



PEMROGRAMAN BERORIENTASI OBJEK LANJUT

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hierarchical 1:

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# Tugas Praktikum
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# 1. Buatlah Class yang mengimplementasikan Prosedural, beri nama: celcius pro.py
class KonversiSuhu:
   @staticmethod
   def celsius1 to fahrenheit(celsius):
        return (9/5) * celsius1 + 32
   @staticmethod
   def celsius2_to_reamur(celsius):
        return (4/5) * celsius2
   @staticmethod
    def celsius3 to kelvin(celsius):
        return celsius3 + 273.15
celsius1 = 75
celsius2 = 30
celsius3 = 60
fahrenheit = KonversiSuhu.celsius1_to_fahrenheit(celsius1)
reamur = KonversiSuhu.celsius2_to_reamur(celsius2)
kelvin = KonversiSuhu.celsius3_to_kelvin(celsius3)
print("konversi",celsius1, "derajat celcius adalah ",fahrenheit, "derajat
fahrenheit")
print("konversi",celsius2, "derajat celcius adalah ",reamur, "derajat Reamur")
print("konversi",celsius3, "derajat celcius adalah ",kelvin, "derajat Kelvin")
```

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class Parent:

def Funci(self):
    print("This function is in parent class.")

class Child (Parent):
    def funci(self):
    print("This function is in child 1.")

class Child (Parent):
    def funci(self):
    print("This function is in child 1.")

def funci(self):
    print("This function is in child 2.")

def funci(self):
    print("This function is in child 2.")

def funci(self):
    print("This function is in child 2.")

print("This function is in parent class.

This function is in child 2.

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hierarchical 2:

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class Animal:
    def __init__(self, name):
        self.name = name
    def speak(self):
        print(f"{self.name} speaks.")
class Dog(Animal):
    def __init__(self, name):
        super().__init__(name)
    def speak(self):
        print(f"{self.name} barks.")
class Cat(Animal):
    def __init__(self, name):
        super().__init__(name)
    def speak(self):
        print(f"{self.name} meows.")
my dog = Dog("Fido")
my_cat = Cat("Whiskers")
my_dog.speak()
my_cat.speak()
```

hybrid1:

```
class A:
    def method_a(self):
        print("Method A")
class B(A):
    def method_b(self):
        print("Method B")
class C(A):
    def method_c(self):
        print("Method C")
class D(B, C):
    def method_d(self):
        print("Method D")
my_d = D()
my_d.method_a()
my_d.method_b()
my_d.method_c()
my_d.method_d()
```

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hybrid2:

```
class Animal:
    def __init__(self, name):
        self.name = name
    def speak(self):
        pass
class Dog(Animal):
    def speak(self):
        return "Woof!"
class Cat(Animal):
    def speak(self):
        return "Meow"
class Bird(Animal):
    def speak(self):
        return "Tweet tweet!"
def main():
    dog = Dog("Buddy")
    cat = Cat("Mittens")
    bird = Bird("Polly")
    print(dog.name + ": " + dog.speak())
    print(cat.name + ": " + cat.speak())
    print(bird.name + ": " + bird.speak())
if __name__ == "__main__":
    main()
```

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Multilevel1:

```
class Animal:
    def __init__(self, species):
        self.species = species
    def eat(self):
        print("The animal is eating.")
class Pet(Animal):
    def __init__(self, name, species):
        super().__init__(species)
        self.name = name
    def play(self):
        print("The pet is playing.")
class cat(Pet):
    def __init__(self, name, breed):
        super().__init__(name, "Canine")
        self.breed = breed
    def bark(self):
        print("Meow! MeoW!")
my_cat = cat("Ane", "Golden Retriever")
print("Species:", my_cat.species)
print("Name:", my_cat.name)
my_cat.eat()
my_cat.play()
my_cat.bark()
```

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PERTENDANCE PROBLEMS OF MUDILIFORM PROBLEMS & Animal

class Animal:

class Animal:

def _init_(self, species):

self.species = species

def eat(self):

class Pet(Animal):

def _init_(self, name, species):

self.name = name

def _init_(self, name, species):

self.name = name

def play(self):

print("The pet is playing.")

class cat(Pet):

def _init_(self, name, breed):

super()._init_(name, "Canine")

self.name = name

def _init_(self, name, species)

super()._init_(name, "Canine")

self.dreed = breed

def _init_(self, name, self, name, self
```

Multilevel 2:

```
class Vehicle:
   def __init__(self, color, wheels):
        self.color = color
        self.wheels = wheels
class Car(Vehicle):
   def __init__(self, color, wheels, speed):
        super().__init__(color, wheels)
        self.speed = speed
   def drive(self):
        print(f"The {self.color} car is driving at {self.speed} km/h.")
class ElectricCar(Car):
   def __init__(self, color, wheels, speed, battery_capacity):
        super().__init__(color, wheels, speed)
        self.battery_capacity = battery_capacity
   def charge(self):
        print(f"The {self.color} electric car is charging its battery with
{self.battery_capacity} kWh.")
my_electric_car = ElectricCar("blue", 4, 120, 60)
my electric car.drive()
my_electric_car.charge()
```

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Multiple 1:

```
class Tenaga :
    def setTenaga (self,tenaga):
        self.tenaga = tenaga
    def showTenaga(self):
        print(self.tenaga)
class Kelompok :
    def setKelompok(self,kelompok):
        self.kelompok = kelompok
    def showKelompok (self):
        print (self.kelompok)
class Pahlawan (Tenaga, Kelompok):
    def __init__(self,name,health):
        self.name = name
        self.health = health
Deku = Pahlawan ('Deku', 200)
Deku.setKelompok('Pro')
Deku.setTenaga('Super')
Deku.showKelompok()
Deku.showTenaga()
```

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Multiple 2:

```
class Manusia:
    def __init__(self, nama ,umur):
        self.nama = nama
        self.umur = umur

class Penari:
    def __init__(self, style):
        self.style = style

class Murid (Manusia, Penari):
    def __init__(self, nama, umur, style):
        Manusia.__init__(self, nama, umur)
        Penari.__init__(self, style)

Deku = Murid( 'Deku', 20, 'Hiphop')
print (Deku.nama)
print (Deku.umur)
print (Deku.style)
```

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PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

PROBLEMS OUTPUT DEBUG CONSOLE
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Single 1:

```
class Orang:
    def __init__(self, nama, umur):
        self.nama = nama
        self.umur = umur

    def sapa(self):
        print("Halo, nama saya", self.nama)

class Pelajar(Orang):
    def __init__(self, nama, umur, nis):
        super().__init__(nama, umur)
        self.nis = nis

    def belajar(self):
        print("Saya sedang belajar di kelas.")

pelajar1 = Pelajar("Ahmad", 16, "12345")
pelajar1.sapa()
pelajar1.belajar()
```

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Single 2:

```
class Orangtua:
    def __init__(self, rambut, umur):
        self.rambut = rambut
        self.umur = umur
    def jenisRambut(self):
        print(self.rambut, "Keriting")

class Anak(Orangtua):
    def __init__(self, rambut, umur, warnaMata):
        super().__init__(rambut, umur)
        self.warnaMata = warnaMata

    def JenisKelamin(self):
        print("Laki Laki")

kucingA = Anak("Aldi", 12, "biru")
kucingA.jenisRambut()
kucingA.JenisKelamin()
```

