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Kelas: 2KS3

Kode: 02RWOGQ

Praktikum Pemrograman Berorientasi Objek

Tanggal Praktikum: 22 February 2022

1) Tangkapan layar hasil akhir instalasi

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## Control Design | Process | Proces
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- 2) Tangkapan layar hasil running
 - HaloDunia

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* Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license

* Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template

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- Inisialisasi Objek
 - I. Dengan variabel referensi

II. Dengan metode

III. Oleh konstruktor