

Pemrograman Berorientasi Objek

Kelas XI RPL

Dasar dan Aturan pada PBO

Operator

```
1  /**
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6   package BAB2;
7
8   /**
9    *
10   * @author LENOVO
11   */
12   public class operator {
13   public static void main(String[] args) {
14       int sum1 = 100 + 50;
15       int sum2 = sum1 + 250;
16       int sum3 = sum2 + sum2;
17
18       System.out.println(sum1);
19       System.out.println(sum2);
20       System.out.println(sum3);
21   }
22   }
23
```

IF-ELSE

```

1  /*
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5   */
6   package BAB2;
7
8   /**
9    *
10   * @author LENOVO
11   */
12   public class if_else {
13       public static void main(String[] args) {
14           int nilai = 85;
15           if (nilai >= 70) {
16               System.out.println("LULUS");
17           } else if (nilai < 70) {
18               System.out.println("TIDAK LULUS");
19
20           } else {
21               System.out.println("Data yang anda masukkan salah");
22           }
23       }
24   }
25

```

For

```

1  /*
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5   */
6   package BAB2;
7
8   /**
9    *
10   * @author LENOVO
11   */
12   public class contohfor {
13       public static void main(String[] args) {
14
15           char c;
16
17           for(c = 'A'; c <= 'Z'; ++c)
18               System.out.println(c + " ");
19       }
20   }
21

```

Array

```

1  /**
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5   */
6   package BAB2;
7
8   /**
9    *
10   * @author LENOVO
11   */
12   public class array {
13       public static void main(String[] args) {
14
15           //String array 4 baris x 2 kolom
16           String[][] dogs = {"Terry", "Brown"}, //baris ke 0
17                               {"Kristin", "White"}, //baris ke 1
18                               {"Toby", "Gray"}, //baris ke 2
19                               {"Fido", "Black"} //baris ke 3
20       };
21       System.out.println(dogs[0][0]);
22       //mengakses variabel dogs dengan indeks baris 0, indeks kolom 0
23   }
24   }
25
26

```

Scanner

```

1  /**
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3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6   package BAB2;
7
8   import java.util.Scanner;
9
10  /**
11   *
12   * @author LENOVO
13   */
14  public class scanner {
15      public static void main(String args[]) {
16          Scanner input = new Scanner(System.in);
17          System.out.print("Masukkan nama anda : ");
18
19          String nama = input.nextLine();
20
21          System.out.println("Selamat datang " + nama);
22      }
23  }
24
25

```

Buffered Reader

```

1 package BAB2;
2
3 import java.io.BufferedReader;
4 import java.io.IOException;
5 import java.io.InputStreamReader;
6
7 /**
8  * @author LENOVO
9  */
10 public class buffered {
11     public static void main(String[] args) {
12         BufferedReader dataIn = new BufferedReader (new InputStreamReader (System.in));
13
14         String word1 = "", word2 = "", word3 = "";
15
16         try {
17             System.out.print("Enter word 1 : ");
18             word1 = dataIn.readLine();
19             System.out.print("Enter word 2 : ");
20             word2 = dataIn.readLine();
21             System.out.print("Enter word 3 : ");
22             word3 = dataIn.readLine();
23         }
24
25         catch (IOException e) {
26             System.out.println("gagal membaca keyboard");
27         }
28
29         System.out.println(word1 + " " + word2 + " " + word3);
30     }
31 }

```

JOptionPane

```

1 /**
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4  * and open the template in the editor.
5  */
6 package BAB2;
7
8 import javax.swing.JOptionPane;
9
10 /**
11  *
12  * @author LENOVO
13  */
14 public class option {
15     public static void main(String[] args) {
16         String name = "", hoby = "";
17
18         name = JOptionPane.showInputDialog("Nama Anda : ");
19         hoby = JOptionPane.showInputDialog("Hobi Anda : ");
20
21         String msg = "Jadi hobi anda " + hoby + ". "
22             + "Hobi yang bagus " + name;
23
24         JOptionPane.showMessageDialog(null, msg);
25
26         System.out.println("Jadi hobi anda" + hoby + ". "
27             + "Hobi yang bagus " + name);
28     }
29 }

```