LAPORAN PEMROGRAMAN BERBASIS OBJEK

TUGAS EXERCISE

Oleh :

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JURUSAN TEKNOLOGI INFORMASI
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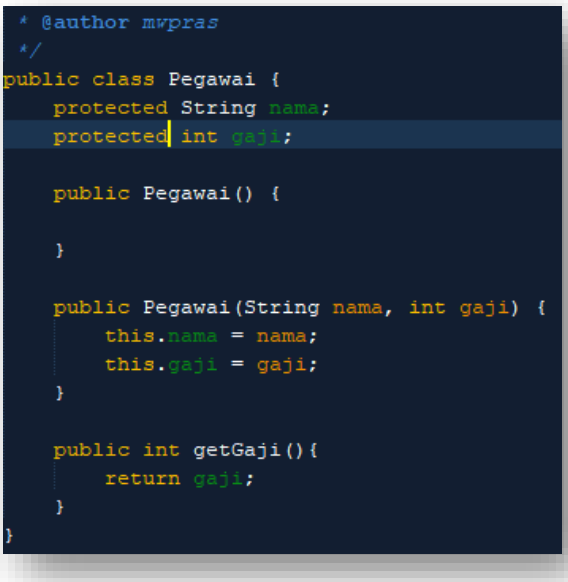
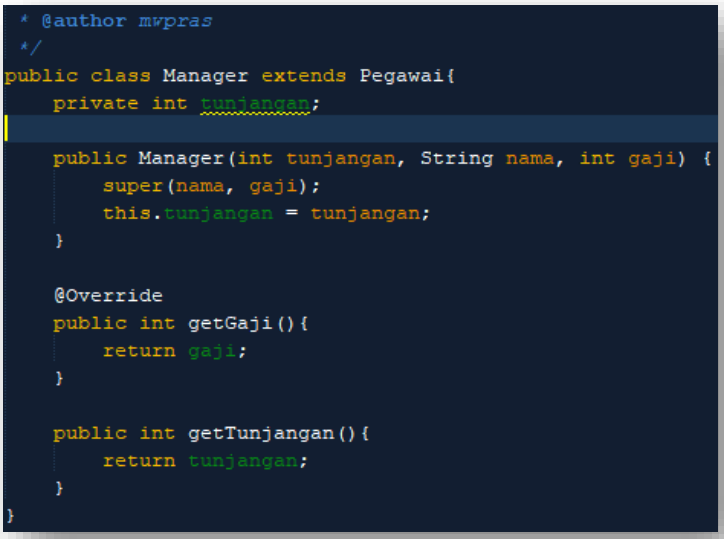
Exercise 1

1	Pegawai 
2	Manager 
3	Pegawai

```java
 * @author mwpras
 */
public class Pegawai {
    protected String nama;
    protected int gaji;

    public Pegawai() {

    }

    public Pegawai(String nama, int gaji) {
        this.nama = nama;
        this.gaji = gaji;
    }

    public int getGaji(){
        return gaji;
    }
}
```

```java
 * @author mwpras
 */
public class Manager extends Pegawai{
    private int tunjangan;

    public Manager(int tunjangan, String nama, int gaji) {
        super(nama, gaji);
        this.tunjangan = tunjangan;
    }

    @Override
    public int getGaji(){
        return gaji;
    }

    public int getTunjangan(){
        return tunjangan;
    }
}
```

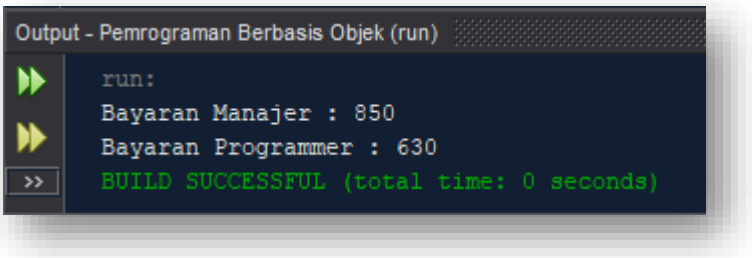
```
 * @author mwpras
 */
public class Programer extends Pegawai{
    private int bonus;

    public Programer(int bonus, String nama, int gaji) {
        super(nama, gaji);
        this.bonus = bonus;
    }

    @Override
  public int getGaji(){
      return gaji;
    }

  public int getBonus(){
      return bonus;
  }
}
```

3 Bayaran

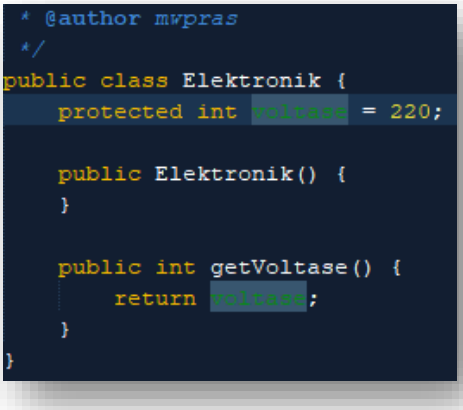
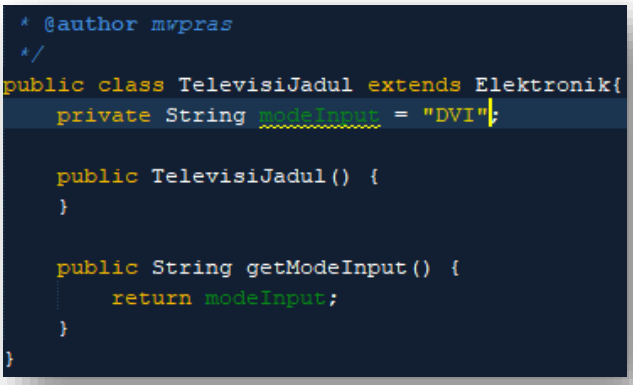
```
 * @author mwpras
 */
public class Bayaran {
    public int hitungBayaran(Pegawai pg){
        int uang = pg.getGaji();

        if (pg instanceof Manager) {
            uang += ((Manager)pg).getTunjangan();
        } else if (pg instanceof Programer) {
            uang += ((Programer)pg).getBonus();
        }
        return uang;
    }
}
```

4 Test

```
 * @author mwpras
 */
public class Test {
    public static void main(String[] args) {
        Manager man = new Manager(50, "Agus", 800);
        Programer prg = new Programer(30, "Budi", 600);
        Bayaran hr = new Bayaran();

        System.out.println("Bayaran Manajer : "+hr.hitungBayaran(man));
        System.out.println("Bayaran Programmer : "+hr.hitungBayaran(prg));
    }
}
```

5	Output 

Exercise 2

1	Elektronik 
2	Televisi Jadul 
3	Televisi Modern

```java
 * @author mwpras
 */
public class TelevisiModern extends Elektronik{
    private String modeInput = "HDMI";

    public TelevisiModern() {
    }

    public String getModeInput() {
        return modeInput;
    }
}
```

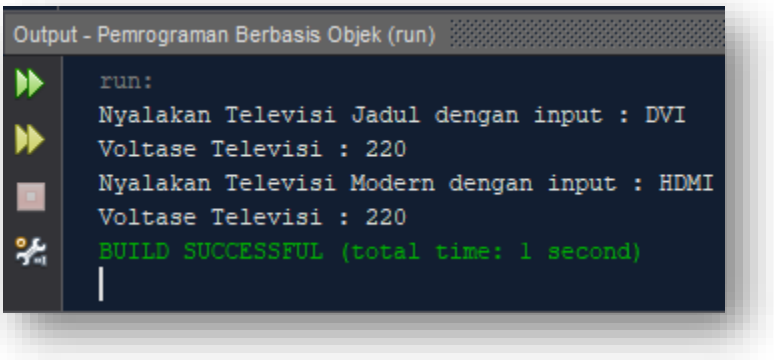
4 Manusia

```java
 * @author mwpras
 */
public class Manusia {
    public void nyalakanPerangkat(Elektronik e){
        int volt = e.getVoltase();

        if (e instanceof TelevisiJadul) {
            System.out.println("Nyalakan Televisi Jadul dengan input : "+((TelevisiJadul) e).getModeInput());
            System.out.println("Voltase Televisi : "+volt);
        } else if (e instanceof TelevisiModern) {
            System.out.println("Nyalakan Televisi Modern dengan input : "+((TelevisiModern) e).getModeInput());
            System.out.println("Voltase Televisi : "+volt);
        }
    }
}
```

5 Test

```java
 * @author mwpras
 */
public class Test {
    public static void main(String[] args) {
        Manusia indro = new Manusia();
        TelevisiJadul tj = new TelevisiJadul();
        TelevisiModern tm = new TelevisiModern();

        indro.nyalakanPerangkat(tj);
        indro.nyalakanPerangkat(tm);
    }
}
```

Output


Output - Pemrograman Berbasis Objek (run)
run:
Nyalakan Televisi Jadul dengan input : DVI
Voltase Televisi : 220
Nyalakan Televisi Modern dengan input : HDMI
Voltase Televisi : 220
BUILD SUCCESSFUL (total time: 1 second)