

TUGAS 8 PRAKTIKUM

“PEMROGRAMAN BERBASIS OBJEK “



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Member.java

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

public class Member {
    public String nama;
    public String sku;
    public Integer jumlahBarang=0;
    public String noRef;
    public String tanggal;
    public Integer poin=0;
    public Integer saldo;

    public Member(){

    }

    public Integer hitungTotalBayar(Integer totalBayar){
        int n=totalBayar;
        this.poin += totalBayar/10_000;
        if(n<500_000){
            return n;
        }
        else if(n<1000_000){
            this.poin-=1;
            return n-n/100;
        }
        else if(n<10_000_000){
            this.poin-=3;
            return n-n*3/100;
        }
        this.poin-=5;
        return n-n*5/100;
    }

    public int getPoin(){
        return poin;
    }

    public int getSaldo(){
        return saldo;
    }

    public void redeemPoin(Integer n){
        this.poin-=n;
    }
}
```

MemberPlatinum.java

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

//TODO: Modifikasi kelas berikut agar memenuhi skenario
public class MemberPlatinum extends Member {

    private int saldo;

    public int getSaldo(){
        return saldo;
    }

    public void depositSaldo(Integer n){
        this.saldo = n;
    }

    @Override
    public Integer hitungTotalBayar(Integer totalBayar){
        int n=totalBayar;
        this.poin += n/10_000;
        if(poin>2500){
            this.poin = n/10000;
            if(n<500000){
                return n;
            }
            else if(n<1000000){
                this.poin-=3;
                return n-n*3/100;
            }
            else if(n<10000000){
                this.poin-=5;
                return n-n*5/100;
            }
            this.poin-=7;
            return n-n*7/100;
        }
        else{
            this.poin = n/10000;
            if(n<500000){
                return n;
            }
            else if(n<1000000){
                this.poin-=1;
                return n-n/100;
            }
            else if(n<10000000){
                this.poin-=3;
                return n-n*3/100;
            }
            this.poin-=5;
            return n-n*5/100;
        }
    }
}
```

