**LAPORAN PRAKTIKUM PEMROGRAMAN BEORIENTASI OBJEK**

“Tugas 06 Enkapsulasi: Latihan membuat game*”*

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**2024**

**Enkapsulasi: Latihan membuat game**

* Source code class jagoan.java
* public class Jagoan {
* private String nama;
* private int baseHealth;
* private int baseAttack;
* private Jubah jubah;
* private Senjata senjata;
* public **Jagoan**(String *nama*) {
* this.nama = *nama*;
* this.baseHealth = 100;
* this.baseAttack = 10;
* }
* public String **getNama**() {
* return this.nama;
* }
* public void **setJubah**(Jubah *jubah*) {
* this.jubah = *jubah*;
* }
* public void **setSenjata**(Senjata *senjata*) {
* this.senjata = *senjata*;
* }
* public int **maxHealth**() {
* return this.baseHealth + this.jubah.**getAddHealth**();
* }
* public int **getAttackPower**() {
* return this.baseAttack + this.senjata.**getAttack**();
* }
* public void **display**() {
* System.out.**println**("Player\t: " + this.nama);
* System.out.**println**("Health\t: " + this.**maxHealth**());
* System.out.**println**("Equip\t: " + this.jubah.**getJubah**());
* System.out.**println**("Weapon\t: " + this.senjata.**getSenjata**());
* System.out.**println**("Attack\t: " + this.**getAttackPower**());
* }
* public void **serang**(Jagoan *lawan*) {
* System.out.**println**(this.nama + " menyerang " + *lawan*.**getNama**());
* }
* }
* Source code class Jubah.java

public class Jubah{

    private String name;

    private int strength;

    private int health;

    public **Jubah**(String *name*, int *strength*, int *health*){

        this.name = name;

        this.strength = strength;

        this.health = health;

    }

    public int **getAddHealth**(){

        return this.strength + this.health;

    }

    public int **getDefencePower**(){

        return this.strength;

    }

    public String **getJubah**() {

        return this.name;

    }

}

* Source code classs Senjata.java
* public class Senjata{
* private String name;
* private int attack;
* public **Senjata**(String *name*, int *attack*){
* this.name = *name*;
* this.attack = *attack*;
* }
* public int **getAttack**(){
* return this.attack;
* }
* public String **getSenjata**() {
* return this.name;
* }
* }
* Main.java
* public class Main {
* public static void **main**(String[] *args*) {
* *// Jagoan 1*
* System.out.**println**("-- Pemain 1 --");
* Jagoan jakaSembung = new **Jagoan**("Jaka Sembung");
* Jubah jubahPutih = new **Jubah**("Jubah Putih", 7, 50);
* Senjata golok = new **Senjata**("Golok", 25);
* jakaSembung.**setJubah**(jubahPutih);
* jakaSembung.**setSenjata**(golok);
* jakaSembung.**display**();
* System.out.**println**();
* *//Jagoan 2*
* System.out.**println**("-- Pemain 2 --");
* Jagoan pitung = new **Jagoan**("Si Pitung");
* Jubah jubahHitam = new **Jubah**("Jubah Hitam", 8, 52);
* Senjata toya = new **Senjata**("Toya", 24);
* pitung.**setJubah**(jubahHitam);
* pitung.**setSenjata**(toya);
* pitung.**display**();
* System.out.**println**();
* *//Gameplay*
* System.out.**println**("-- Turn 1 --");
* jakaSembung.**serang**(pitung);
* jakaSembung.**serang**(pitung);
* System.out.**println**();
* System.out.**println**("-- Turn 2 --");
* pitung.**serang**(jakaSembung);
* System.out.**println**();
* System.out.**println**("-- Turn 3 --");
* jakaSembung.**serang**(pitung);
* System.out.**println**();
* System.out.**println**("-- Turn 4 --");
* pitung.**serang**(jakaSembung);
* }
* }

Hasil Running

