

Jobsheet 02

Class dan Object

Mata Kuliah Praktikum Perprograman berbasis objek

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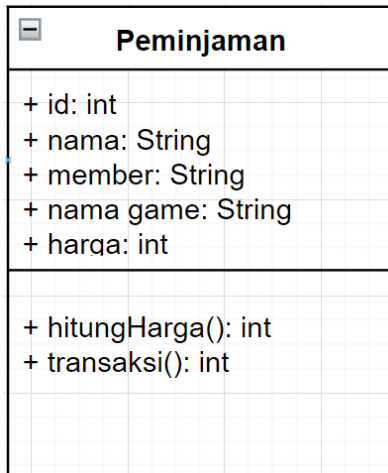
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1.



2. Class Peminjaman

```
public class Peminjama {
    public int id,harga,lamaSewa;
    public String nama, member, namaGame;

    public Peminjama (int id, int harga, int lamaSewa, String nama, String member, String namaGame) {
        this.id = id;
        this.harga = harga;
        this.lamaSewa = lamaSewa;
        this.nama = nama;
        this.member = member;
        this.namaGame = namaGame;
    }

    public int hitungHarga(){
        return lamaSewa * harga;
    }
}
```

Class MainPeminjaman

```
public class mainPeminjama {
    public static void main(String[] args) {

        Peminjama p = new Peminjama (1,20000,3,"Budi","Gold","fifa 24");
        int totalharg = p.hitungHarga();
        System.out.println("Nama : " + p.nama);
        System.out.println("ID : " + p.id);
        System.out.println("Member: " + p.member);
        System.out.println("Lama sewa : " + p.lamaSewa +" jam");
        System.out.println("Harga: " + p.harga);
        System.out.println("Biaya yang harus dibayar : " + totalharg );
    }
}
```

3. Class Lingkaran

```

public class lingkaran {
    double phi,r;

    public lingkaran(double phi, double r){
        this.phi=phi;
        this.r=r;
    }

    public void dataLingkara (){
        System.out.println("phi : "+phi);
        System.out.println("r: "+r);
    }

    public double hitungLua (){
        return phi* r * r;
    }

    public double hitungKelilin (){
        return 2 *phi * r;
    }
}

```

Class MainLingkaran

```

import java.util.Scanner;

public class MainLingkara {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);

        System.out.print("Masukkan r: ");
        double r = sc.nextDouble();
        lingkaran li = new lingkaran(3.14,r);

        li.dataLingkara ();
        double luas = li.hitungLua ();
        System.out.println("Luas lingkaran: "+luas);

        double keliling=li.hitungKelilin ();
        System.out.println("keliling lingkaran:  + keliling");
    }
}

```

4. Class Barang

```

public class Barang {
    String kode,namaBaran ;
    int hargaDasar ;
    float diskon;

    public Barang(String kode, String namaBaran , int hargaDasar , float diskon){
        this.kode=kode;
        this.namaBaran =namaBaran ;
        this.hargaDasar =hargaDasar ;
        this.diskon=diskon;
    }

    public float hitungHargaJua (){
        return hargaDasar - ((diskon * hargaDasar )/100);
    }

    public void tampilDat (){
        System.out.println("Kode : " + kode);
        System.out.println("Nama barang:  + namaBaran );
        System.out.println("Harga dasar:  +hargaDasar );
        System.out.println("Diskon:  +diskon);
    }
}

```

Class MainBarang

```

public class MainBaran {
    public static void main(String[] args) {
        Barang br = new Barang("098765", "Mouse", 200000, 60f);

        br.tampilDat ();
        System.out.println("Harga setelah di diskon:  + br.hitungHargaJua ());
    }
}

```