# W6 - FUNDAMENTAL PROGRAMMING STRUCTURES IN JAVA LAPORAN PRAKTIKUM

Disusun untuk memenuhi tugas Mata Kuliah Pemrograman Berorientasi Objek

Disusun oleh

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# PROGRAM STUDI D3 TEKNIK INFORMATIKA JURUSAN TEKNIK KOMPUTER DAN INFORMATIKA POLITEKNIK NEGERI BANDUNG

2022

#### A. Exercise 1

a.) Task 1.1 Modify class Circle

```
public class Circle {
    private double radius;
    private String color;
          setColor(color);
     public String toString() {
   return "Circle[radius=" + radius + " color=" + color + "]";
           public String getColor() {
           public void setColor(String color) {
           }
```

b.) Task 1.2 Overiding the getArea() methode //Cylinder.java

```
//Hasil Modifikasi getArea menjadi super.getArea()
public double getVolume() {
    return super.getArea()*height;
}

//Hasil Modifikasi dengan meng override
@Override
public double getArea() {
    return 2*Math.PI*getHeight() + 2*super.getArea();
}
```

c.) Task 1.3 Provide a toString() methode //Cylinder.java

```
@Override
public String toString() {
return "Cylinder: subclass of " + super.toString() + " height=" + height;
}

7 }
```

# **Hasil Output:**

```
PBO_with_Java - E:\Kuli ah\Semester 3\PBO\PBO_with_Java × W6 (run) ×

run:
Cylinder: radius=1.0 height=1.0 base area=12.566370614359172 volume=3.141592653589793
Cylinder: radius=1.0 height=1.0 base area=12.566370614359172 volume=3.141592653589793
Cylinder: radius=2.0 height=10.0 base area=87.96459430051421 volume=125.66370614359172
BUILD SUCCESSFUL (total time: 0 seconds)
```

#### B. Exercise 2

a.) Task 2.1

Write a superclass called Shape

```
public class Shape {
    private String color;
    private boolean filled = true;

public Shape () {
        color = "green";
        filled = true;
}

public Shape (String color, boolean filled) {
        color = color;
        filled = filled;
}

public String getColor() {
    return color;
    }

public void setColor(String color) {
        this.color = color;
    }

public boolean isfilled() {
        return filled;
    }

public void setFilled(boolean filled) {
        return filled;
    }

public string getColor() {
        return filled;
    }

public boolean isfilled() {
        return filled;
    }

public void setFilled(boolean filled) {
        this.filled = filled;
    }

public String boolean filled? "Filled": "Not Filled";
        return "A shape with color of "+ getColor()+" and" + shapeFill+"]";
}
```

Write two subclasses of Shape called Circle and Rectangle

```
//Circle.java
```

```
public class Circle extends Shape{
    private double radius;

public Circle() {
    radius = 1.0;
}

public Circle(double r) {
    radius = r;
}

//Hasil Modifikasi penambahan constructor
public Circle(double r, String color, boolean filled) {
    this.radius = r;
    super.setColor(color);
    super.setColor(color);
    super.setFilled(filled);
}

public double getRadius() {
    return radius;
}

public void setRadius(double radius) {
    this.radius = radius;
}

public double getRadius(fouble radius) {
    return radius*radius*Math.Ff;
}

Soverride
public String toString() {
    return "A Circle with radius=" + this.radius + " which is a subclass of " + super.toString();
}
```

//Rectangle.java

```
this.length = length;
this.width = width;
       public void setWidth(double width) {
   this.width = width;
            public double getLength() {
            public double getPerimeter(){
0
            public String toString() {
```

#### **Hasil running:**

```
* @author NAZWA FZ

*/

public class TestShape {

    public static void main (String[] args) {

        Circle c3 = new Circle(2.0, "green", false);

        System.out.println(c3.toString());

        Rectangle r3 = new Rectangle(2.0, 4.0, "blue", true);

        System.out.println(r3.toString());
}

thapeTask2.TestShape 

### Motifications

run:

A Circle with radius=2.0 which is a subclass of A shape with color of green and Not Filled

A Rectangle with width = 4.0, length = 2.0 area = 8.0 and Perimeter = 12.0 which is a subclass of A shape with color of blue and Filled

BUILD SUCCESSFUL (total time: 0 seconds)
```

Write a class called Square, as a subclass of Rectangle

//Square.java

```
public class Square extends Rectangle(
    public Square(){
        super();
    }

public Square(double side){
    super(side, side);
}

public Square(double side, String color, boolean filled){
    super(side, side, color, filled);
}

public double getSide(){
    return super.getLength();
}

public void setSide(double side){
    super.setLength(side);
    super.setLength(side);
}

goverride
public void setWidth(double side){
    super.setLength(side);
}

goverride
public void setLength(double side){
    super.setLength(side);
}

goverride
public void setLength(double side){
    super.setWidth(side);
}

goverride
public String toString(){
    return "A Rectangle with side = " + getSide()
    +" area " + super.getArea()+" and Ferimeter = " + super.getPerimeter()
    +" area " + super.getArea()+" and Ferimeter = " + super.getPerimeter()
    +" which is a subclass of " + super.toString();
}
```

Hasil running:

```
# Sauthor NAZWA FZ

* substitution of the subs
```

#### C. Exercise 3

#### a.) Task 3.1

Write code above, and analyzed how it work Berikut code yang telah di modifikasi

//Employee.java

```
public Employee(String n, double s, int day, int month, int year){
    System.out.println(getName() + " " + getSalary() + " " + getHireyear());
//Getter & Setter
public String getName() {
   return name;
return salary;
    return hiremonth;
```

//EmployeeTest.java

```
* @author NAZWA FZ
*/
public class EmployeeTest {
    public static void main (String[] args) {
        Employee[] staff = new Employee[3];
        staff[0] = new Employee("Antonio Rossi", 2000000, 1, 10, 1989);
        staff[1] = new Employee("Maria Bianchi", 2500000, 1, 12, 1991);
        staff[2] = new Employee("Isabel Vidal", 3000000, 1, 11, 1993);
        int i;
        for (i = 0; i < 3; i++) staff[i].raiseSalary(5);
        for (i = 0; i < 3; i++) staff[i].print();
    }
}</pre>
```

Hasil test Employee:

```
Output - W6 (run)

run:
Antonio Rossi 2100000.0 1989
Maria Bianchi 2625000.0 1991
Isabel Vidal 3150000.0 1993
BUILD SUCCESSFUL (total time: 0 seconds)
```

Gaji pegawai naik sebanyak 5%

//Manager.java

Dicobakan apabila staf merupakan manager

//ManagerTest.java

Dapat dilihat perbedaannya, bahwa gaji manager lebih besar naiknya dibanding karyawan lainnya. Di dalam class manager riseSalary khusus manager dilakukan override, sehingga manager mendapatkan bonus. Kenaikan gaji manager itu, (5% dari

gaji saat ini)+ (lama tahun bekerja x 0,5). Sehingga disini untuk manager dengan lama bekerja 31 tahun mendapatkan kenaikan gaji sebesar 20,5%.

## Perhitungannya:

```
lama bekerja = 31 tahun persentase gaji = 5% gaji semula = 2.500.000 gaji total =((kenaikan gaji + (lama bekerja/2)%) * gaji semula) + gaji semula gaji total = (5% + 15,5%)*2.500.000 + 2.500.000 gaji total = (20,5% * 2.500.000) + 2.500.000 gaji total = 512.000 + 2.500.000 gaji total = 3.012.500
```

#### [CASE 1]

\*Add abstract class Sortable

Berikut adalah class sortable yang telah ditambahkan

# Modifikasi pada Employee.java

```
//Extend dari abstract class sortable
public class Employee extends Sortable{
private String name;
private double salary:
```

```
74
75
    //Override dari abstract class sortable

@Override
public int compareTo(Sortable b) {
    Employee eb = (Employee) b;
    if (salary<eb.salary)
        return -1;
    if (salary>eb.salary)
        return +1;
    return 0;
84
}
```

Pemanggilan method pada EmployeeTest.java

```
* @author NAZWA FZ

*/
public class EmployeeTest {
    public static void main (String[] args) {
        Employee[] staff = new Employee[3];
        //Diujikan untuk gaji Antonio yang terbesar
        staff[0] = new Employee("Antonio Rossi", 3500000, 1, 10, 1989);
        staff[1] = new Employee("Maria Bianchi", 2500000, 1, 12, 1991);
        staff[2] = new Employee("Isabel Vidal", 3000000, 1, 11, 1993);
        //Dengan menggunakan sortable maka akan mengurut dari yang gajinya paling kecil ke besar
        Sortable.shellSort(staff);
        int i;
        for (i = 0; i < 3; i++) staff[i].raiseSalary(5);
        for (i = 0; i < 3; i++) staff[i].print();
    }
}</pre>
```

Hasilnya:

Pegawai diurutkan menurut besar gajinya dari gaji terkecil ke gaji terbesar.

## [CASE 2]

Imagine that we want to order the Managers in a similar way It will be work?

→ Tidak akan bekerja karena satu class tidak boleh memiliki 2 parent

```
public class Manager extends Employee extends Sortable {

private String secretaryName;

public Manager (String n. double s. int d. int m. int v) {
```

What is your solution?

→ Dengan mengubah Sortable menjadi Interface

Interface Sortable.java

```
//Diubah menjadi interface
interface Sortable {
   int compareTo (Sortable b);
}

//public abstract class interface Sortable {
   public abstract int compareTo(Sortable b);

// public static void shellSort(Sortable[] a) {
   int n = a.length;

// int increment = n / 2;

// while (increment >= 1) {
```

Implementasi di Employee.java

```
//Implement dari interface Sortable
public class Employee implements Sortable{
private String name;
private double salary;
```

Implementasi di Manager.java

```
* @author NAZWA FZ

*/

//Extends dari Employee dan Implement dari interface Sortable

public class Manager extends Employee implements Sortable{

private String secretaryName;

public Manager (String p. double s. int d. int m. int w) {
```

**Kendala**: Dikarenakan di teori belum sampai materi interface sehingga kesulitan saat menggerjakan tugas ini

Solusi: Mencari di Internet mengenai interface

**Sumber**: https://pdfhoney.com/compress-pdf.html#google\_vignette **Teman yang membantu**: untuk yg nomor 1 dan 2 dari yang presentasi, untuk nomor 3 mengerjakan sendiri