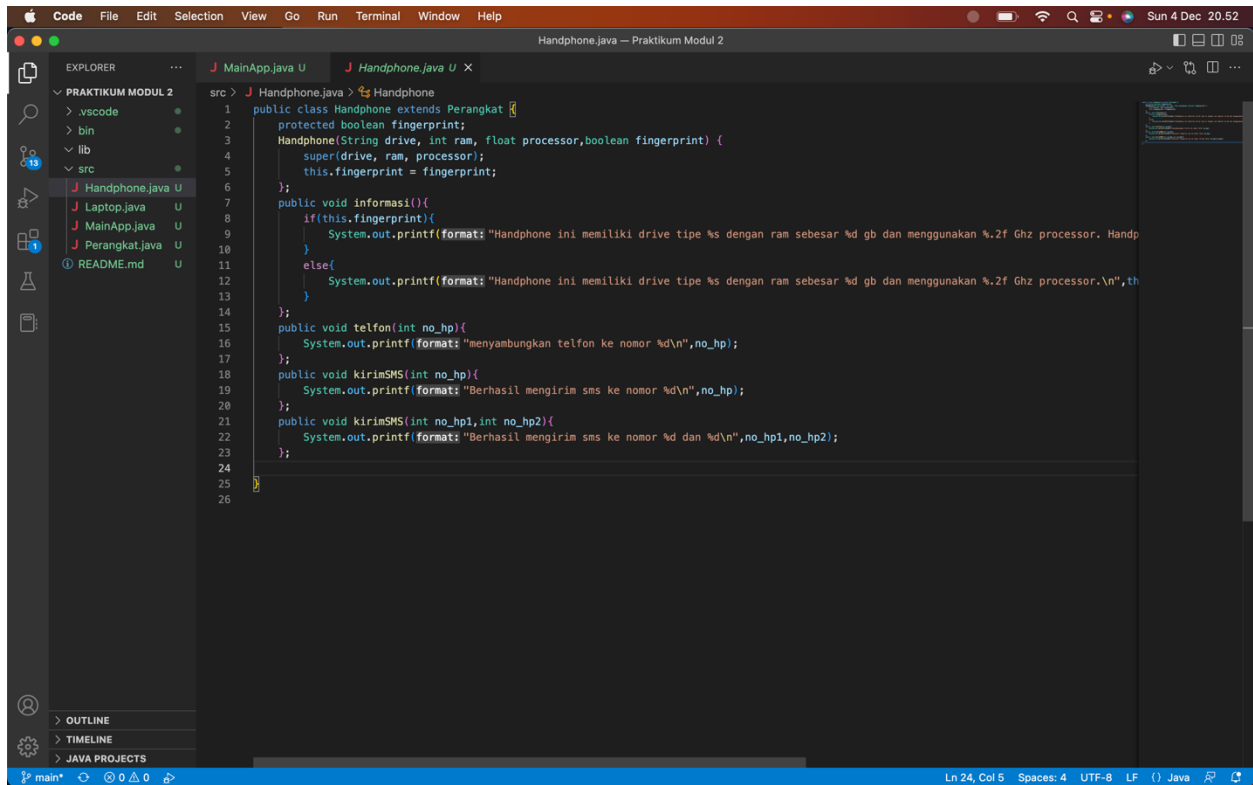
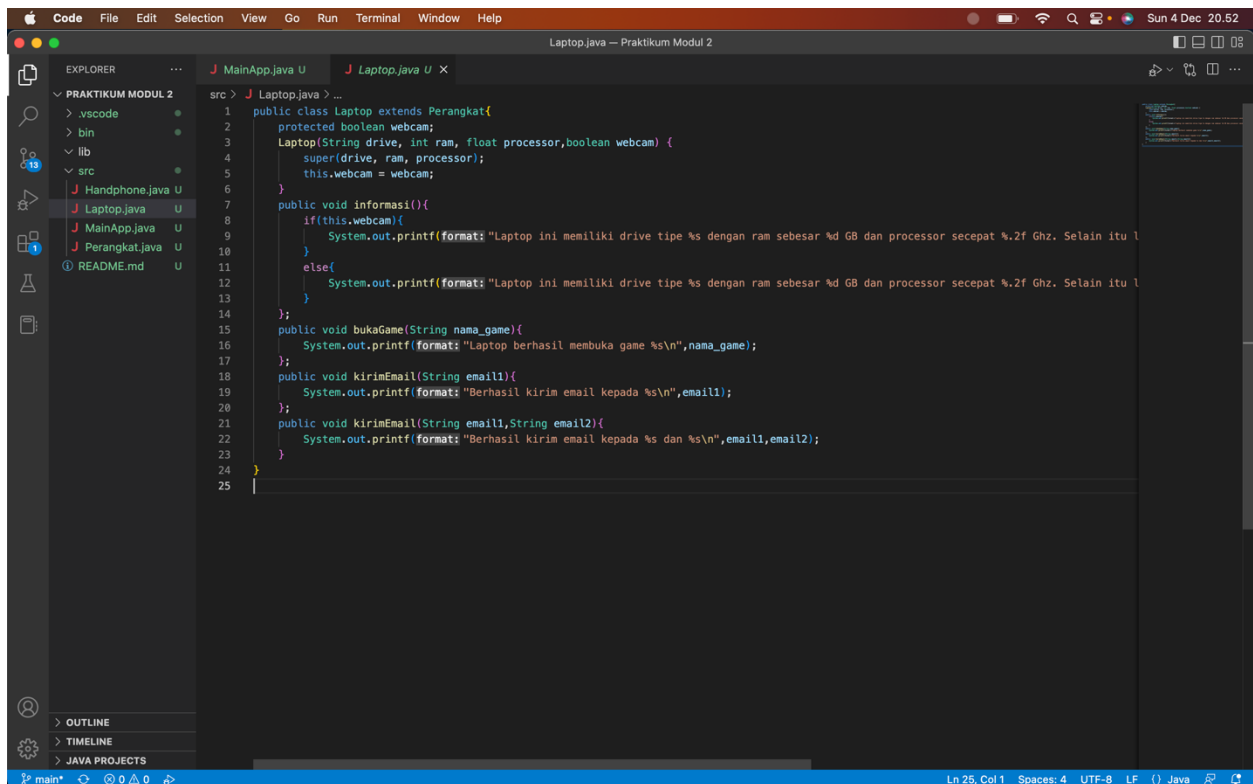


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The screenshot shows the Visual Studio Code editor with the file 'Handphone.java' open. The Explorer sidebar on the left shows a project structure for 'PRAKTIKUM MODUL 2' with files like 'Handphone.java', 'Laptop.java', 'MainApp.java', 'Perangkat.java', and 'README.md'. The main editor area displays the code for 'Handphone.java', which is a Java class extending 'Perangkat'. The code includes a constructor, an 'informasi()' method with an if-else block for fingerprint status, and methods for making a phone call ('telfon'), sending an SMS ('kirimsms'), and sending an SMS between two phones ('kirimsms'). The status bar at the bottom indicates 'Ln 24, Col 5', 'Spaces: 4', 'UTF-8', 'LF', and 'Java'.

```
src > J Handphone.java > Handphone
1 public class Handphone extends Perangkat {
2     protected boolean fingerprint;
3     Handphone(String drive, int ram, float processor, boolean fingerprint) {
4         super(drive, ram, processor);
5         this.fingerprint = fingerprint;
6     };
7     public void informasi(){
8         if(this.fingerprint){
9             System.out.printf(format: "Handphone ini memiliki drive tipe %s dengan ram sebesar %d gb dan menggunakan %.2f Ghz processor. Handp
10         }
11         else{
12             System.out.printf(format: "Handphone ini memiliki drive tipe %s dengan ram sebesar %d gb dan menggunakan %.2f Ghz processor.\n", th
13         }
14     };
15     public void telfon(int no_hp){
16         System.out.printf(format: "menyambungkan telfon ke nomor %d\n",no_hp);
17     };
18     public void kirimsms(int no_hp){
19         System.out.printf(format: "Berhasil mengirim sms ke nomor %d\n",no_hp);
20     };
21     public void kirimsms(int no_hp1,int no_hp2){
22         System.out.printf(format: "Berhasil mengirim sms ke nomor %d dan %d\n",no_hp1,no_hp2);
23     };
24
25
26
```



The screenshot shows the Visual Studio Code editor with the file 'Laptop.java' open. The Explorer sidebar on the left shows the same project structure as the previous screenshot. The main editor area displays the code for 'Laptop.java', which is a Java class extending 'Perangkat'. The code includes a constructor, an 'informasi()' method with an if-else block for webcam status, and methods for opening a game ('bukaGame'), sending an email ('kirimEmail'), and sending an email between two addresses ('kirimEmail'). The status bar at the bottom indicates 'Ln 25, Col 1', 'Spaces: 4', 'UTF-8', 'LF', and 'Java'.

```
src > J Laptop.java > ...
1 public class Laptop extends Perangkat{
2     protected boolean webcam;
3     Laptop(String drive, int ram, float processor, boolean webcam) {
4         super(drive, ram, processor);
5         this.webcam = webcam;
6     };
7     public void informasi(){
8         if(this.webcam){
9             System.out.printf(format: "Laptop ini memiliki drive tipe %s dengan ram sebesar %d GB dan processor secepat %.2f Ghz. Selain itu l
10         }
11         else{
12             System.out.printf(format: "Laptop ini memiliki drive tipe %s dengan ram sebesar %d GB dan processor secepat %.2f Ghz. Selain itu l
13         }
14     };
15     public void bukaGame(String nama_game){
16         System.out.printf(format: "Laptop berhasil membuka game %s\n",nama_game);
17     };
18     public void kirimEmail(String email1){
19         System.out.printf(format: "Berhasil kirim email kepada %s\n",email1);
20     };
21     public void kirimEmail(String email1,String email2){
22         System.out.printf(format: "Berhasil kirim email kepada %s dan %s\n",email1,email2);
23     };
24
25 }
```

The screenshot shows the VS Code editor with the file `MainApp.java` open. The code defines a `MainApp` class with a `main` method that creates objects for `Perangkat`, `Laptop`, and `Handphone`, and then prints their details. The terminal output shows the execution of the program, displaying the details of the created objects.

```
src > J MainApp.java U ...
1 public class MainApp {
2     public static void main(String[] args) throws Exception {
3         Perangkat blank = new Perangkat(drive: "Snappy", ram: 4, processor: 2.2f);
4         Laptop ltp = new Laptop(drive: "Samsung", ram: 8, processor: 4.2f, webcam: false);
5         Handphone hp = new Handphone(drive: "Xiaomi", ram: 8, processor: 1.8f, fingerprint: true);
6         blank.informasi();
7         System.out.println();
8         ltp.informasi();
9         ltp.bukaGame(nama_game: "Feeding Frenzy");
10        ltp.kirimEmail(email1: "kirey@gmail.com");
11        ltp.kirimEmail(email1: "kirey@gmail.com", email2: "kirey2@gmail.com");
12        System.out.println();
13        hp.informasi();
14        hp.telfon(no_hp: 628112233);
15        hp.kirimSMS(no_hp: 628112233);
16        hp.kirimSMS(no_hp1: 628112233, no_hp2: 628101612);
17    }
18 }
19 }
20 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

Debug: MainApp

[oh-my-zsh] Would you like to update? [Y/n] /usr/bin/env /Library/Java/JavaVirtualMachines/ad  
[oh-my-zsh] You can update manually by running 'omz update'  
/usr/bin/env /Library/Java/JavaVirtualMachines/adoptopenjdk-8.jdk/Contents/Home/bin/java -agentlib:jdwp=transport=dt\_socket,server=n,suspend=y,address=localhost:49901 -  
cp /Users/kirey/Documents/1.\ Telkom\ University\1.\ Matkul\Semester\ 3\Praktikum\OOP\HELLO\ WORLD\OOP-DAPA-KIREY-1202210114\Praktikum\ Modul\ 2\bin MainApp  
-> Praktikum Modul 2 git:(main) x /usr/bin/env /Library/Java/JavaVirtualMachines/adoptopenjdk-8.jdk/Contents/Home/bin/java -agentlib:jdwp=transport=dt\_socket,server=n,s  
uspend=y,address=localhost:49901 -cp /Users/kirey/Documents/1.\ Telkom\ University\1.\ Matkul\Semester\ 3\Praktikum\OOP\HELLO\ WORLD\OOP-DAPA-KIREY-1202210114\Praktikum  
\ Modul\ 2\bin MainApp  
Perangkat tidak diketahui memiliki drive tipe Snappy dengan ram sebesar 4 dan juga memiliki processor secepat 2.20 Ghz.  
  
Laptop ini memiliki drive tipe Samsung dengan ram sebesar 8 GB dan processor secepat 4.20 Ghz. Selain itu laptop ini tidak dilengkapi dengan webcam  
Laptop berhasil membuka game Feeding Frenzy  
Berhasil kirim email kepada kirey@gmail.com  
Berhasil kirim email kepada kirey@gmail.com dan kirey2@gmail.com  
  
Handphone ini memiliki drive tipe Xiaomi dengan ram sebesar 8 gb dan menggunakan 1.80 Ghz processor. Handphone ini juga memiliki fingerprint sensor.  
menyambungkan telfon ke nomor 628112233  
Berhasil mengirim sms ke nomor 628112233  
Berhasil mengirim sms ke nomor 628112233 dan 628101612  
-> Praktikum Modul 2 git:(main) x

The screenshot shows the VS Code editor with the file `Perangkat.java` open. The code defines a `Perangkat` class with attributes `drive`, `ram`, and `processor`, and methods `informasi` and `main`. The `main` method prints the details of the `Perangkat` object.

```
src > J Perangkat.java U ...
1 public class Perangkat {
2     protected String drive;
3     protected int ram;
4     protected float processor;
5     Perangkat(String drive,int ram,float processor){
6         this.drive = drive;
7         this.ram = ram;
8         this.processor = processor;
9     }
10    public void informasi(){
11        System.out.printf(format: "Perangkat tidak diketahui memiliki drive tipe %s dengan ram sebesar %d dan juga memiliki processor secepat
12    }
13 }
14 }
```

Link Github : [https://github.com/kireyyn/OOP-DAPA-KIREY-1202210114/tree/main/TPMODUL2\\_KIREY](https://github.com/kireyyn/OOP-DAPA-KIREY-1202210114/tree/main/TPMODUL2_KIREY)