



Pemrograman Berorientasi Objek

INF3213

Projek UAS:

MAIN RACE

Oleh :

KELOMPOK 2 –

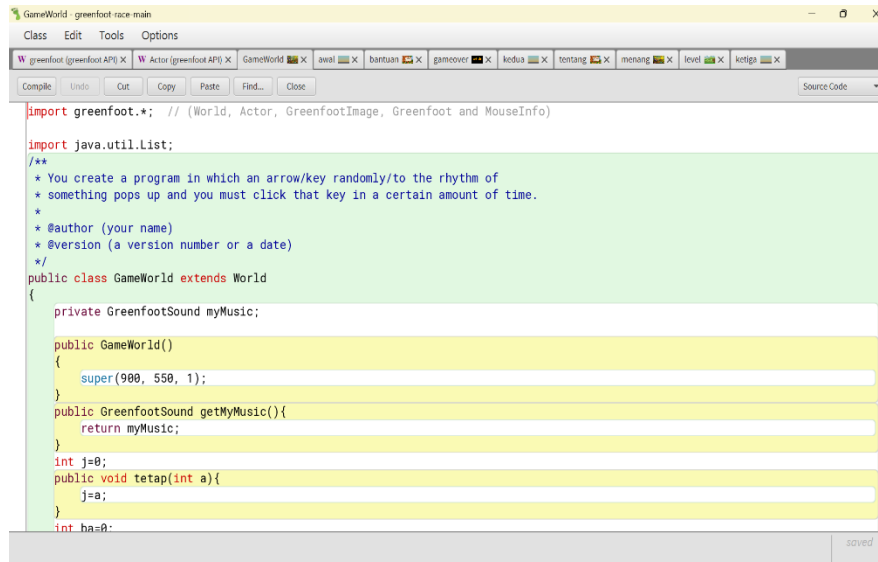
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Samarinda, 2023

UAS PBO : Main Race

World class



```

GameWorld - greenfoot-race-main
Class Edit Tools Options
W greenfoot (greenfoot API) X W Actor (greenfoot API) X GameWorld X awal X bantuan X gameover X kedua X tentang X menang X level X ketiga X
Compile Undo Cut Copy Paste Find... Close Source Code
import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

import java.util.List;

/**
 * You create a program in which an arrow/key randomly/to the rhythm of
 * something pops up and you must click that key in a certain amount of time.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class GameWorld extends World
{
    private GreenfootSound myMusic;

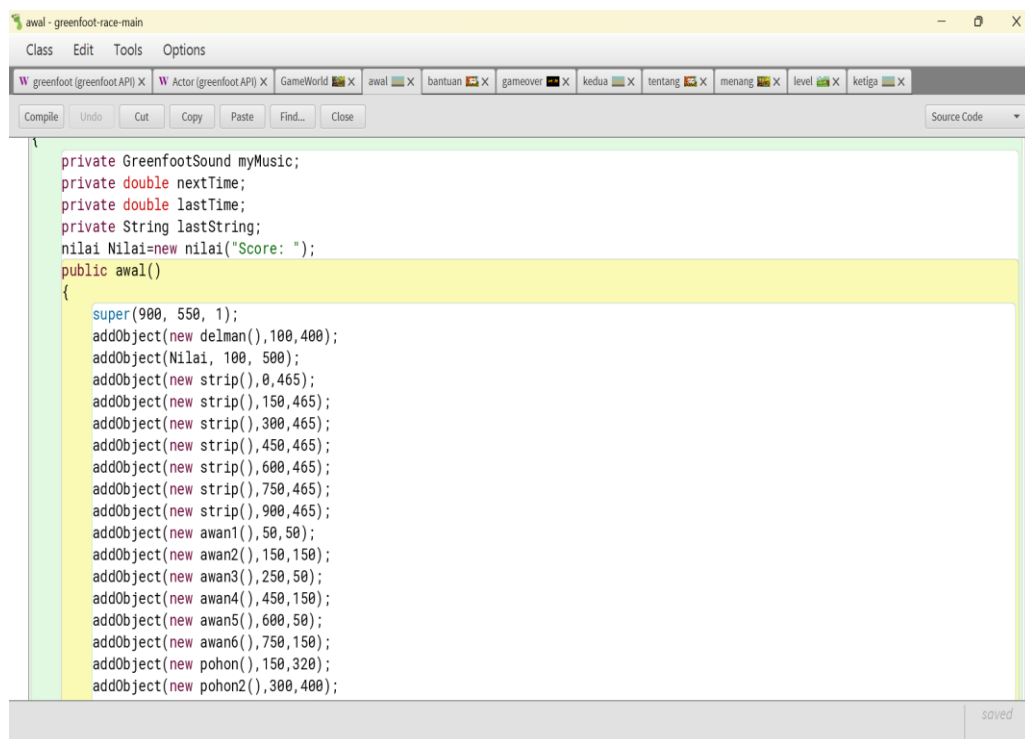
    public GameWorld()
    {
        super(900, 550, 1);
    }

    public GreenfootSound getMyMusic(){
        return myMusic;
    }

    int j=0;
    public void tetap(int a){
        j=a;
    }

    int has0:

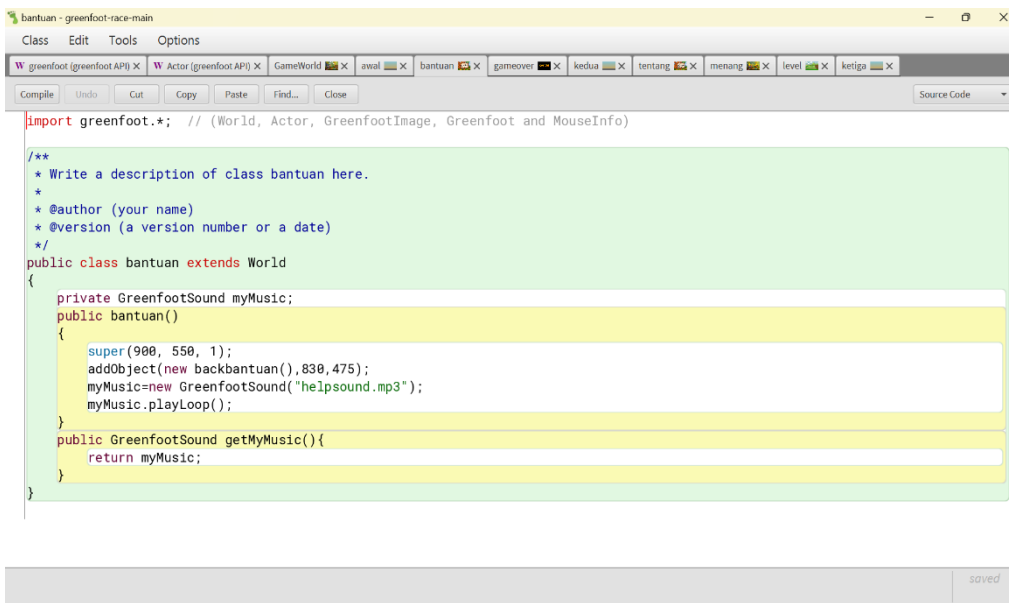
```



```

awal - greenfoot-race-main
Class Edit Tools Options
W greenfoot (greenfoot API) X W Actor (greenfoot API) X GameWorld X awal X bantuan X gameover X kedua X tentang X menang X level X ketiga X
Compile Undo Cut Copy Paste Find... Close Source Code
private GreenfootSound myMusic;
private double nextTime;
private double lastTime;
private String lastString;
nilai Nilai=new nilai("Score: ");
public awal()
{
    super(900, 550, 1);
    addObject(new delman(),100,400);
    addObject(Nilai, 100, 500);
    addObject(new strip(),0,465);
    addObject(new strip(),150,465);
    addObject(new strip(),300,465);
    addObject(new strip(),450,465);
    addObject(new strip(),600,465);
    addObject(new strip(),750,465);
    addObject(new strip(),900,465);
    addObject(new awan1(),50,50);
    addObject(new awan2(),150,150);
    addObject(new awan3(),250,50);
    addObject(new awan4(),450,150);
    addObject(new awan5(),600,50);
    addObject(new awan6(),750,150);
    addObject(new pohon(),150,320);
    addObject(new pohon2(),300,400);
}

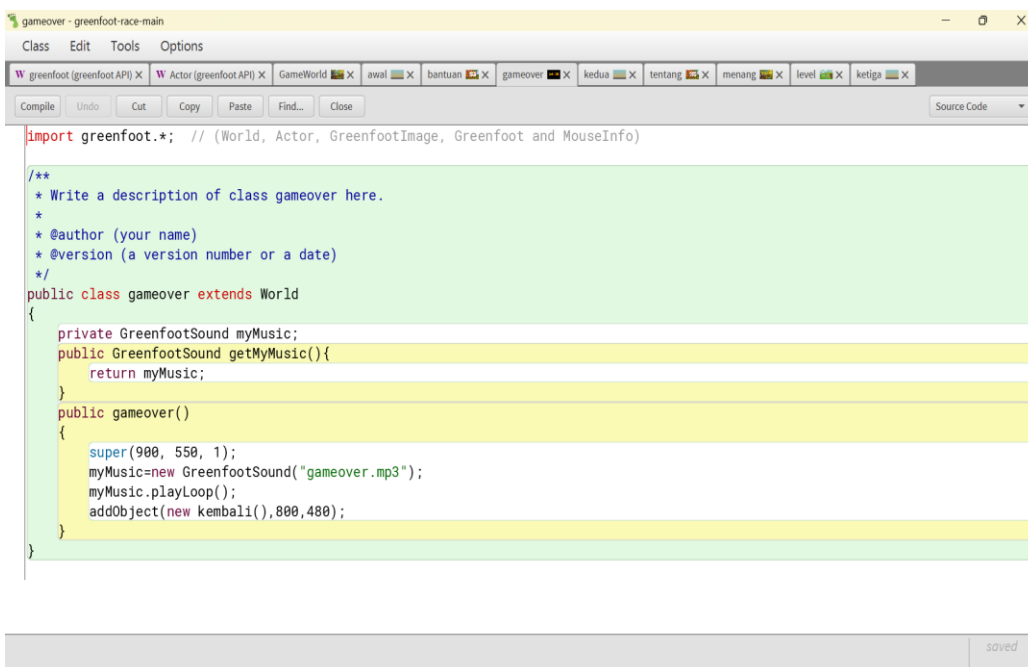
```



The screenshot shows the 'bantuan' class in the Greenfoot IDE. The class extends 'World' and contains a private 'myMusic' variable of type 'GreenfootSound'. The constructor 'bantuan()' calls 'super(900, 550, 1)', adds a 'backbantuan()' object at (830, 475), creates a 'myMusic' object with the file 'helpsound.mp3', and starts a 'playLoop()'. The 'getMyMusic()' method returns 'myMusic'.

```
import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class bantuan here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class bantuan extends World
{
    private GreenfootSound myMusic;
    public bantuan()
    {
        super(900, 550, 1);
        addObject(new backbantuan(), 830, 475);
        myMusic = new GreenfootSound("helpsound.mp3");
        myMusic.playLoop();
    }
    public GreenfootSound getMyMusic(){
        return myMusic;
    }
}
```



The screenshot shows the 'gameover' class in the Greenfoot IDE. The class extends 'World' and contains a private 'myMusic' variable of type 'GreenfootSound'. The constructor 'gameover()' calls 'super(900, 550, 1)', creates a 'myMusic' object with the file 'gameover.mp3', starts a 'playLoop()', and adds a 'kembali()' object at (800, 480). The 'getMyMusic()' method returns 'myMusic'.

```
import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class gameover here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class gameover extends World
{
    private GreenfootSound myMusic;
    public GreenfootSound getMyMusic(){
        return myMusic;
    }
    public gameover()
    {
        super(900, 550, 1);
        myMusic = new GreenfootSound("gameover.mp3");
        myMusic.playLoop();
        addObject(new kembali(), 800, 480);
    }
}
```

```

kedua - greenfoot-race-main
Class Edit Tools Options
W greenfoot (greenfoot API) X W Actor (greenfoot API) X GameWorld X awal X bantuan X gameover X kedua X tentang X menang X level X ketiga X
Compile Undo Cut Copy Paste Find... Close Source Code
import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class kedua here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class kedua extends World
{
    private GreenfootSound myMusic;
    private double nextTime;
    private double lastTime;
    private String lastString;
    nilai Nilai=new nilai("Score: ");
    public kedua()
    {
        super(900, 550, 1);
        addObject(new delman2(),100,400);
        addObject(Nilai, 100, 500);
        addObject(new strip(),0,465);
        addObject(new strip(),150,465);
        addObject(new strip(),300,465);
        addObject(new strip(),450,465);
        addObject(new strip(),600,465);
        addObject(new strip(),750,465);
    }
}

```

```

ketiga - greenfoot-race-main
Class Edit Tools Options
W greenfoot (greenfoot API) X W Actor (greenfoot API) X GameWorld X awal X bantuan X gameover X kedua X tentang X menang X level X ketiga X
Compile Undo Cut Copy Paste Find... Close Source Code
import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class ketiga here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class ketiga extends World
{
    private GreenfootSound myMusic;
    private double nextTime;
    private double lastTime;
    private String lastString;
    nilai Nilai=new nilai("Score: ");
    public ketiga()
    {
        super(900, 550, 1);
        addObject(new delman3(),100,400);
        addObject(Nilai, 100, 500);
        addObject(new strip(),0,465);
        addObject(new strip(),150,465);
        addObject(new strip(),300,465);
        addObject(new strip(),450,465);
        addObject(new strip(),600,465);
        addObject(new strip(),750,465);
    }
}

```

```

import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class level here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class level extends World
{
    private GreenfootSound myMusic;
    int ba=0;
    public GreenfootSound getMyMusic(){
        return myMusic;
    }
    public level(){
        super(900, 550, 1);
        myMusic=new GreenfootSound("awalgame.mp3");
        myMusic.playLoop();
    }
    public void act(){
        if(ba==0){
            mahasiswa tombol1=new mahasiswa();
            sma tombol2=new sma();
            smp tombol3=new smp();
            kembalilevel tombol4=new kembalilevel();
        }
    }
}

```

saved

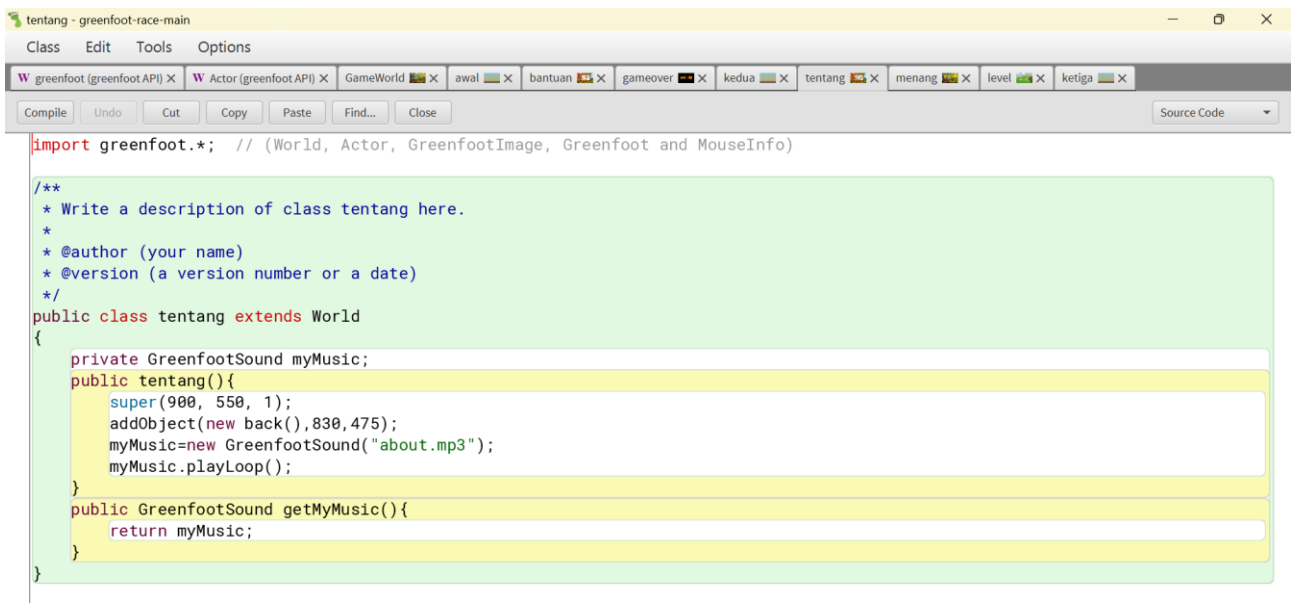
```

import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class menang here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class menang extends World
{
    private GreenfootSound myMusic;
    public GreenfootSound getMyMusic(){
        return myMusic;
    }
    public menang(){
        super(900, 550, 1);
        myMusic=new GreenfootSound("menang.mp3");
        myMusic.playLoop();
        addObject(new kembalimenang(),800,480);
    }
}

```

saved



```
import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class tentang here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class tentang extends World
{
    private GreenfootSound myMusic;
    public tentang(){
        super(900, 550, 1);
        addObject(new back(), 830, 475);
        myMusic=new GreenfootSound("about.mp3");
        myMusic.playLoop();
    }
    public GreenfootSound getMyMusic(){
        return myMusic;
    }
}
```

saved

Actor Class

a. Block1

```
/**
 * Write a description of class Block here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Block extends Actor
{
    private String str;
    private int state;
    public Block(){
        String[] alpha = {"A","B","C","D","E","F","G","H","I","J","K","L","M","N","O",
            "P","Q","R","S","T","U","V","W","X","Y","Z"};
        str = alpha[Greenfoot.getRandomNumber(alpha.length-1)];
        changeState(0);
    }
    //Agar blok dapat berjatuhan
    public void act(){
        setLocation(getX(), getY()+2);
        if(getY() > getWorld().getHeight()-50 && getState()==0) {
            changeState(2);
            ((awal) getWorld()).kurang();
        }
        if(getY() > getWorld().getHeight()-5) getWorld().removeObject(this);
    }
}
```

```
/**
 * Write a description of class Block2 here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Block2 extends Actor
{
    private String str;
    private int state;
    public Block2(){
        String[] alpha = {"A","B","C","D","E","F","G","H","I","J","K","L","M","N","O",
            "P","Q","R","S","T","U","V","W","X","Y","Z"};
        str = alpha[Greenfoot.getRandomNumber(alpha.length-1)];
        changeState(0);
    }
    //Agar blok dapat berjatuhan
    public void act() {
        setLocation(getX(), getY()+2);
        if(getY() > getWorld().getHeight()-50 && getState()==0) {
            changeState(2);
            ((kedua) getWorld()).kurang();
        }
        if(getY() > getWorld().getHeight()-5) getWorld().removeObject(this);
    }
}
```



```

Block3 - greenfoot-race-main
Class Edit Tools Options
[greenfoot API] X [W] Actor (greenfoot API) X GameWorld X awal X bantuan X gameover X kedua X tentang X menang X level X ketiga X Block X Block2 X Block3 X
Compile Undo Cut Copy Paste Find... Close Source Code

/**
 * Write a description of class Block here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class Block3 extends Actor
{
    private String str;
    private int state;
    public Block3(){
        String[] alpha = {"A","B","C","D","E","F","G","H","I","J","K","L","M","N","O",
            "P","Q","R","S","T","U","V","W","X","Y","Z"};
        str = alpha[Greenfoot.getRandomNumber(alpha.length-1)];
        changeState(0);
    }
    //Agar blok dapat berjatuhan
    public void act(){
        setLocation(getX(), getY()+2);
        if(getY() > getWorld().getHeight()-50 && getState()==0) {
            changeState(2);
            ((ketiga) getWorld()).kurang();
        }
        if(getY() > getWorld().getHeight()-5) getWorld().removeObject(this);
    }
}

```

```

animasi - greenfoot-race-main
Class Edit Tools Options
[greenfoot API] X [W] Actor (greenfoot API) X GameWorld X awal X bantuan X gameover X kedua X tentang X menang X level X ketiga X Block X Block2 X animasi X
Compile Undo Cut Copy Paste Find... Close Source Code

import greenfoot.*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class animasi here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class animasi extends Actor
{
    private GreenfootImage[] images;
    private int currentImage = 0;

    public animasi(String basename, String suffix, int noOfImages)
    {
        images = new GreenfootImage[noOfImages];
        for(int i=0; i < noOfImages; i++) {
            images[i] = new GreenfootImage(basename + i + suffix);
        }
        setImage(images[currentImage]);
    }
}

```

c. button

```

button - greenfoot-race-main
Class Edit Tools Options
[greenfoot API] X GameWorld X awal X bantuan X gameover X kedua X tentang X menang X level X ketiga X Block X Block2 X Block3 X animasi X button X
Compile Undo Cut Copy Paste Find... Close Source Code

/**
 * Write a description of class button here.
 *
 * @author (your name)
 * @version (a version number or a date)
 */
public class button extends Actor
{
    public GameWorld game;
    public button(GameWorld g){
        game=g;
    }
}

```

TAMPILAN

a. Tampilan awal



b. Ketika dijalankan



c. Ketika game over

