

Nama : Rifky Apriliana Arya Putra

Kelas : R1

Nim : 210511023

Latihan pbo 4

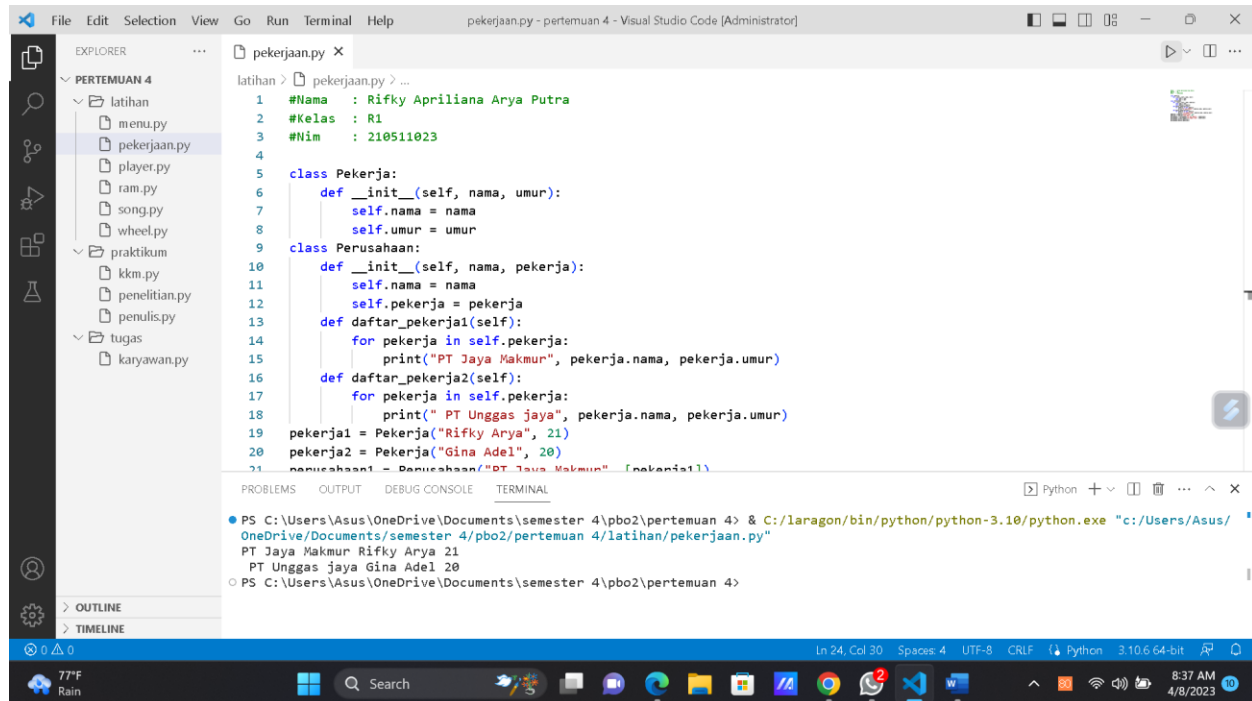
Contoh 1

Script:

```
#Nama : Rifky Apriliana Arya Putra
#Kelas : R1
#Nim : 210511023
```

```
class Pekerja:
    def __init__(self, nama, umur):
        self.nama = nama
        self.umur = umur
class Perusahaan:
    def __init__(self, nama, pekerja):
        self.nama = nama
        self.pekerja = pekerja
    def daftar_pekerja1(self):
        for pekerja in self.pekerja:
            print("PT Jaya Makmur", pekerja.nama, pekerja.umur)
    def daftar_pekerja2(self):
        for pekerja in self.pekerja:
            print(" PT Unggas jaya", pekerja.nama, pekerja.umur)
pekerja1 = Pekerja("Rifky Arya", 21)
pekerja2 = Pekerja("Gina Adel", 20)
perusahaan1 = Perusahaan("PT Jaya Makmur", [pekerja1])
perusahaan2 = Perusahaan("PT Unggas Jaya", [pekerja2])
perusahaan1.daftar_pekerja1()
perusahaan2.daftar_pekerja2()
```

hasil running program:



Contoh 2

Script:

```
#Nama : Rifky Apriliana Arya Putra
#Kelas : R1
#Nim : 210511023
```

```
class Pemain:
```

```
    def __init__(self, name):
        self.name = name
        self.inventory = Inventory()
        print("Pablo Gavi")
```

```
class Tim:
```

```
    def __init__(self, name):
        self.name = name
```

```
class Inventory:
```

```
    def __init__(self):
        self.items = []
    def add_item(self, Tim):
        self.items.append(Tim)
        print("Tim", Tim.name)
    def remove_item(self, Tim):
        self.items.remove(Tim)
```

```
player = Pemain("Pablo Gavi")
```

```
sword = Tim("Barcelona")
```

```
shield = Tim("Midfilder")
```

```

print("="*40)
player.inventory.add_item(sword)
player.inventory.add_item(shield)
player.inventory.items
print(" ")

```

contoh running program:

The screenshot shows the Visual Studio Code interface. The Explorer pane on the left shows a project structure with folders 'PERTEMUAN 4', 'latihan', 'praktikum', and 'tugas'. The file 'player.py' is open in the editor. The code in 'player.py' defines a 'Pemain' class with an 'Inventory' attribute, a 'Tim' class, and an 'Inventory' class. The terminal output shows the execution of the script, displaying the player's name, class, and Nim, followed by the inventory items.

```

1 #Nama : Rifky Aprilliana Arya Putra
2 #Kelas : R1
3 #Nim : 210511023
4
5 class Pemain:
6     def __init__(self, name):
7         self.name = name
8         self.inventory = Inventory()
9         print("Pablo Gavi")
10
11 class Tim:
12     def __init__(self, name):
13         self.name = name
14
15 class Inventory:
16     def __init__(self):
17         self.items = []
18     def add_item(self, Tim):
19         self.items.append(Tim)
20         print("Tim", Tim.name)
21     def remove_item(self, Tim):
22         self.items.remove(Tim)
23
24 player = Pemain("Pablo Gavi")

```

Terminal Output:

```

PS C:\Users\Asus\OneDrive\Documents\semester 4\pbo2\pertemuan 4> & C:\laragon\bin\python\python-3.10\python.exe "c:/Users/Asus/OneDrive/Documents/semester 4/pbo2/pertemuan 4/latihan/player.py"
Pablo Gavi
=====
Tim (Barcelona)
Tim Midfilder

```

Contoh 3

Script:

```

#Nama : Rifky Aprilliana Arya Putra
#Kelas : R1
#Nim : 210511023

```

```

class Menu:
    def __init__(self, dishes=None):
        if dishes is None:
            self.dishes = []
        else:
            self.dishes = dishes
    def add_dish(self, dish):
        self.dishes.append(dish)
        print("Menu", dish.name, dish.price)
class Dish:
    def __init__(self, name, price):
        self.name = name

```

```

        self.price = price
        self.menu = Menu()
class Restaurant:
    def __init__(self, name, menu):
        self.name = name
        self.menu = menu
print("KyyDiePie Resto")
dish1 = Dish("Kopi Pawon ", 16000)
dish2 = Dish("Serabi Mekkah", 15000)
menu = Menu([dish1, dish2])
restaurant = Restaurant("Warung Bakso", menu)
print("="*40)
restaurant.menu.add_dish(dish1)
restaurant.menu.add_dish(dish2)
restaurant.menu.dishes

```

contoh running program:

```

class Dish:
    def __init__(self, name, price):
        self.name = name
        self.price = price
        self.menu = Menu()
class Restaurant:
    def __init__(self, name, menu):
        self.name = name
        self.menu = menu
print("KyyDiePie Resto")
dish1 = Dish("Kopi Pawon ", 16000)
dish2 = Dish("Serabi Mekkah", 15000)
menu = Menu([dish1, dish2])
restaurant = Restaurant("Warung Bakso", menu)
print("="*40)
restaurant.menu.add_dish(dish1)
restaurant.menu.add_dish(dish2)
restaurant.menu.dishes

```

```

PS C:\Users\Asus\OneDrive\Documents\semester 4\pbo2\pertemuan 4> & C:\laragon\bin\python\python-3.10\python.exe "c:/Users/Asus/OneDrive/Documents/semester 4/pbo2/pertemuan 4/latihan/menu.py"
KyyDiePie Resto
=====
Menu Kopi Pawon 16000
Menu Serabi Mekkah 15000
PS C:\Users\Asus\OneDrive\Documents\semester 4\pbo2\pertemuan 4>

```

Contoh 4

Script:

```

#Nama : Rifky Apriliana Arya Putra
#Kelas : R1
#Nim : 210511023

```

```

class Song:
    def __init__(self, title, artist):

```

```

        self.title = title
        self.artist = artist
class Playlist:
    def __init__(self):
        self.songs = []
    def add_song(self, song):
        self.songs.append(song)
        print("Title", song.title)
class MediaPlayer:
    def __init__(self, playlist):
        self.playlist = playlist
        print("Play Music")
song1 = Song("SleepWalking", "Bring Me The Horizon")
song2 = Song("Serana", "For Revenge")
playlist = Playlist()
media_player = MediaPlayer(playlist)
print("="*40)
playlist.add_song(song1)
playlist.add_song(song2)
media_player.playlist.songs

```

contoh running program:

```

1  #Nama : Rifky Apriliana Arya Putra
2  #Kelas : R1
3  #Nim : 210511023
4
5  class Song:
6      def __init__(self, title, artist):
7          self.title = title
8          self.artist = artist
9  class Playlist:
10     def __init__(self):
11         self.songs = []
12     def add_song(self, song):
13         self.songs.append(song)
14         print("Title", song.title)
15 class MediaPlayer:
16     def __init__(self, playlist):
17         self.playlist = playlist
18         print("Play Music")
19 song1 = Song("SleepWalking", "Bring Me The Horizon")
20 song2 = Song("Serana", "For Revenge")
21 playlist = Playlist()
22 media_player = MediaPlayer(playlist)
23
24 print("="*40)
25 playlist.add_song(song1)
26 playlist.add_song(song2)
27 media_player.playlist.songs

```

```

PS C:\Users\Asus\OneDrive\Documents\semester 4\pbo2\pertemuan 4> & C:\laragon\bin\python\python-3.10\python.exe "c:/Users/Asus/OneDrive/Documents/semester 4/pbo2/pertemuan 4/latihan/song.py"
Play Music
=====
Title SleepWalking
Title Serana

```

Contoh 5

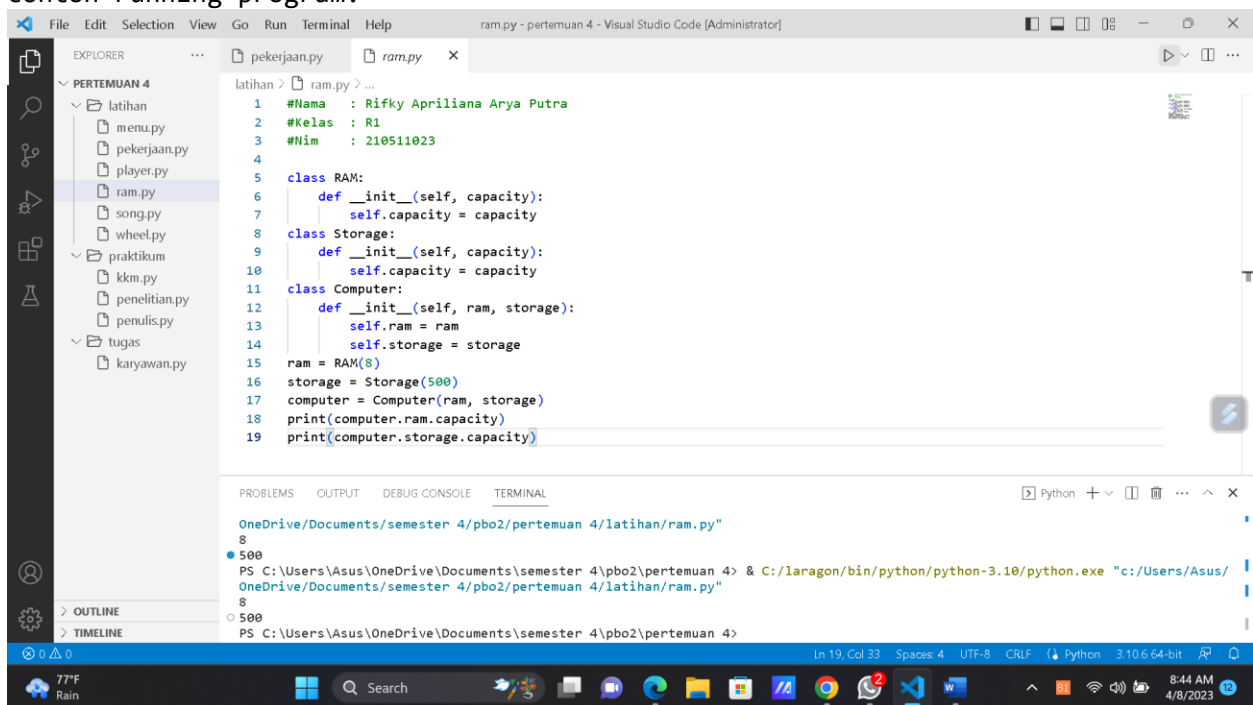
Script:

```
#Nama : Rifky Apriliana Arya Putra
```

```
#Kelas : R1
#Nim : 210511023
```

```
class RAM:
    def __init__(self, capacity):
        self.capacity = capacity
class Storage:
    def __init__(self, capacity):
        self.capacity = capacity
class Computer:
    def __init__(self, ram, storage):
        self.ram = ram
        self.storage = storage
ram = RAM(8)
storage = Storage(500)
computer = Computer(ram, storage)
print(computer.ram.capacity)
print(computer.storage.capacity)
```

contoh running program:



```
1 #Nama : Rifky Apriliana Arya Putra
2 #Kelas : R1
3 #Nim : 210511023
4
5 class RAM:
6     def __init__(self, capacity):
7         self.capacity = capacity
8 class Storage:
9     def __init__(self, capacity):
10        self.capacity = capacity
11 class Computer:
12     def __init__(self, ram, storage):
13         self.ram = ram
14         self.storage = storage
15 ram = RAM(8)
16 storage = Storage(500)
17 computer = Computer(ram, storage)
18 print(computer.ram.capacity)
19 print(computer.storage.capacity)
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

Python

OneDrive/Documents/semester 4/pbo2/pertemuan 4/latihan/ram.py"

8

500

PS C:\Users\Asus\OneDrive\Documents\semester 4\pbo2\pertemuan 4> & C:\laragon\bin\python\python-3.10\python.exe "c:/Users/Asus/OneDrive/Documents/semester 4/pbo2/pertemuan 4/latihan/ram.py"

8

500

PS C:\Users\Asus\OneDrive\Documents\semester 4\pbo2\pertemuan 4>

Contoh 6

Script:

```
#Nama : Rifky Apriliana Arya Putra
#Kelas : R1
#Nim : 210511023
```

```

class Wheel:
    def __init__(self, size):
        self.size = size
class Engine:
    def __init__(self, power):
        self.power = power
class Car:
    def __init__(self, wheels, engine):
        self.wheels = wheels
        self.engine = engine
wheel1 = Wheel(17)
wheel2 = Wheel(17)
wheel3 = Wheel(17)
wheel4 = Wheel(17)
engine = Engine(150)
car = Car([wheel1, wheel2, wheel3, wheel4], engine)
print(car.wheels[0].size)

```

contoh running program:

The screenshot shows the Visual Studio Code interface with a file explorer on the left, a code editor in the center, and a terminal at the bottom. The file explorer shows a project named 'PERTEMUAN 4' with subfolders 'latihan' and 'praktikum'. The code editor displays the Python code from the previous block. The terminal shows the command to run the program and the output.

```

PS C:\Users\Asus\OneDrive\Documents\semester 4\pbo2\pertemuan 4> & C:/laragon/bin/python/python-3.10/python.exe "c:/Users/Asus/OneDrive/Documents/semester 4/pbo2/pertemuan 4/latihan/wheel.py"
17
PS C:\Users\Asus\OneDrive\Documents\semester 4\pbo2\pertemuan 4>

```