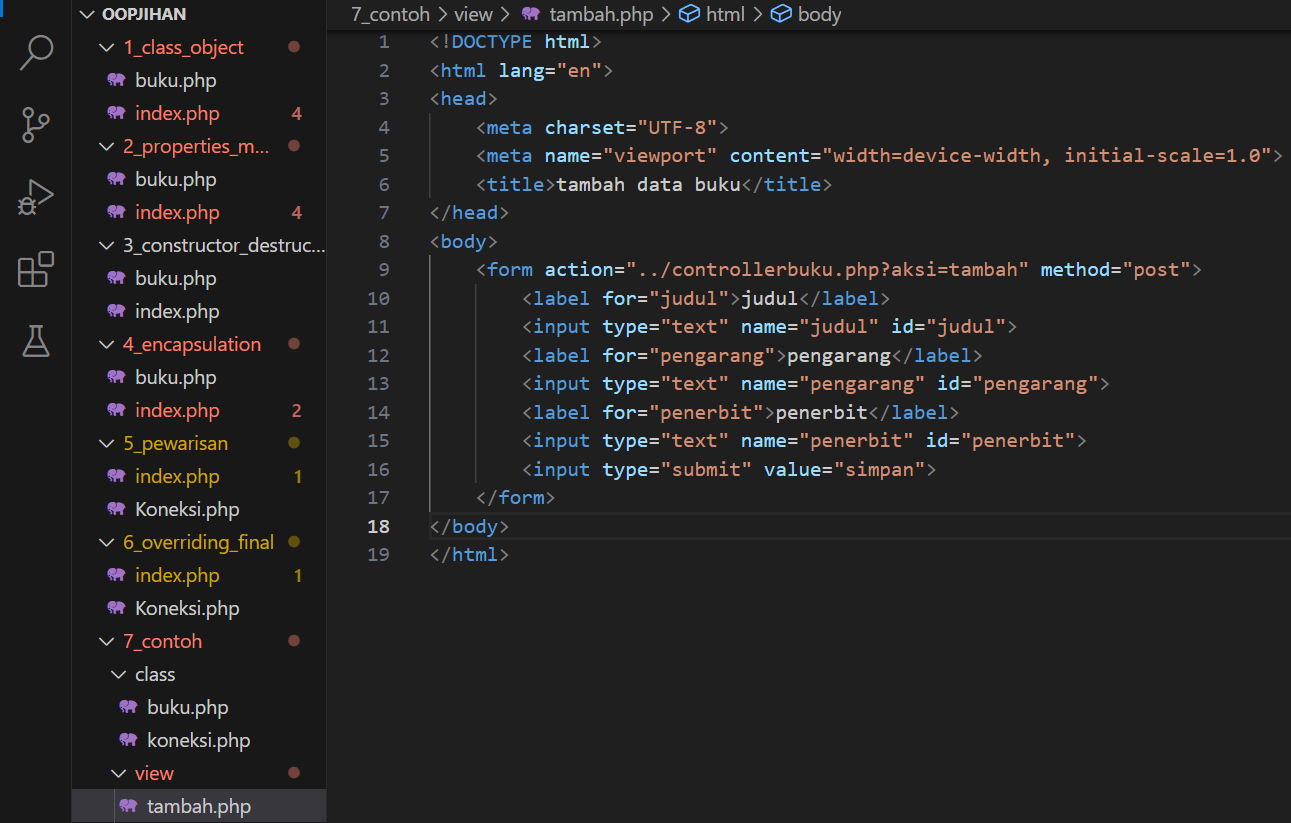


* **Koneksi.php**

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**Folder view:**

* **Tambah.php**

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* **Ubah.php**

**Folder controllerbuku.php**

**Folder index.php**