**LAPORAN PRAKTIKUM PEMROGRAMAN BEORIENTASI OBJEK**

“Tugas 11 Studi Kasus Perpustakaan dengan Java*”*

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Oleh:

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**S1-Teknik Informatika**

**Fakultas Teknik Universitas Pancasila**

**2024**

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1. **Objek**

* Obek Member

libraryService.registerMember(new Member("Dewi", "MEM001"));

libraryService.registerMember(new Member("Eka", "MEM002"));

* Objek Book

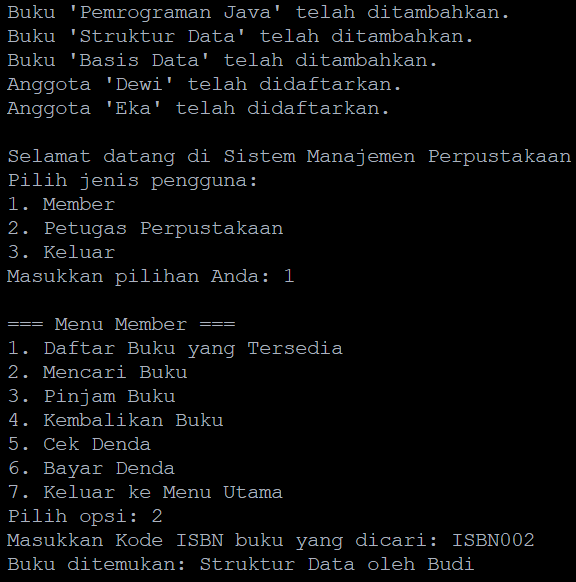
libraryService.addBook(new Book("Pemrograman Java", "Andi", "ISBN001"));

libraryService.addBook(new Book("Struktur Data", "Budi", "ISBN002"));

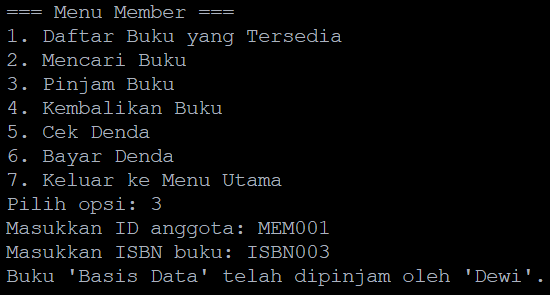
libraryService.addBook(new Book("Basis Data", "Cici", "ISBN003"));

1. **Skenario Member**

* Mencari Buku

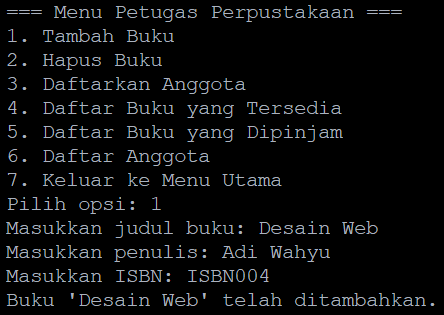


* Meminjam Buku

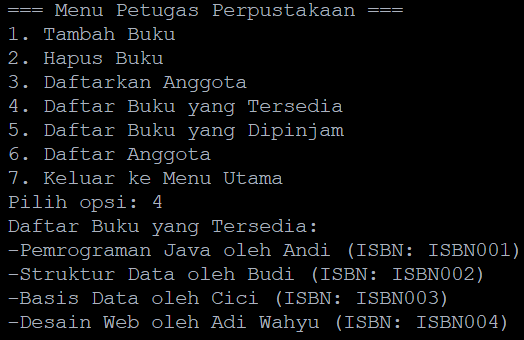


1. **Skenario Petugas**

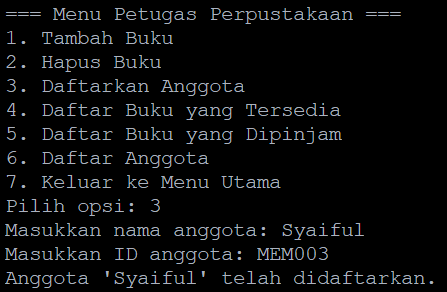
* Menambah Buku



* Melihat Daftar Buku



* Menambah Member



* Melihat Daftar Member

