

TUGAS 4 PRAKTIKUM

“PEMROGRAMAN BERBASIS OBJEK “



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Pelanggan.java

```
package id.ac.unand.fti.si.pbo;

/**
 * Hello world!
 *
 */
public class Pelanggan
{
    public String nama;
    public int noId;
    public String noHp;
    public String email;
    public int status;

    public void deactivate()
    {
        status=0;
    }
    public void updateEmail(String n){
        email=n;
    }
    public void updateNoHp(String update){
        noHp=update;
    }
}
```