

UAS
Pemrograman Berbasis Objek



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1. Animal.java

```
public abstract class Animal {  
    public abstract void checkup();  
    public abstract void breath();  
}
```

Dog.java

```
public class Dog extends Animal {  
    public void checkup() {  
        System.out.println("Dog Checkup");  
    }  
    //Animal abstract method  
    @Override  
    public void breath() {  
        System.out.println("Dog Breathing");  
    }  
}
```

Cat.java

```
public class Cat extends Animal implements LivingThing {  
    public void checkup() {  
        System.out.println("Cat Checkup");  
    }  
    //Living Thing interface method  
    @Override  
    public void walk() {  
        System.out.println("Cat Walking");  
    }  
    @Override  
    public void eat() {  
        System.out.println("Cat Eating");  
    }  
    //Animal abstract method  
    @Override  
    public void breath() {  
        System.out.println("Cat Breathing");  
    }  
}
```

Bird.java

```
public class Bird extends Animal {  
    public void breath () {  
        System.out.println ("Bird Breathing");  
    }  
    // Animal abstract method  
    @Override  
    public void checkup () {  
        System.out.println ("Birds Checkup");  
    }  
}
```

LivingThing.java

```
public interface LivingThing {  
    public void breath ();  
    public void eat ();  
}
```

Human.java

```
public class Human implements LivingThing {  
    public void breath () {  
        System.out.println ("Human Breathing");  
    }  
    // LivingThing interface method  
    @Override  
    public void walk () {  
        System.out.println ("Human Breathing");  
    }  
    @Override  
    public void eat () {  
        System.out.println ("Human Eating");  
    }  
}
```

2. → Output awal

0
1
2
3
4

ArrayIndexOutOfBoundsException occurs
rest of the code

→ Perbaiki code

```
public class Multiple Catch Block {  
    public static void main (String[] args) {  
        try {  
            int a[] = new int[5];  
            for (int i = 0; i <= a.length - 1; i++) {  
                a[i] = i;  
                System.out.println(a[i]);  
            }  
            a[4] = 4178 / 835;  
            System.out.println(a[4]);  
        } catch (ArithmeticException e) {  
            ....  
        }  
    }  
}
```

→ Output akhir

0
1
2
3
4
5

rest of the code

3. Saya membuat CRUD admin yang terhubung langsung dengan database website yang saya buat. Fitur yang ada di website saya adalah create dibuktikan dengan input data, read (cetak dan tabel), update (edit), dan delete (delete). Aplikasi ini dikhususkan untuk manager dan data yang telah terinput melalui aplikasi dapat digunakan untuk login di website.

•> Use case diagram

