



PEMROGRAMAN BERORIENTASI OBJEK LANJUT

2023



1. Buatlah 3 contoh dynamic attributes dan 1 dynamic classes

praktikum7_dynamic_atribute1.py

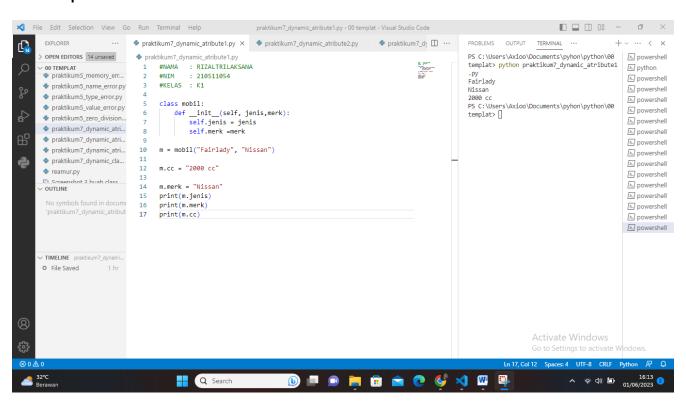
```
#NAMA : RIZALTRILAKSANA
#NIM : 210511054
#KELAS : K1

class mobil:
    def __init__(self, jenis,merk):
        self.jenis = jenis
        self.merk =merk

m = mobil("Fairlady", "Nissan")

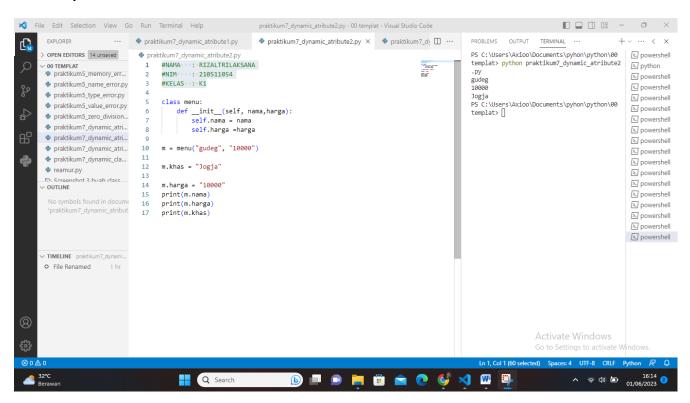
m.cc = "2000 cc"

m.merk = "Nissan"
print(m.jenis)
print(m.merk)
print(m.cc)
```



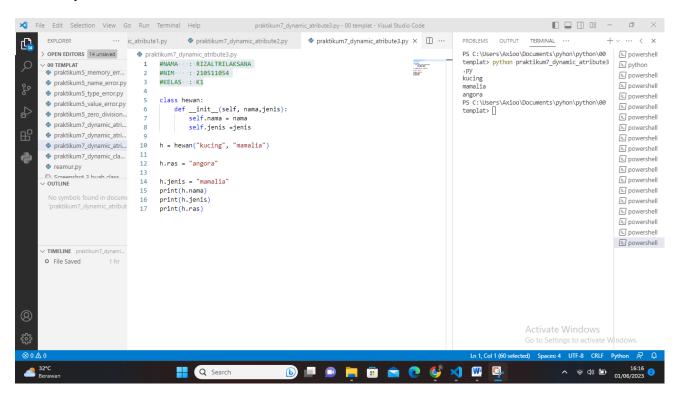
Praktikum7_dynamic_atribute2.py

```
#NAMA
        : RIZALTRILAKSANA
#NIM
        : 210511054
#KELAS
        : K1
class menu:
    def __init__(self, nama,harga):
        self.nama = nama
        self.harga =harga
m = menu("gudeg", "10000")
m.khas = "Jogja"
m.harga = "10000"
print(m.nama)
print(m.harga)
print(m.khas)
```



Praktikum7_dynamic_atribute3.py

```
#NAMA
        : RIZALTRILAKSANA
#NIM
        : 210511054
#KELAS
        : K1
class hewan:
    def __init__(self, nama,jenis):
        self.nama = nama
        self.jenis =jenis
h = hewan("kucing", "mamalia")
h.ras = "angora"
h.jenis = "mamalia"
print(h.nama)
print(h.jenis)
print(h.ras)
```



praktikum7_dynamic_classes1.py

```
#NAMA : RIZALTRILAKSANA
#NIM : 210511054
#KELAS : K1
def custom_kendaraan(tipe_kendaraan):
    class kendaraan:
        def __init__(self, brand, warna):
            self.tipe_kendaraan = tipe_kendaraan
            self.brand = brand
            self.warna = warna
        def __repr__(self):
            return f"{self.brand} {self.tipe_kendaraan} ({self.warna})"
    return kendaraan
Car = custom kendaraan("Mobil")
Motorcycle = custom_kendaraan("Motor")
car1 = Car("Nissan", "Merah")
car2 = Car("Peugeot", "Biru")
motorcycle1 = Motorcycle("Honda", "Hijau")
motorcycle2 = Motorcycle("Kawasaki", "Orange")
print(car1)
print(car2)
print(motorcycle1)
print(motorcycle2)
```

