

UJIAN TENGAH SEMESTER
OBJECT ORIENTED PROGRAMMING



INSTIKI
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Kelas : Object Oriented Programming L

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Kelas : OOP-L

2 Membuat UML class

Library Management System
- Scanner : Scanner
- book Manager : Book Manager
+ Library Management System ()
+ Library Management System (Scanner)
+ Library Management System (Book Manager, Scanner)
+ main (String []): void
+ run () : void

Book Manager
- Scanner : Scanner
- books : Books []
- book Count : Int
+ Book Manager (Scanner)
+ addBook () : void
+ display Books () : void
+ update Books () : void
+ delete Book () : void
+ toString () : String
+ display Books (int, int) : void

Books

- title : String
- borrower Name : String
- address : String
- Phone Number : String
- borrowing Date : String
- number Of Books Borrowed : int

- + Books (String, String, String, String, String, int)
- + getTitle () : String
- + setTitle (String) : void
- + getBorrower Name () : String
- + setBorrower Name (String) : void
- + getAddress () : String
- + setAddress (String) : void
- + getPhoneNumber () : String
- + setPhoneNumber (String) : void
- + getBorrowing Date () : String
- + setBorrowing Date (String) : void
- + getNumber Of Books Borrowed () : int
- + setNumber Of Books Borrowed (int) : void
- + toString () : String