

## **LAPORAN AKHIR PRAKTIKUM**

Mata Praktikum : RPL 2  
Kelas : 4IA06  
Praktikum ke- : 1  
Tanggal : 15 October 2024  
Materi : Desain Perangkat Lunak Berbasis Komponen  
NPM : 51421270  
Nama : Rayi Ahmad  
Ketua Asisten : Gilbert Jefferson Faozato Mendrofa  
Paraf Asisten :  
Nama Asisten :  
Jumlah Lembar : 2 Lembar

## **LABORATORIUM TEKNIK INFORMATIKA UNIVERSITAS GUNADARMA 2024**

Rekayasa Perangkat Lunak 2

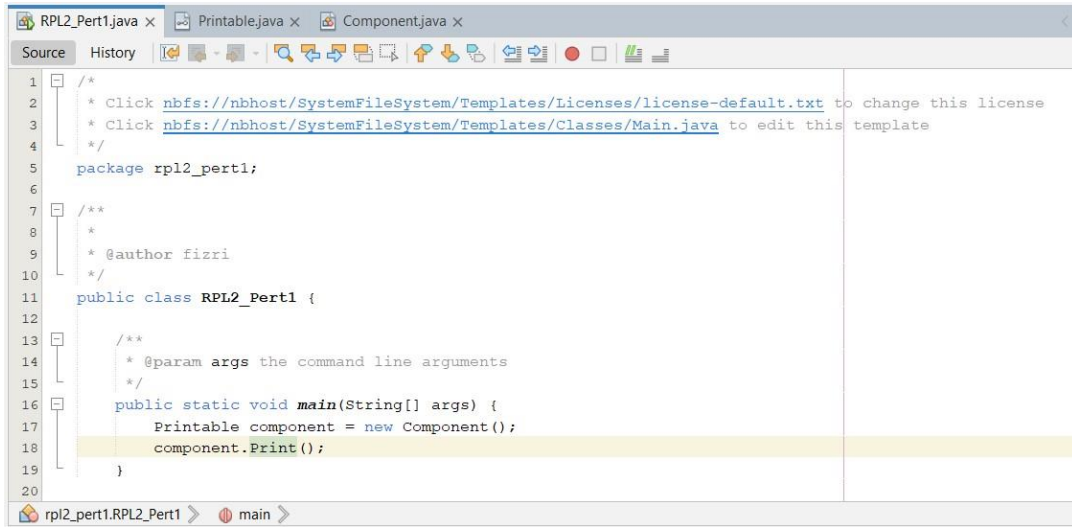
Soal

1. Buatlah program seperti pada video, tetapi ganti output program menjadi Nama,NPM, serta Kelas kalian

## Jawab

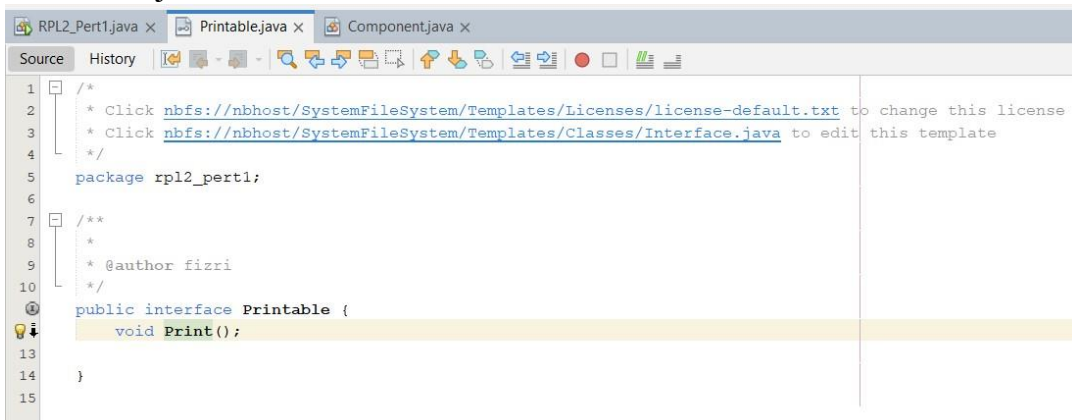
1.

### A. RPL2\_Pert1.java



```
1  /**
2   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3   * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Main.java to edit this template
4   */
5   package rpl2_pert1;
6
7   /**
8    *
9    * @author fizri
10   */
11  public class RPL2_Pert1 {
12
13      /**
14       * @param args the command line arguments
15       */
16      public static void main(String[] args) {
17          Printable component = new Component();
18          component.Print();
19      }
20  }
```

### B. Printable.java



```
1  /**
2   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
3   * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Interface.java to edit this template
4   */
5   package rpl2_pert1;
6
7   /**
8    *
9    * @author fizri
10   */
11  public interface Printable {
12      void Print();
13  }
14
15  }
```