

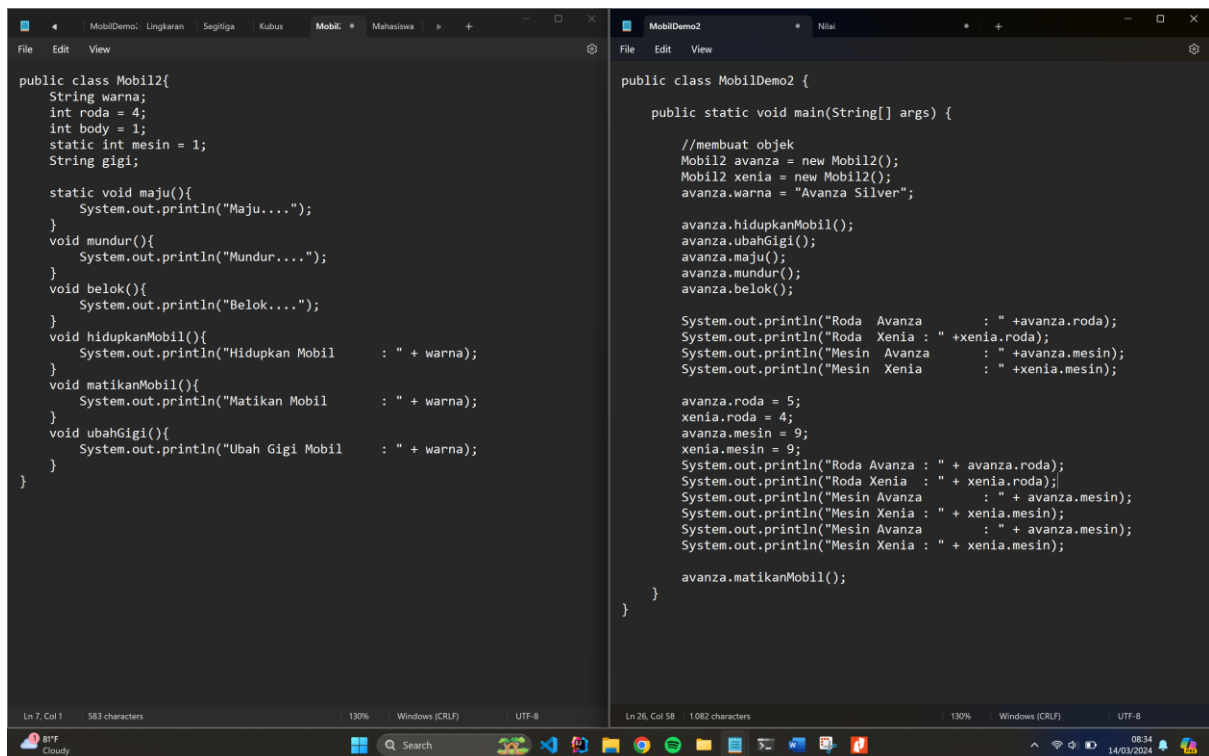
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## PRAKTIKUM 2

### Latihan 1



```
public class Mobil2{
    String warna;
    int roda = 4;
    int body = 1;
    static int mesin = 1;
    String gigi;

    static void maju(){
        System.out.println("Maju....");
    }
    void mundur(){
        System.out.println("Mundur....");
    }
    void belok(){
        System.out.println("Belok....");
    }
    void hidupkanMobil(){
        System.out.println("Hidupkan Mobil : " + warna);
    }
    void matikanMobil(){
        System.out.println("Matikan Mobil : " + warna);
    }
    void ubahGigi(){
        System.out.println("Ubah Gigi Mobil : " + warna);
    }
}

public class MobilDemo2 {

    public static void main(String[] args) {

        //membuat objek
        Mobil2 avanza = new Mobil2();
        Mobil2 xenia = new Mobil2();
        avanza.warna = "Avanza Silver";

        avanza.hidupkanMobil();
        avanza.ubahGigi();
        avanza.maju();
        avanza.mundur();
        avanza.belok();

        System.out.println("Roda Avanza : " + avanza.roda);
        System.out.println("Roda Xenia : " + xenia.roda);
        System.out.println("Mesin Avanza : " + avanza.mesin);
        System.out.println("Mesin Xenia : " + xenia.mesin);

        avanza.roda = 5;
        xenia.roda = 4;
        avanza.mesin = 9;
        xenia.mesin = 9;
        System.out.println("Roda Avanza : " + avanza.roda);
        System.out.println("Roda Xenia : " + xenia.roda);
        System.out.println("Mesin Avanza : " + avanza.mesin);
        System.out.println("Mesin Xenia : " + xenia.mesin);
        System.out.println("Mesin Avanza : " + avanza.mesin);
        System.out.println("Mesin Xenia : " + xenia.mesin);

        avanza.matikanMobil();
    }
}
```

**Code Mobil2.java : Kembangkan Class Mobil, ubah nama menjadi Mobil2**

```
public class Mobil2{

    String warna;

    int roda = 4;

    int body = 1;

    static int mesin = 1;

    String gigi;

    static void maju(){

        System.out.println("Maju....");

    }

}
```

```

void mundur(){
    System.out.println("Mundur...");
}
void belok(){
    System.out.println("Belok....");
}
void hidupkanMobil(){
    System.out.println("Hidupkan Mobil    : " + warna);
}
void matikanMobil(){
    System.out.println("Matikan Mobil      : " + warna);
}
void ubahGigi(){
    System.out.println("Ubah Gigi Mobil   : " + warna);
}
}

```

**Code MobilDemo2.java : Panggil method-method diatas dari MobilDemo2**

```

public class MobilDemo2 {
    public static void main(String[] args) {
        Mobil2 avanza = new Mobil2();
        Mobil2 xenia = new Mobil2();
        avanza.warna = "Avanza Silver";

        avanza.hidupkanMobil();
        avanza.ubahGigi();
        avanza.maju();
        avanza.mundur();
        avanza.belok();

        System.out.println("Roda Avanza      : " +avanza.roda);
        System.out.println("Roda Xenia      : " +xenia.roda);
        System.out.println("Mesin Avanza    : " +avanza.mesin);
        System.out.println("Mesin Xenia     : " +xenia.mesin);
    }
}

```

```

        avanza.roda = 5;
        xenia.roda = 4;
        avanza.mesin = 9;
        xenia.mesin = 9;
        System.out.println("Roda Avanza      : " + avanza.roda);
        System.out.println("Roda Xenia : " + xenia.roda);
        System.out.println("Mesin Avanza      : " + avanza.mesin);
        System.out.println("Mesin Xenia      : " + xenia.mesin);
        System.out.println("Mesin Avanza      : " + avanza.mesin);
        System.out.println("Mesin Xenia      : " + xenia.mesin)
        avanza.matikanMobil();
    }
}

```

### Output:

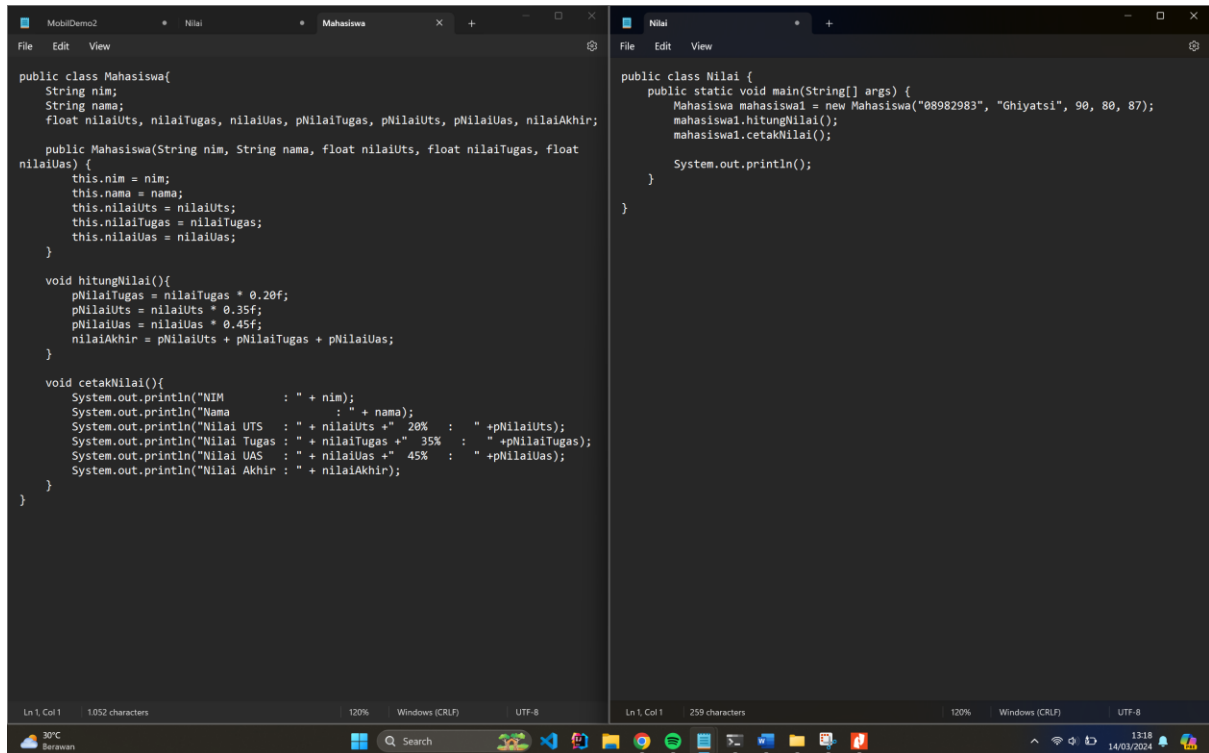
```

Node.js command prompt
D:\Pemrograman Berorientasi Objek\tugas\PRAKTIKUM_2_PBO>javac Mobil2.java
D:\Pemrograman Berorientasi Objek\tugas\PRAKTIKUM_2_PBO>javac MobilDemo2.java
D:\Pemrograman Berorientasi Objek\tugas\PRAKTIKUM_2_PBO>java MobilDemo2
Hidupkan Mobil : Avanza Silver
Ubah Gigi Mobil : Avanza Silver
Maju...
Mundur...
Belok...
Roda Avanza      : 4
Roda Xenia       : 4
Mesin Avanza     : 1
Mesin Xenia      : 1
Roda Avanza      : 5
Roda Xenia       : 4
Mesin Avanza     : 9
Mesin Xenia      : 9
Mesin Avanza     : 9
Mesin Xenia      : 9
Matikan Mobil   : Avanza Silver
D:\Pemrograman Berorientasi Objek\tugas\PRAKTIKUM_2_PBO>

```

## Latihan 2

### Program untuk menghitung nilai



```
public class Mahasiswa{
    String nim;
    String nama;
    float nilaiUts, nilaiTugas, nilaiUas, pNilaiTugas, pNilaiUts, pNilaiUas, nilaiAkhir;

    public Mahasiswa(String nim, String nama, float nilaiUts, float nilaiTugas, float
    nilaiUas) {
        this.nim = nim;
        this.nama = nama;
        this.nilaiUts = nilaiUts;
        this.nilaiTugas = nilaiTugas;
        this.nilaiUas = nilaiUas;
    }

    void hitungNilai(){
        pNilaiTugas = nilaiTugas * 0.20f;
        pNilaiUts = nilaiUts * 0.35f;
        pNilaiUas = nilaiUas * 0.45f;
        nilaiAkhir = pNilaiUts + pNilaiTugas + pNilaiUas;
    }

    void cetakNilai(){
        System.out.println("NIM      : " + nim);
        System.out.println("Nama      : " + nama);
        System.out.println("Nilai UTS   : " + nilaiUts + " 20%   : " + pNilaiUts);
        System.out.println("Nilai Tugas : " + nilaiTugas + " 35%   : " + pNilaiTugas);
        System.out.println("Nilai UAS   : " + nilaiUas + " 45%   : " + pNilaiUas);
        System.out.println("Nilai Akhir : " + nilaiAkhir);
    }
}
```

```
public class Nilai {
    public static void main(String[] args) {
        Mahasiswa mahasiswa1 = new Mahasiswa("08982983", "Ghiyatsi", 90, 80, 87);
        mahasiswa1.hitungNilai();
        mahasiswa1.cetakNilai();

        System.out.println();
    }
}
```

### Code 1 : Class Mahasiswa (Mahasiswa.java)

```
public class Mahasiswa{
    String nim;
    String nama;
    float nilaiUts, nilaiTugas, nilaiUas, pNilaiTugas, pNilaiUts, pNilaiUas, nilaiAkhir;
    public Mahasiswa(String nim, String nama, float nilaiUts, float nilaiTugas, float nilaiUas)
    {
        this.nim = nim;
        this.nama = nama;
        this.nilaiUts = nilaiUts;
        this.nilaiTugas = nilaiTugas;
        this.nilaiUas = nilaiUas;
    }
    void hitungNilai(){
        pNilaiTugas = nilaiTugas * 0.20f;
        pNilaiUts = nilaiUts * 0.35f;
```

```

        pNilaiUas = nilaiUas * 0.45f;
        nilaiAkhir = pNilaiUts + pNilaiTugas + pNilaiUas;
    }
    void cetakNilai(){
        System.out.println("NIM          : " + nim);
        System.out.println("Nama          : " + nama);
        System.out.println("Nilai UTS   : " + nilaiUts + " 20%   : " + pNilaiUts);
        System.out.println("Nilai Tugas : " + nilaiTugas + " 35%   : " + pNilaiTugas);
        System.out.println("Nilai UAS   : " + nilaiUas + " 45%   : " + pNilaiUas);
        System.out.println("Nilai Akhir : " + nilaiAkhir);
    }
}

```

## Code 2 : Class Nilai (Nilai.java)

```

public class Nilai {
    public static void main(String[] args) {
        Mahasiswa mahasiswa1 = new Mahasiswa("08982983", "Ghiyatsi", 90, 80, 87);
        mahasiswa1.hitungNilai();
        mahasiswa1.cetakNilai();
        System.out.println();
    }
}

```

## Output:

```
Node.js command prompt
D:\Pemrograman Berorientasi Objek\tugas\PRAKTIKUM_2_PB0>javac Mahasiswa.java
D:\Pemrograman Berorientasi Objek\tugas\PRAKTIKUM_2_PB0>javac Nilai.java
D:\Pemrograman Berorientasi Objek\tugas\PRAKTIKUM_2_PB0>java Nilai
NIM          : 08982983
Nama         : Ghyatsi
Nilai UTS    : 90.0  20%   : 31.5
Nilai Tugas  : 80.0  35%   : 16.0
Nilai UAS    : 87.0  45%   : 39.149998
Nilai Akhir  : 86.649994
D:\Pemrograman Berorientasi Objek\tugas\PRAKTIKUM_2_PB0>
```