Praktikum Pemrograman Berorientasi Objek

Tanggal Praktikum: 22 February 2022

1) Tangkapan layar hasil akhir instalasi

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- 2) Tangkapan layar hasil running
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- Inisialisasi Objek
 - I. Dengan variabel referensi

II. Dengan metode

III. Oleh konstruktor