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| | |
|--------------|----------------------------------|
| Started on | Friday, 18 April 2025, 7:37 PM |
| State | Finished |
| Completed on | Tuesday, 22 April 2025, 10:18 AM |
| Time taken | 3 days 14 hours |
| Grade | 490.00 out of 500.00 (98%) |

Question **1**

Correct

Mark 100.00 out of 100.00

| | |
|--------------|-------|
| Time limit | 1 s |
| Memory limit | 64 MB |

Diberikan file header [Kompleks.hpp](#) Implementasikan kelas kompleks dengan mengimplementasikan header di atas!

Kumpulkan file dengan nama **Kompleks.cpp**

C++14

 [Kompleks.cpp](#)

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

| No | Score | Verdict | Description |
|----|-------|----------|-------------------|
| 1 | 1 | Accepted | 0.00 sec, 3.04 MB |
| 2 | 2 | Accepted | 0.00 sec, 3.05 MB |
| 3 | 2 | Accepted | 0.00 sec, 3.11 MB |
| 4 | 5 | Accepted | 0.00 sec, 3.04 MB |
| 5 | 5 | Accepted | 0.00 sec, 3.04 MB |
| 6 | 5 | Accepted | 0.00 sec, 3.04 MB |
| 7 | 5 | Accepted | 0.00 sec, 3.10 MB |
| 8 | 5 | Accepted | 0.00 sec, 3.05 MB |
| 9 | 10 | Accepted | 0.00 sec, 3.11 MB |
| 10 | 10 | Accepted | 0.00 sec, 3.05 MB |
| 11 | 10 | Accepted | 0.00 sec, 3.06 MB |
| 12 | 10 | Accepted | 0.00 sec, 3.10 MB |
| 13 | 10 | Accepted | 0.00 sec, 2.98 MB |
| 14 | 10 | Accepted | 0.00 sec, 2.94 MB |
| 15 | 10 | Accepted | 0.00 sec, 3.14 MB |

Question **2**

Correct

Mark 100.00 out of 100.00

| | |
|--------------|-------|
| Time limit | 1 s |
| Memory limit | 64 MB |

Footballer (1)

Lengkapi header dan realisasikan kelas abstrak [Footballer](#) berikut ini. Spesifikasi sudah diberikan pada komentar. Tambahkan keyword virtual, const, dan/atau static sesuai kaidah OOP yang diajarkan untuk menjamin kode Anda benar.

Upload **Footballer.hpp** dan **Footballer.cpp** dalam **Footballer.zip**

C++14

 [Footballer.zip](#)

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

| No | Score | Verdict | Description |
|----|-------|----------|-------------------|
| 1 | 5 | Accepted | 0.00 sec, 2.88 MB |
| 2 | 5 | Accepted | 0.00 sec, 2.98 MB |
| 3 | 5 | Accepted | 0.00 sec, 2.95 MB |
| 4 | 5 | Accepted | 0.00 sec, 2.95 MB |
| 5 | 5 | Accepted | 0.00 sec, 2.98 MB |
| 6 | 5 | Accepted | 0.00 sec, 3.02 MB |
| 7 | 5 | Accepted | 0.00 sec, 3.02 MB |
| 8 | 5 | Accepted | 0.00 sec, 3.00 MB |
| 9 | 6 | Accepted | 0.00 sec, 2.98 MB |
| 10 | 6 | Accepted | 0.00 sec, 2.98 MB |
| 11 | 6 | Accepted | 0.00 sec, 2.97 MB |
| 12 | 6 | Accepted | 0.00 sec, 2.95 MB |
| 13 | 6 | Accepted | 0.00 sec, 2.95 MB |
| 14 | 6 | Accepted | 0.00 sec, 2.98 MB |
| 15 | 6 | Accepted | 0.00 sec, 2.94 MB |
| 16 | 6 | Accepted | 0.00 sec, 3.11 MB |
| 17 | 6 | Accepted | 0.00 sec, 2.96 MB |
| 18 | 6 | Accepted | 0.00 sec, 3.14 MB |

Question **3**
Partially correct
Mark 90.00 out of 100.00

| | |
|--------------|-------|
| Time limit | 1 s |
| Memory limit | 64 MB |

Footballer (2)

Buatlah *subclass* dengan mewariskan kelas **Footballer** yang sudah Anda buat di soal sebelumnya, pada **Striker**, **Midfielder**, **Defender**, dan **Goalkeeper**.


File header template beserta penjelasan kelas dan setiap metode nya dapat dilihat dalam [Footballer2.zip](#)

Kumpulkan Striker.hpp, Striker.cpp, Midfielder.hpp, Midfielder.cpp, Defender.hpp, Defender.cpp, Goalkeeper.hpp, Goalkeeper.cpp dalam **Footballer2.zip**

Catatan: Jawaban Anda akan dites dengan Footballer.hpp dan Footballer.cpp milik asisten, yang artinya:

- (1) Anda tidak harus selesai mengerjakan soal 1 untuk mengerjakan soal ini, dan;
- (2) Anda dapat mengasumsikan kelas Footballer diimplementasikan dengan benar

C++14

 [Footballer2.zip](#)

Score: 90

Blackbox

Score: 90

Verdict: Wrong answer

Evaluator: Exact

| No | Score | Verdict | Description |
|----|-------|--------------|-------------------|
| 1 | 10 | Accepted | 0.00 sec, 3.14 MB |
| 2 | 10 | Accepted | 0.00 sec, 3.05 MB |
| 3 | 10 | Accepted | 0.00 sec, 3.02 MB |
| 4 | 10 | Accepted | 0.00 sec, 3.03 MB |
| 5 | 10 | Accepted | 0.00 sec, 3.06 MB |
| 6 | 10 | Accepted | 0.00 sec, 3.06 MB |
| 7 | 10 | Accepted | 0.00 sec, 2.98 MB |
| 8 | 0 | Wrong answer | 0.00 sec, 2.95 MB |
| 9 | 10 | Accepted | 0.00 sec, 3.06 MB |
| 10 | 10 | Accepted | 0.00 sec, 3.03 MB |

Question **4**
Correct
Mark 200.00 out of 200.00

| | |
|--------------|-------|
| Time limit | 1 s |
| Memory limit | 64 MB |

Pet Shelter Manager

Buatlah sebuah sistem shelter management yang mengelola binatang-binatang di dalamnya.
Ada dua tipe binatang yang merupakan sebuah turunan dari hewan, yakni Dog dan Cat.

 File yang Disediakan ([ShelterManagerToolkit.zip](#))

- Pet.hpp, Cat.hpp, Dog.hpp
- Pet.cpp, Cat.cpp, Dog.cpp
- PetShelter.hpp (implementasi fungsi yang dideskripsikan di sini)

 Tugas Anda

- Implementasikan **PetShelter.cpp** sesuai spesifikasi pada **PetShelter.hpp**
- Seluruh output harus diakhiri dengan **endl**
- Submit **PetShelter.cpp**

C++14

 [PetShelter.cpp](#)

Score: 100

Blackbox

Score: 100

Verdict: Accepted

Evaluator: Exact

| No | Score | Verdict | Description |
|----|-------|----------|-------------------|
| 1 | 10 | Accepted | 0.00 sec, 3.00 MB |
| 2 | 10 | Accepted | 0.00 sec, 3.12 MB |
| 3 | 10 | Accepted | 0.00 sec, 3.12 MB |
| 4 | 10 | Accepted | 0.00 sec, 3.00 MB |
| 5 | 10 | Accepted | 0.00 sec, 2.95 MB |
| 6 | 10 | Accepted | 0.00 sec, 3.05 MB |
| 7 | 10 | Accepted | 0.00 sec, 3.02 MB |
| 8 | 10 | Accepted | 0.00 sec, 3.04 MB |
| 9 | 10 | Accepted | 0.00 sec, 3.01 MB |
| 10 | 10 | Accepted | 0.00 sec, 3.05 MB |

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