

TUGAS PERORANGAN/INDIVIDU

LAPORAN REMIDIAL

Quiz 1

Disusun Sebagai:

MATA KULIAH: PEMROGRAMAN BERORIENTASI OBJEK

Oleh:

Moh. Khoirul Arifin/1741720051

TI-2B



PROGRAM STUDI D-IV TEKNIK INFORMATIKA

JURUSAN TEKNOLOGI INFORMASI

POLITEKNIK NEGERI MALANG

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BAB I

RANCANGAN PROYEK

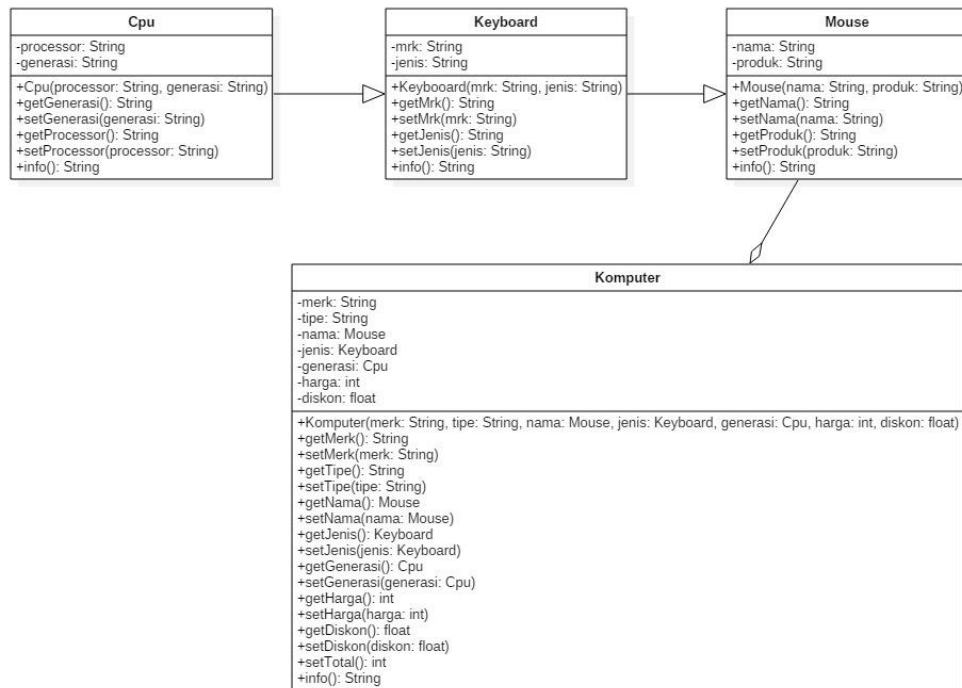
A. Alat dan Bahan

1. Laptop Asus A450C
2. Windows 10 Pro
3. Java Version 1.8.0_181
4. NetBeans IDE 8.2
5. StarUML

BAB III

Analisa

A. Diagram Class



B. Output Program

```
run:
    Khoirul Comp.
Merk      : ASUS AIO
Tipe      : Gaming PC
Mouse     : Razer
Produk Mouse : Razer One
Keyboard  : Razer
Jenis     : USB
Processor : Intel Core i9
Generasi  : 9900HQ
Harga     : Rp. 35000000
Diskon    : 0.75%
Harga Bersih : Rp. 26250000
BUILD SUCCESSFUL (total time: 0 seconds)
```

1. Khoirul.remidialquiz1

a. Main

```
package khoirul.remidiquiz1;
public class Main {
    public static void main(String[] args) {
        Mouse nama = new Mouse ("Razer","Razer One");
        Keyboard jenis = new Keyboard ("Razer","USB");
        Cpu processor = new Cpu ("Intel Core i9","9900HQ");
        Komputer komputer = new Komputer ("ASUS AIO","Gaming
PC", nama, jenis, processor, 35000000, 0.75f);

        System.out.println("\tKhoirul Comp. ");
        System.out.println(komputer.info());
    }
}
```

b. Cpu

```
package khoirul.remidiquiz1;
public class Cpu {
    private String processor;
    private String generasi;

    public Cpu(){

    }

    public Cpu(String processor, String generasi) {
        this.processor = processor;
        this.generasi = generasi;
    }

    public String getGenerasi() {
        return generasi;
    }

    public void setGenerasi(String generasi) {
        this.generasi = generasi;
    }

    public String getProcessor() {
        return processor;
    }

    public void setProcessor(String processor) {
        this.processor = processor;
    }

    public String info(){
        String info = "";
        info += this.processor + "\n";
        info += "Generasi\t: " + this.generasi;
        return info;
    }
}
```

c. Keyboard

```
package khoirul.remidiquiz1;
public class Keyboard {
    private String mrk;
    private String jenis;

    public Keyboard(){

    }

    public Keyboard(String mrk, String jenis) {
        this.mrk = mrk;
        this.jenis = jenis;
    }

    public String getMrk() {
        return mrk;
    }

    public void setMrk(String mrk) {
        this.mrk = mrk;
    }

    public String getJenis() {
        return jenis;
    }

    public void setJenis(String jenis) {
        this.jenis = jenis;
    }

    public String info(){
        String info = "";
        info += this.mrk + "\n";
        info += "Jenis\t\t: " + this.jenis;
        return info;
    }
}
```

d. Mouse

```
package khoirul.remidiquiz1;
public class Mouse {
    private String nama;
    private String produk;

    public Mouse(){

    }

    public Mouse(String nama, String produk) {
        this.nama = nama;
        this.produk = produk;
    }

    public String getNama() {
        return nama;
    }

    public void setNama(String nama) {
```

```

        this.nama = nama;
    }

    public String getProduk() {
        return produk;
    }

    public void setProduk(String produk) {
        this.produk = produk;
    }

    public String info(){
        String info = "";
        info += this.nama + "\n";
        info += "Produk Mouse\t: " + this.produk;
        return info;
    }
}

```

e. Komputer

```

package khoirul.remidiquiz1;
public class Komputer {
    private String merk;
    private String tipe;
    private Mouse nama;
    private Keyboard jenis;
    private Cpu generasi;
    private int harga;
    private float diskon;

    public Komputer(){

    }

    public Komputer(String merk, String tipe, Mouse nama,
Keyboard jenis, Cpu generasi, int harga, float diskon) {
        this.merk = merk;
        this.tipe = tipe;
        this.nama = nama;
        this.jenis = jenis;
        this.generasi = generasi;
        this.harga = harga;
        this.diskon = diskon;
    }

    public String getMerk() {
        return merk;
    }

    public void setMerk(String merk) {
        this.merk = merk;
    }

    public String getTipe() {
        return tipe;
    }

    public void setTipe(String tipe) {
        this.tipe = tipe;
    }
}

```

```

    }

    public Mouse getNama() {
        return nama;
    }

    public void setNama(Mouse nama) {
        this.nama = nama;
    }

    public Keyboard getJenis() {
        return jenis;
    }

    public void setJenis(Keyboard jenis) {
        this.jenis = jenis;
    }

    public Cpu getGenerasi() {
        return generasi;
    }

    public void setGenerasi(Cpu generasi) {
        this.generasi = generasi;
    }

    public int getHarga() {
        return harga;
    }

    public void setHarga(int harga) {
        this.harga = harga;
    }

    public float getDiskon() {
        return diskon;
    }

    public void setDiskon(float diskon) {
        this.diskon = diskon;
    }

    public int setTotal(){
        return harga = (int) (harga * diskon);
    }

    public String info(){
        String info = "";
        info += "Merk\t\t: " + this.merk + "\n";
        info += "Tipe\t\t: " + this.tipe + "\n";
        info += "Mouse\t\t: " + this.nama.info() + "\n";
        info += "Keyboard\t: " + this.jenis.info() + "\n";
        info += "Processor\t: " + this.generasi.info() + "\n";
        info += "Harga\t\t: Rp. " + this.harga + "\n";
        info += "Diskon\t\t: " + this.getDiskon() + "%\n";
        info += "Harga Bersih\t: Rp. " + this.setTotal();
        return info;
    }
}

```