

Nama : Muhammad Ridho

Kelas : 4IA06

NPM : 51421055

Materi : Anatomi Class, Struktur Aplikasi JAVA, Object Oriented Programming (OOP) Dengan JAVA

Mata Pratikum : Rekayasa Perangkat Lunak

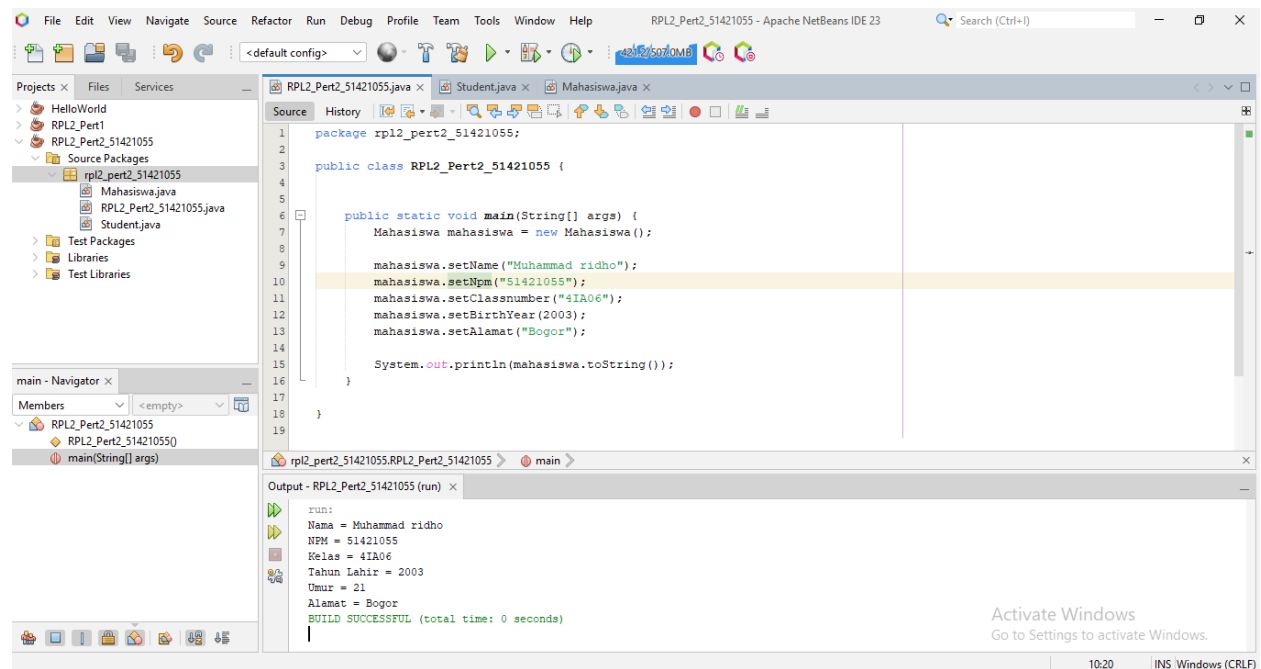
ACTIVITY 2

1. Jelaskan bagaimana cara membuat getter dan setter method pada Netbeans IDE.

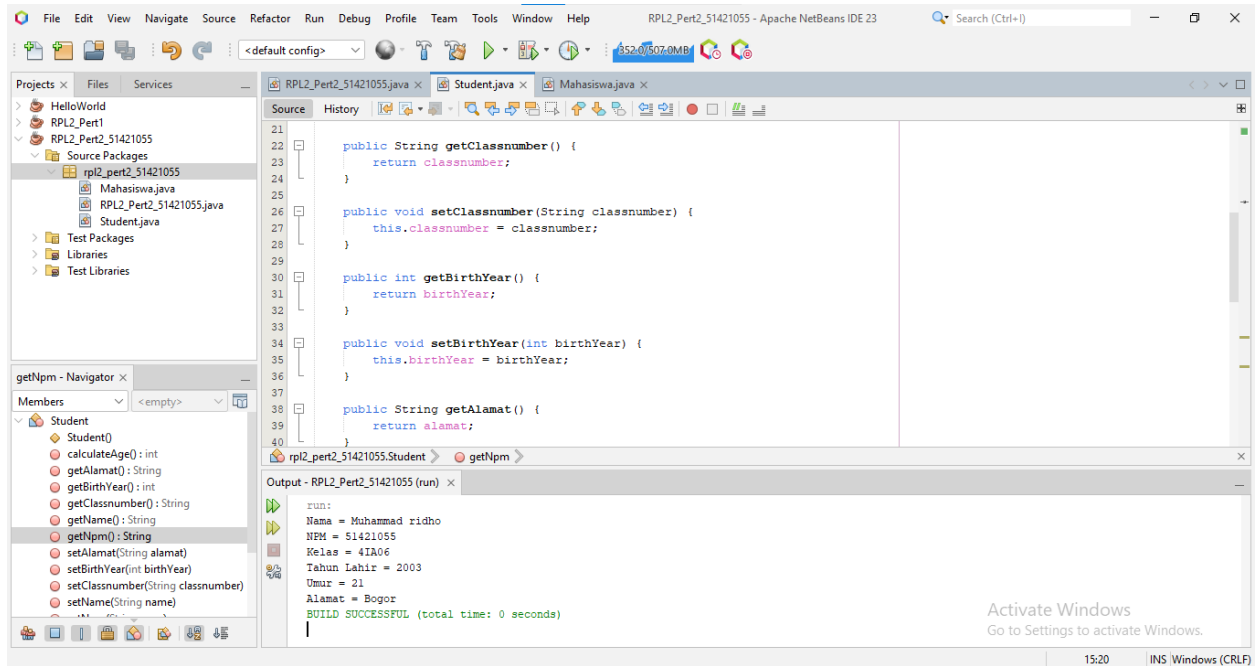
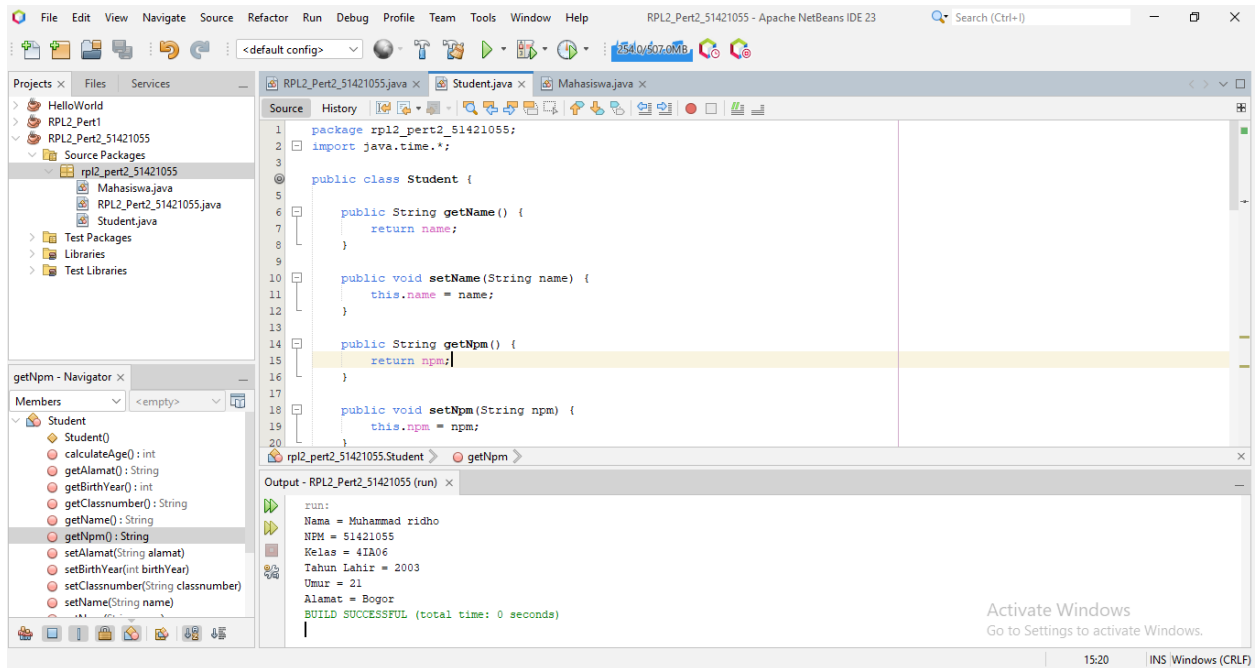
- blok kode yang ingin dilakukan getter dan setter
- klik kanan pada kode yang di blok
- pilih insert code
- pilih select all
- lalu generete

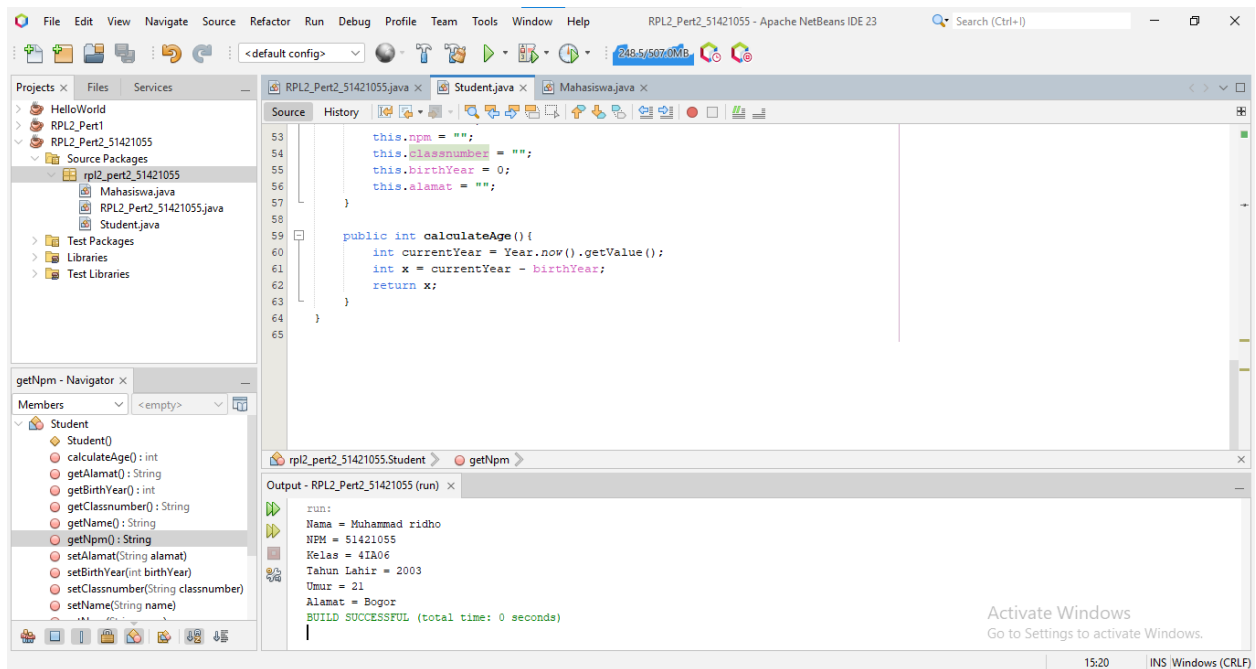
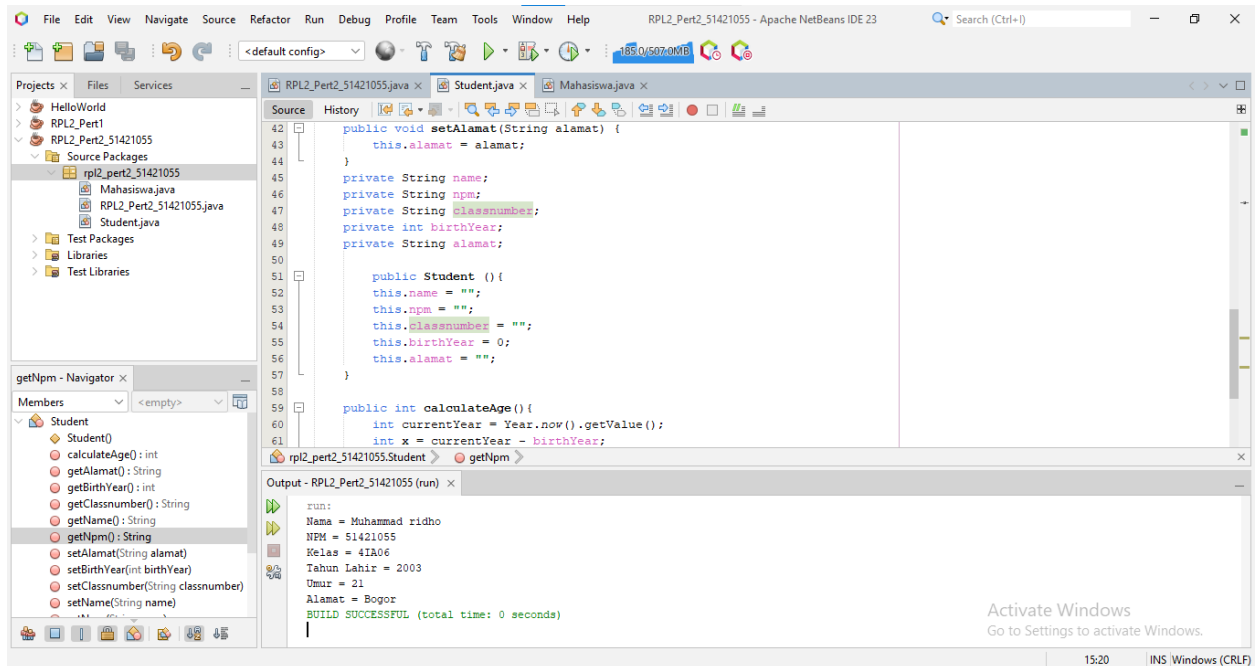
2. Screenshot hasil codingan kalian lengkap dengan window Projects, Navigator, dan Outputnya.

Codingan RPL_Pert2_51421055.java



Codingan Student.java





Mahasiswa.java

The screenshot displays the Apache NetBeans IDE interface. The main editor window shows the `Mahasiswa.java` file, which is a Java class extending `Student`. The code includes a package declaration, a class declaration, a constructor, and an overridden `toString()` method. The `toString()` method returns a string containing the student's name, NPM, class number, birth year, age, and address.

```
package rpl2_pert2_51421055;

public class Mahasiswa extends Student {

    public Mahasiswa () {
        super ();
    }

    @Override
    public String toString() {
        return "Nama = " + getName() + "\n" +
            "NPM = " + getNpm() + "\n" +
            "Kelas = " + getClassnumber() + "\n" +
            "Tahun Lahir = " + getBirthYear() + "\n" +
            "Umur = " + calculateAge() + "\n" +
            "Alamat = " + getAlamat();
    }
}
```

The left sidebar shows the project structure, including the `Source Packages` and `Test Packages` folders. The `Members` tab is active, showing the `Mahasiswa` class and its `toString()` method. The `Output` window at the bottom shows the results of running the program, displaying the student's details and a successful build message.

Output - RPL2_Pert2_51421055 (run)

```
run:
Nama = Muhammad ridho
NPM = 51421055
Kelas = 4IA06
Tahun Lahir = 2003
Umur = 21
Alamat = Bogor
BUILD SUCCESSFUL (total time: 0 seconds)
```

Activate Windows
Go to Settings to activate Windows.

17:34 INS Windows (CRLF)